



# DUNGEON MASTER'S SCREEN



SOVEREIGN PRESS





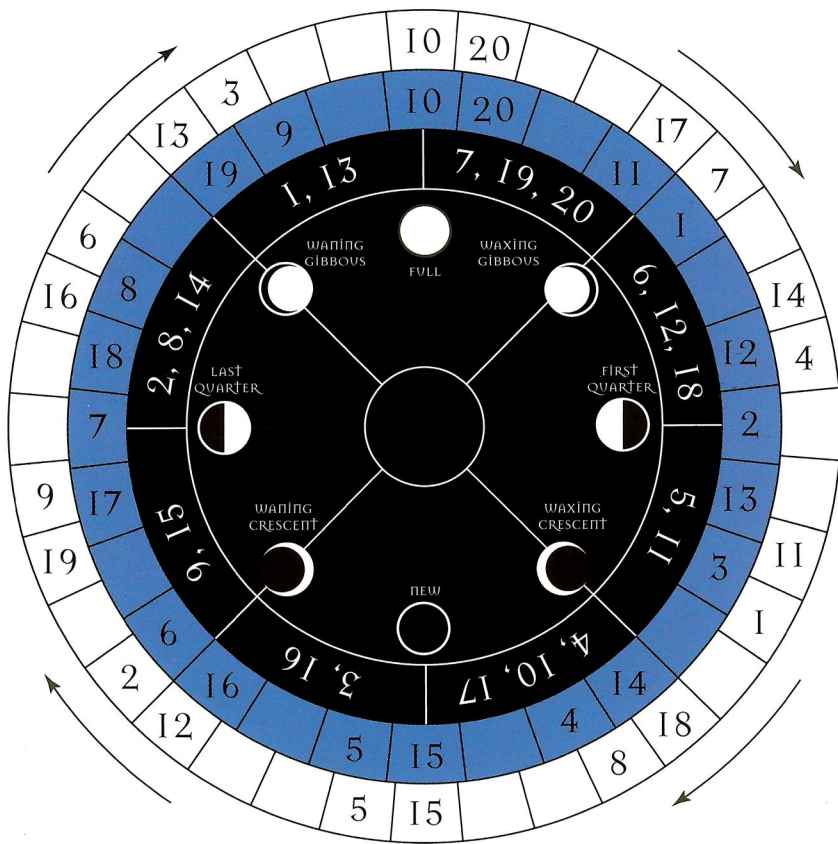












### MOON TRACKING CHART

- Solinari: Period of 36 standard days with 9 days per quarter.
- Lunitari: Period of 28 standard days with 7 days per quarter.
- Nunitari: Period of 8 standard days with 2 days per quarter.

### LEECHING MAGIC ITEMS

Type	Potential
Armor & Shields	1 per 500 stl value
Weapons	1 per 500 stl value
Potions	1 per 50 stl value, item is destroyed
Rings	1 per 1000 stl value
Rods	1 per 1000 stl value
Scrolls	1 per level of the spell upon the scroll, item is destroyed
Staves	1 per charge, does not automatically recharge (unless the staff automatically recharges itself)
Wands	1 per 2 charges (round down), does not automatically recharge
Wondrous Items	1 per 1000 stl value
Minor Artifacts	5 per caster level
Major Artifacts	Variable; these items should have a potential determined at the DM's discretion

### MAGIC IN THE FIFTH AGE

DC	Years	Success
10 + spell level	10-19 SC (393-402 AC)	-1 effective caster level
15 + spell level	20-29 SC (403-412 AC)	-2 effective caster level
20 + spell level	30-36 SC (413-417 AC)	-5 effective caster level
25 + spell level	37-38 SC (418-419 AC) The War of Souls	-10 effective caster level

### DAYS OF THE WEEK

Days	Ergoth	Plainsmen	Solamnic	Dwarven	Elven	Kender	Goblin	God-days
Sunday	Gileadai	Friend Day	Linaras	Brenzik	Gateway	Praise Day	Guard	Gilean
Monday	Luindai	Hunt Day	Palast	Mithrik	Bright Eye	Light Day	Pain	Lunitari
Tuesday	Nuindai	Share Day	Majetag	Adamachtis	Night's Eye	Fire Day	Fear	Nunitari
Wednesday	Soldai	Gather Day	Kirinor	Aurachil	Dead Eye	Winds Day	Rout	Solinari
Thursday	Manthus	Barter Day	Misham	Cuprig	Dream Dance	Waters Day	Strife	Majere
Friday	Shinarai	Worship Day	Bakukal	Ferramis	Winged Trade	Ground Day	Feint	Shinare
Saturday	Boreadai	Council Day	Bracha	Agorin	World Tree	Shadow Day	Flank	Zivilyn

### MONTHS OF THE YEAR

Months	Ergoth	Plainsmen	Solamnic	Dwarven	Elven	Kender	Goblin	God-days
January	Aelmont	Ice Glaze	Newkolt	Dark-Crypt	Winter Night	Snowfun	Famine	Chemosh
February	Rannmont	Snow Deep	Deepkolt	Dark-Deep	Winter Deep	Darktime	Madness	Zeboim
March	Mishamont	Mountain Thaw	Brookgreen	Damp-Mood	Spring Dawning	Windsong	Girding	Mishakal
April	Chislmont	Earth Wakes	Yurthgreen	Damp-Chisel	Spring Rain	Raindrum	Scouting	Chislev
May	Bran	Flower Blooms	Fleurgreen	Dry-Anvil	Spring Blossom	Flowerfield	Campaign	Branchala
June	Corij	Home Earth	Holmswelth	Dry-Axe	Summer Home	Homefriends	Siege	Kiri-Jolith
July	Argon	Raging Fire	Fierswelt	Dry-Heat	Summer Run	Wandertime	Flame	Sargonnas
August	Sirrimont	Dying Ember	Paleswelt	Dry-Forge	Summer End	Summerlaze	Sack	Sirrion
September	Reorxmont	Harvest Home	Reapember	Cold-Hammer	Autumn Harvest	Harvestfete	Loot	Reorx
October	Hiddumont	Leaf Gild	Gildember	Cold-Steel	Autumn Twilight	Leafplay	Betrayal	Hiddukel
November	H'arromont	Dark Cold	Darkember	Cold-Rust	Autumn Dark	Bleakcold	Pestilence	Morgion
December	Phoenix	Frost Eve	Frostkolt	Cold-Lode	Winter Come	Blessings	Reward	Habbakuk

### HOURS OF THE DAY

Hour	Name
0	Darkwatch
1	After Darkwatch
2	Deepwatch
3	After Deepwatch
4	Early Watch
5	Waking Hour
6	Morning Watch
7	First Watch
8	Second Watch
9	Third Watch
10	Fourth Watch
11	Fifth Watch
12	High Watch
13	Seventh Watch
14	Eighth Watch
15	Ninth Watch
16	Tenth Watch
17	Eleventh Watch
18	Twelfth Watch
19	Evening Watch
20	Last Watch
21	Afterwatch
22	Late Watch
23	Restful Hour
24	Darkwatch





# DRAGONLANCE

## DUNGEON MASTER'S SCREEN

### EXPERIENCE POINT AWARDS

	CR 1	CR 2	CR 3	CR 4	CR 5	CR 6	CR 7	CR 8	CR 9	CR 10
1st-3rd	<b>300</b>	<b>600</b>	<b>900</b>	1350	1800	2700	3600	5400	7200	10800
4th	300	600	800	<b>1200</b>	1600	2400	3200	4800	6400	9600
5th	300	500	750	1000	<b>1500</b>	2250	3000	4500	6000	9000
6th	300	450	600	900	1200	<b>1800</b>	2700	3600	5400	7200
7th	263	350	525	700	1050	1400	<b>2100</b>	3150	4200	6300
8th	200	300	400	600	800	1200	1600	<b>2400</b>	3600	4800
9th	*	225	338	450	675	900	1350	1800	<b>2700</b>	4050
10th	*	*	250	375	500	750	1000	1500	2000	<b>3000</b>
11th	*	*	*	275	413	550	825	1100	1650	2200
12th	*	*	*	*	300	450	600	900	1200	1800
13th	*	*	*	*	*	325	488	650	975	1300
14th	*	*	*	*	*	*	350	525	700	1050
15th	*	*	*	*	*	*	*	375	563	750
16th	*	*	*	*	*	*	*	*	400	600
17th	*	*	*	*	*	*	*	*	*	425
18th	*	*	*	*	*	*	*	*	*	*
19th	*	*	*	*	*	*	*	*	*	*
20th	*	*	*	*	*	*	*	*	*	*

	CR 11	CR 12	CR 13	CR 14	CR 15	CR 16	CR 17	CR 18	CR 19	CR 20
1st-3rd	**	**	**	**	**	**	**	**	**	**
4th	12800	**	**	**	**	**	**	**	**	**
5th	12000	18000	**	**	**	**	**	**	**	**
6th	10800	14400	21600	**	**	**	**	**	**	**
7th	8400	12600	16800	25200	**	**	**	**	**	**
8th	7200	9600	14400	19200	28800	**	**	**	**	**
9th	5400	8100	10800	16200	21600	32400	**	**	**	**
10th	4500	6000	9000	12000	18000	24000	36000	**	**	**
11th	<b>3300</b>	4950	6600	9900	13200	19800	26400	39600	**	**
12th	2400	<b>3600</b>	5400	7200	10800	14400	21600	28800	43200	**
13th	1950	2600	<b>3900</b>	5850	7800	11700	15600	23400	31200	46800
14th	1400	2100	2800	<b>4200</b>	6300	8400	12600	16800	25200	33600
15th	1125	1500	2250	3000	<b>4500</b>	6750	9000	13500	18000	27000
16th	800	1200	1600	2400	3200	<b>4800</b>	7200	9600	14400	19200
17th	638	850	1275	1700	2550	3400	<b>5100</b>	7650	10200	15300
18th	450	675	900	1350	1800	2700	3600	<b>5400</b>	8100	10800
19th	*	475	713	950	1425	1900	2850	3800	<b>5700</b>	8550
20th	*	*	500	750	1000	1500	2000	3000	4000	<b>6000</b>

### NONCOMBAT AWARDS

Challenge Type	CR Award
Simple	Party Level - 2
Easy	Party Level - 1
Average	Party Level
Difficult	Party Level + 1
Formidable	Party Level + 2

### MISSION GOALS

Goal Achieved	Award Earned
Personal Goal, Minor	Current XP + 8
Personal Goal, Major	Current XP + 6
Party Goal, Minor	Current XP + 4
Party Goal, Major	Current XP + 2

### ROLEPLAYING AWARDS

Roleplaying Outcome	Award Earned
Mostly favorable	25 XP per character level
Unfavorable	50 XP per character level
Extremely unfavorable	100 XP per character level

### COINAGE OF ANSALON

Coin	Iron/					
	Copper	Gold	Silver	Bronze	Steel	Platinum
Copper (cp)	1	2/5	1/5	1/50	1/100	1/500
Gold (gp)	2 1/2	1	1/2	1/20	1/40	1/200
Silver (sp)	5	2	1	1/10	1/20	1/100
Iron/bronze (ip/bp)	50	20	10	1	1/2	1/10
Steel (stl)	100	40	20	2	1	1/5
Platinum (pp)	500	200	100	10	5	1

### TREASURE VALUES PER ENCOUNTER

Encounter		Encounter	
Level	Treasure	Level	Treasure
1	300 stl	11	7500 stl
2	600 stl	12	9800 stl
3	900 stl	13	13000 stl
4	1200 stl	14	17000 stl
5	1600 stl	15	22000 stl
6	2000 stl	16	28000 stl
7	2600 stl	17	36000 stl
8	3400 stl	18	47000 stl
9	4500 stl	19	61000 stl
10	5800 stl	20	80000 stl

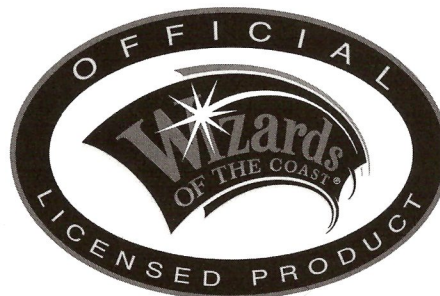
**bold** - Appropriate encounter level for the listed party level.

\* - Not a worthy challenge. See Assigning Ad Hoc XP Awards, DMG 3.5 page 39.

\*\* - Impossibly hard challenge. See Assigning Ad Hoc XP Awards, DMG 3.5 page 39.



Sovereign Press  
253 Center St #126  
Lake Geneva, WI 53147-1982  
United States  
www.sovpress.com





## MOVEMENT AND SPEED STATUS

Declared Speed	Speed Status	Necessary Move Action	Other Allowed Actions
5 ft. or less	Freefall <sup>1</sup>	None	Any
Less than 1/2 fly speed	Stall <sup>2</sup>	Single move action	Any standard action
1/2 fly speed to fly speed	Slow	Single move action	Any standard action
Fly speed to double fly speed	Fast	Two move actions	Charge, dive attack
More than double fly speed	All-out	Run action	None
Hover (1/4 fly speed or less)	Hover	Single move action	Any standard action

1 Creatures with good or perfect maneuverability or the Hover feat can hover instead.

2 Creatures with good or perfect maneuverability do not stall, and are treated as having a speed of slow.

## SPEED STATUS AND MANEUVERS

### Normal Scale

Speed Status	Maneuverability Class				
	Perfect	Good	Average	Poor	Clumsy
Stall	Unlimited	4/10 ft.	2/10 ft.	2/10 ft.	1
Slow	Unlimited	8/5 ft.	6/5 ft.	6/10 ft.	4/10 ft.
Fast	Unlimited	4/10 ft.	3/10 ft.	3/20 ft.	2/20 ft.
All-out	2/60 ft.	1	1	None	None
Hover	Unlimited	Unlimited	Unlimited	Unlimited	Unlimited

### Chase Scale

Speed Status	Maneuverability Class				
	Perfect	Good	Average	Poor	Clumsy
Stall	Unlimited	4/2 squares	2/2 squares	2/2 squares	1
Slow	Unlimited	8/1 square	6/1 square	6/1 square	4/1 square
Fast	Unlimited	4/1 square	3/1 square	3/2 squares	2/2 squares
All-out	2/2 squares	1	1	None	None
Hover	Unlimited	Unlimited	Unlimited	Unlimited	Unlimited

## COLLISION DIRECTION

Colliding Flying Creature's Target	Multiplier
A stationary object	×1
A moving flying creature, striking head-on or 45 degrees from head-on	×2
A moving flying creature, striking perpendicular	×1
A moving flying creature, striking from the rear or 45 degrees from the rear	×1/2

## ALTITUDE AT TAKEOFF

DC	Altitude at Takeoff
20	Space
20	Space +5 ft.
40	Space +10 ft.
60	Space +15 ft.
80	Space +20 ft.
100	Space +25 ft.
120	Space +30 ft.

## COLLISION DAMAGE

Highest Speed	Damage Die Type
0 to 60 ft.	d2
61 ft. to 120 ft.	d4
121 ft. to 240 ft.	d8
241 ft. to 480 ft.	d12

### Smallest Object

or Creature Size	Number of Dice
Colossal	20
Gargantuan	16
Huge	12
Large	8
Medium	4
Small	2
Tiny	1
Smaller than Tiny	0

## MANEUVERABILITY AND EXAMPLE CREATURE

	Perfect (Will-o'wisp)	Good (Beholder)	Average (Gargoyle)	Poor (Wyvern)	Clumsy (Manticore)
Minimum Forward Speed	None	None	Half	Half	Half
Hover	Yes	Yes	No	No	No
Move backward	Yes	Yes	No	No	No
Reverse	Free	-5 ft.	No	No	No
Turn	Any	90°/5 ft.	45°/5 ft.	45°/5 ft.	45°/10 ft.
Turn in place	Any	+90°/-5 ft.	+45°/-5 ft.	No	No
Maximum Turn	Any	Any	90°	45°	45°
Up angle	Any	Any	60°	45°	45°
Up speed	Full	Half	Half	Half	Half
Down angle	Any	Any	Any	45°	45°
Down speed	Double	Double	Double	Double	Double
Between down and up	0	0	5 ft.	10 ft.	20 ft.

## FLYING CHECK MODIFIERS

Creature Maneuverability	Modifier
Perfect	+4
Good	+2
Average	0
Poor	-2
Clumsy	-4





DRAGONLANCE® DUNGEON MASTER SCREEN COMPANION

# DUNGEON MASTER RESOURCES

DESIGNERS .....	CAM BANKS MARGARET WEIS	PROJECT MANAGER & ART DIRECTOR .....	JAMIE CHAMBERS
DEVELOPMENT & .... ADDITIONAL DESIGN	ALEX JACOBS ANDRÉ LA ROCHE SEAN MACDONALD	DRAGONLANCE DM SCREEN ARTIST .....	LARRY ELMORE
EDITOR .....	JAMIE CHAMBERS	INTERIOR ARTISTS ...	STEVE BRYANT LARRY ELMORE
PROOFREADING .....	TRAMPAS WHITEMAN	GRAPHIC DESIGNERS	DAWN MURIN DON PERRIN

**SPECIAL THANKS:** John Danovich, Sean Everette, and Tracy Hickman.

This d20 System® game accessory utilizes mechanics developed for the new DUNGEONS & DRAGONS® game by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, and Peter Adkinson.

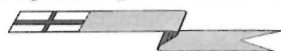
This Wizards of the Coast® Official Licensed Product contains no Open Game Content. No portion of this work may be reproduced in any form without written permission. To learn more about the Open Gaming License and the d20 System License, please visit [www.wizards.com/d20](http://www.wizards.com/d20).

Dungeons & Dragons, D&D, Dungeon Master, Dragonlance, the Dragonlance Logo, d20, the d20 System Logo, Wizards of the Coast, and the Wizards of the Coast Logo are registered trademarks of Wizards of the Coast, Inc., a subsidiary of Hasbro, Inc. © 2003 Wizards of the Coast, Inc. Used with permission. All rights reserved.

First Printing—2003. Printed in Canada. © 2003 Sovereign Press, Inc. Sovereign Press and the Sovereign Press Logo are trademarks owned by Sovereign Press, Inc. Fast Forward Entertainment and the Fast Forward Entertainment Logo are trademarks of Fast Forward Entertainment, Inc. All rights reserved.

Additional information and content available at [www.dragonlance.com](http://www.dragonlance.com).

WRITTEN & PUBLISHED BY



SOVEREIGN PRESS

Sovereign Press  
253 Center St #126  
Lake Geneva, WI 53147-1982  
United States  
[www.sovpress.com](http://www.sovpress.com)



SOLD & DISTRIBUTED BY



Fast Forward Entertainment  
772 W. Main, Ste 205  
Lake Geneva, WI 53147  
United States  
[www.fastforwardgames.com](http://www.fastforwardgames.com)





# DM RESOURCES

## Congratulations!

You have chosen the path of a DRAGONLANCE DUNGEON MASTER, a journey that is both challenging and rewarding—perhaps even more so than the characters who will populate your campaign. You are the storyteller who introduces the world of Krynn to your players, breathes life into its citizens, and presents both the majesty and danger that can be found in every corner. The role you have chosen means increased work and responsibility, but only you can see the story unfold from your unique perspective—and you will have become another of many creators in this amazing shared world of fantasy.

The *DUNGEON MASTER'S Screen* and booklet you are reading are tools to help you in your efforts as both storyteller and referee. The screen has many of the relevant charts and tables specific to a DRAGONLANCE campaign, so you can spend more time role-playing and less time paging through rulebooks! This booklet includes "stock" non-player characters, whose stats can be used in a pinch-plus an example description, which shows how to flesh out a basic character concept and give it depth and believability. Also included are charts for the new DRAGONLANCE character classes, to complement those found in the d20 System core rules. Finally, we include race-specific weapons used by the unique races of DRAGONLANCE to supplement those found in the Equipment chapter of the core rules.

Enjoy the world of adventure that awaits!

## NON-PLAYER CHARACTERS

Each entry in this section has a statistics block, which can be used in any situation (quickly modifying appropriate details as necessary), and also a description which can also be used in a pinch—as well as serving as an example of adding descriptive depth to a simple character concept.

### TYPICAL KNIGHT OF THE CROWN

**Male Human Ftr3/ Crown2:** CR 5; Medium humanoid (human); HD 5d10+10; hp 42; Init +0; Spd 20 ft.; AC 19, touch 9, flat-footed 19; Base Atk +5; Grp +8; Atk/Full Atk +9 melee (1d8+4/19-20, +1 longsword), or +8 melee (1d8+3/x3, lance); Space/Reach 5 ft./5 ft.; SA strength of honor 1/day; SQ heroic initiative, knightly courage; AL LG; SV Fort +8, Ref +0, Will +1; Str 16, Dex 8, Con 14, Int 10, Wis 13, Cha 12.

*Skills and Feats:* Diplomacy +3, Knowledge (nobility and royalty) +3, Knowledge (religion) +6, Ride +6; Die Hard, Endurance, Honorbound, Mounted Combat, Power Attack, Tremendous Charge.

*Heroic Initiative (Ex):* The knight gains a +1 bonus on initiative checks.

*Knightly Courage (Su):* The knight has a +1 morale bonus on saving throws against fear effects.

*Strength of Honor (Su):* Once a day, as a free action, the knight may add a +4 morale bonus to his Strength score for 4 rounds.

*Possessions:* Masterwork full plate, heavy steel shield, +1 longsword, lance, heavy warhorse, military saddle, 35 stl.

### ALFRIC VTH REINHOLT

Alfric is in his mid-twenties, of average height, medium build, with fair hair and complexion. He is working on growing a traditional Solamnic mustache, for having just recently earned his spurs he has only now begun to try to grow it out. He is the eldest son of a noble Solamnic family and the first of his family to join the knighthood in many years, for the family has long tried to stay out of politics. If the party meets Alfric in his home country, he will be dressed in the latest court fashion, expensive and well made but not ostentatious. If met on the road, he wears typical traveling clothes, carrying his armor with him strapped on a packhorse. He wears a sword that is newly forged and has only a few marks on it, much to his chagrin.

Alfric has quick, ingratiating smile and a ready laugh. He is always the first to call out a greeting to a stranger and, if that stranger is another knight, Alfric will add a merry challenge to a friendly contest in arms. As a newly made knight, he is eager to prove himself in battle and tourney. He will volunteer to join any party of adventurers, so long as their quest is noble and good. He embodies the ideals of the Solamnic knight and will do nothing that might go against those ideals. He is friendly and slow to anger, but he will not run from a fight. Rather, he will be the first to attack!

### TYPICAL KNIGHT OF THE SWORD

**Female Human Ftr3/Clr1 (Kiri-Jolith)/Crown2/Sword3:** CR 9; Medium humanoid (human); HD 5d10+4d8+18; hp 65; Init +0; Spd 20 ft.; AC 22, touch 10, flat-footed 22; Base Atk +7; Grp +10; Atk +13 melee (1d8+5/19-20, +2 longsword), or +11 melee (1d8+3/x3, masterwork lance), or +7 ranged (1d8+3/x3, masterwork composite longbow); Full Atk +13/+8 melee (1d8+5/19-20, +2 longsword); or +11/+6 melee (1d8+3/x3, masterwork lance), or +7/+2 ranged (1d8+3/x3, masterwork composite longbow); Space/Reach 5 ft./5 ft.; SA smite evil 1/day, strength of honor 1/day, spells; SQ aura of courage, aura of good, heroic initiative, knightly courage, turn undead 4/day; AL LG; SV Fort +13, Ref +1, Will +8; Str 16, Dex 8, Con 14, Int 10, Wis 14, Cha 12.

*Skills and Feats:* Diplomacy +8, Knowledge (nobility and royalty) +8, Knowledge (religion) +6, Ride +8; Die Hard, Endurance, Honorbound, Iron Will, Leadership, Mounted Combat, Power Attack, Ride-By Attack, Tremendous Charge, Weapon Focus (longsword)<sup>B</sup>.



## TYPICAL KNIGHT OF THE ROSE

**Male Human Ftr3/Clr1 (Kiri-Jolith) /Crown2 /Sword3/Rose2:** CR 11; Medium humanoid (human); HD 7d10+4d8+22; hp 78; Init +0; Spd 20 ft; AC 25, touch 10, flat-footed 25; Base Atk +9; Grp +13; Atk +15 melee (1d8+5/19-20, +1 longsword), or +13 melee (1d8+3/x3, masterwork lance), or +9 ranged (1d8+3/x3, masterwork composite longbow); Full attack +15/+10 melee (1d8+5/19-20, +1 longsword), or +13/+8 melee (1d8+3/x3, masterwork lance), or +9/+4 ranged (1d8+3/x3, masterwork composite longbow); Space/Reach 5 ft/5 ft; SA strength of honor 1/day, turn undead 5/day, spells, smite evil 1/day, rallying cry, detect evil, inspire courage 2/day; SQ aura of courage, aura of good, heroic initiative, knightly courage; AL LG; SV Fort +18, Ref +3, Will +12; Str 16 (18), Dex 8, Con 14, Int 10, Wis 14, Cha 12.

**Skills and Feats:** Diplomacy +8, Knowledge (nobility and royalty) +10, Knowledge (religion) +8, Ride +10; Die Hard, Endurance\*, Honorbound, Iron Will, Leadership, Mounted Combat, Power Attack\*, Ride-By Attack, Tremendous Charge, Weapon Focus (longsword)<sup>B</sup>.

*Aura of Courage (Su):* The knight and all allies within 10 feet have a +4 morale bonus on saving throws against fear effects.

*Detect Evil (Sp):* At will, as the spell.

*Heroic Initiative (Ex):* The knight gains a +1 bonus on initiative checks.

*Inspire Courage (Su):* Twice a day, the knight can inspire courage in all allies within earshot for as long as the knight continues to speak and for 5 rounds afterwards. This effect grants allies a +2 morale bonus on saves against fear effects, and a +2 morale bonus on attack and damage rolls.

*Knightly Courage (Su):* The knight has a +1 morale bonus on saving throws against fear effects. This does not stack with Aura of Courage.

*Rallying Cry (Ex):* Three times a day, the knight can utter a powerful shout that grants all allies within earshot a +1 morale bonus to their next attack roll and increases their base speed by 5 feet on their next move action.

*Smite Evil (Su):* 1/day, +1 attack, +3 damage against an evil opponent.

*Strength of Honor (Su):* Once a day, as a free action, the knight may add a +4 morale bonus to his Strength score for 4 rounds.

*Turn Undead (Su):* 4/day, turning check 1d20+3, turning damage 2d6+5 HD.

*Cleric Spells Prepared (5/5/5/3; spell save DC 12 + spell level):* 0—detect magic (x2), guidance, light, read magic. 1st—comprehend languages, endure elements, magic weapon, protection from evil\*, shield of faith. 2nd—align weapon, bear's endurance, shield other, spiritual weapon\*, status. 3rd—dispel magic, magic circle against evil\*, searing light.

\*Domain Spell. Domains: Good (cast good spells at +1 caster level), War (bonus feats).

*Aura of Courage (Su):* The knight and all allies within 10 feet have a +4 morale bonus on saving throws against fear effects.

*Heroic Initiative (Ex):* The knight gains a +1 bonus on initiative checks.

*Knightly Courage (Su):* The knight has a +1 morale bonus on saving throws against fear effects. This does not stack with Aura of Courage.

*Smite Evil (Su):* 1/day, +1 attack, +3 damage against an evil opponent.

*Strength of Honor (Su):* Once a day, as a free action, the knight may add a +4 morale bonus to his Strength score for 4 rounds.

*Turn Undead (Su):* 4/day, turning check 1d20+3, turning damage 2d6+5 HD.

*Cleric Spells Prepared (5/5/4; spell save DC 12 + spell level):* 0—detect magic (x2), guidance, light, read magic. 1st—detect evil, endure elements, magic weapon, protection from evil\*, shield of faith. 2nd—align weapon, shield other, spiritual weapon\*, status.

\*Domain Spell. Domains: Good (cast good spells at +1 caster level), War (bonus feats).

*Possessions:* +1 full plate, +1 heavy steel shield, +2 longsword, masterwork lance, masterwork composite longbow [+3 Str bonus], 20 arrows, ring of protection +1, 2 potions of cure moderate wounds, heavy warhorse, military saddle, 45 stl.

*Cohort:* Squire (Ftr5).

## GREȚA (FAMILY NAME УПКПОВП)

Greta is in her early thirties, though her stern and unsmiling demeanor makes her look considerably older. She has straight brown hair that she wears in a page-boy style with bangs cut in a straight line across her brow. This and heavy brown eyebrows above dark, shadowed eyes add to the severity of her expression. Greta has no sense of humor. She believes that everything in life should be taken seriously. She is a holy warrior, dedicated to Kiri-Jolith. If encountered in one of his temples, she will almost certainly be on her knees in prayer, no matter what time of day or night. She dresses very plainly, for she gives any money she makes to the temple. Her armor is battle-scarred, but well cared for, as is her sword.

Greta is a woman with a mysterious past. She will not answer questions about herself, except to say that she is a knight of Solamnia in the service of Kiri-Jolith. She appears to be on some private holy quest of her own, though she will not reveal what that is. She will join the party only if they are in dire need of assistance and then only if she is convinced that they are acting for good. If the party has even one person of questionable character—a red-robed mage, a mystic, or a kender, for example—Greta's first impulse will be to have nothing to do with them. They will have to work hard to convince her that they are well-meaning.



# DM RESOURCES

*Possessions:* +2 full plate, +2 heavy steel shield, +1 longsword, masterwork lance, masterwork composite [+3 Str bonus] longbow, 20 arrows, ring of protection +1, gauntlets of ogre power, amulet of natural armor +1, cloak of resistance +2, potion of haste, 2 potions of cure serious wounds, heavy warhorse, military saddle, scholar's robes, writing instruments, 395 stl.

*Cohort:* Squire (Ftr5/Crown3).

*Followers:* Retinue (8 1st-level fighters).



## HEINRICK THE LEARNED KNIGHT

Heinrick is in his fifties. He is taller than average, in good physical condition, with gray hair and the traditional mustache, also gray. He is of noble birth, well-traveled, and very well-educated. He is a scholar, as well as a knight, and his studies have earned him his nickname. He is writing a history of the knighthood and may often be found in the library of Palanthas, doing research. However, if he is on the scent of some interesting story, he will journey any distance, travel with any companion, in pursuit of the truth. Heinrick wears the long robes of a scholar, the sleeves of which are generally stained with ink, as are his fingers. He rarely puts on his armor or carries a sword these days, but he is a skilled fighter when occasion demands.

Although a Rose Knight, Heinrick lacks the hide-bound attitude and prejudices held by some members of the knighthood. He is keenly aware that every person he meets may possess the key to some missing part of his research. Heinrick will listen to a kender with the utmost patience or happily ride off with a black-robed cleric of Chemosh if he thinks the cleric can lead him to valuable information. Heinrick rarely succumbs to anger, but will do so if he believes someone is feeding him false information. He is a wealthy man and will always reward a good source. He knows the history of every noble family in Solamnia and cannot be fooled by impostors.

## KENDER "HANDLER"

**Female Kender Rog3:** CR 3; Small humanoid (kender); HD 3d6+3; hp 16; Init +3; Spd 20 ft.; AC 18, touch 14, flat-footed 15; Base Atk +2; Grp +4; Atk/Full Atk +2 melee (1d4-2/19-20, masterwork shortsword); Space/Reach 5 ft./5 ft.; SA sneak attack +2d6; SQ evasion, kender traits, trap sense +1, trapfinding; AL CN; SV Fort +2, Ref +6, Will +4; Str 6, Dex 17, Con 12, Int 14, Wis 8, Cha 14.

*Skills and Feats:* Balance +5, Disable Device +11, Escape Artist +9, Hide +13, Listen +5, Move Silently +9, Open Lock +13, Profession (herbalist) +2, Sleight of Hand +11, Spot +5, Tumble +4, Use Rope +5; Deft Hands, Nimble Fingers.

*Kender Traits:* Immunity to fear effects, +2 racial bonus on Open Lock, Sleight of Hand and Spot checks, +1 racial bonus on all saving throws, -4 racial penalty on Concentration checks, +4 racial bonus on Bluff checks to taunt others.

*Possessions:* +1 studded leather, masterwork shortsword, masterwork thieves' tools, bag full of "shinies" containing 1d10 items each worth 1d100 stl., scroll case (containing map collection).

## Annabel Dandelion

Annabel Dandelion is a young kender just starting out on her wanderlust travels. Her parents were both afflicted kender, who are glad she is gone, for she drove them crazy with her cheerful chatter and happy optimism. She is unusually pretty for a kender, with curling, caramel-colored hair that she wears in two ponytails, one on either side of her head. In spring and summer, she adorns her hair with the flowers she loves.

Annabel is obsessed with dragons. She has never seen one and will readily join up with anyone who runs the slightest risk of encountering a dragon. If she is not invited, she will come along anyway. She is a good addition to a party, if they can stand her chatter. Besides having a keen eye for traps, Annabel has learned the family secret of making a tea from dandelions that has wonderful restorative powers. She is not a good fighter, but has sense enough to keep out the way of those who are.

Annabel is a skilled "borrower", but she will take only those things having to do with dragons—a dragon brooch or necklace, a book about dragons, a knife with a dragon handle. Her pouches are filled with dragon relics. Though much of what she has is suspect, she does occasionally come up with something valuable. She will part with her possessions only if someone trades another object with her having to do with dragons. Annabel is in possession of a number of maps purporting to reveal dragon lairs, which she will readily show to those interested. She will not part with her maps for any price. Some of her maps are accurate. Others are not.

## CITY OFFICIAL

**Male Human Nob3:** CR 3; Medium humanoid (human); HD 3d8-3; hp 14; Init +1; Spd 30 ft.; AC 16 (15 flat footed, 12 touch); Base Atk +2; Grp +2, Atk/Full Atk +4 melee (1d6/18-20, masterwork rapier);



Space/Reach 5 ft./5 ft.; SA inspire confidence 1/day; SQ bonus class skill (Use Magic Device), favor +2; AL LN; SV Fort +0, Ref +4, Will +4; Str 10, Dex 12, Con 8, Int 15, Wis 13, Cha 14.

*Skills and Feats:* Bluff +8, Diplomacy +8, Gather Information +8, Intimidate +8, Knowledge (local) +7, Perform (dance) +7, Ride +5, Sense Motive +8, Speak Language 2, Use Magic Device +7; Negotiator, Persuasive, Weapon Finesse.

*Favor (Ex):* The noble has the ability to call in favors from those he knows. To call in a favor, the noble makes a favor check (1d20+2). He can use this ability twice a week, calling in favors from different contacts.

*Inspire Confidence (Ex):* The noble can use oratory to inspire confidence in allies (not himself) bolstering them and improving their chances of success. An ally must listen to and observe the noble for a full round for the inspiration to take hold. The effect lasts for 5 rounds. The noble can inspire 2 allies at a time. An ally inspired with confidence gains a +2 morale bonus on saving throws and a +1 morale bonus on attack and weapon damage rolls.

*Possessions:* Chain shirt, masterwork rapier, *ring of protection* +1, light warhorse, military saddle, noble's outfit, jewelry (100 stl value), signet ring.

## DARIUS MILLERSON

As his name suggests, Darius is the great-grandson of a prominent and wealthy local miller. The family is now firmly entrenched in the upper middle class, with aspirations to nobility. Since Darius's daughters come with substantial dowries and there are many impoverished nobles in Ansalon these days, he may well succeed in snagging one of them. The most prominent member of the city council, Darius is a keen and savvy politician. He knows everything that is to be known about everyone important, from the noble lord of the manor to the meanest beggar. Darius is spare of build, with a sharp face and a long nose that makes him look like a fox. He wears the long, elegant robes of a wealthy man. His chain of office hangs from his neck. He will not gossip, but he is not above revealing information about someone if he thinks that he might stand to gain politically. He is honest, though not to a fault.

Darius may be seen strolling along the streets of the city, nodding to those he thinks might be able to do something for him. He will be quick to take notice of any noble or well-dressed member of the party and will hasten up to them with effusive welcomes. Darius can grease the wheels of government or placate an angry sheriff. He opens doors or he causes doors to slam shut. What he says goes with everyone in this city. He can be a useful friend or an implacable enemy, depending on how he is treated. Darius values power above money.

## SHIP CREWMAN

**Male Human Mar2:** CR 2; Medium humanoid (human); HD 3d8+3; hp 20; Init +2; Spd 30 ft.; AC 12, touch 12, flat-footed 10; Base Atk +1; Grp +3; Atk/Full Atk +3 melee (1d4+2, belaying pin); Space/Reach 5

ft./5 ft.; SA dirty strike +1d4; SQ sailor lore, seamanship +1; AL N; SV Fort +4, Ref +5, Will +1; Str 14, Dex 15, Con 13, Int 10, Wis 12, Cha 8.

*Skills and Feats:* Balance +9, Climb +9, Jump +6, Profession (Sailor) +6, Swim +9, Use Rope +7, Tumble +11; Acrobatic, Athletic, Dodge, Mobility.

*Possessions:* Belaying pin, sailor's clothes, compass, 10 stl.



## BEN GRUNN

Ben Grunn is a small, wiry man with brown leathery skin. He often wears a golden earring and his dark hair is cropped short along with his beard. He goes bare-foot all of the time, even on land. If encountered on a ship, he will be sober and well-spoken and polite. If encountered on land, he will almost always be drunk. For as soon as Ben Grunn gets his pay, he heads for the nearest tavern, there to drink and gamble and tell tall tales of life of sea until he passes out, when his mates will haul him back aboard his ship.

At sea, Ben Grunn is an excellent sailor; hard-working, honest and uncomplaining. He can handle any task aboard ship, from scaling the rigging to taking a turn at the wheel. He has been a seaman all his life, having been born on a ship, and there is not a part of the coast of Ansalon that he has not explored. He boasts of having sailed with a minotaur pirate ship, but no one knows if this is true or not. Minotaurs do hold him in regard, but then minotaurs tend to respect any good sailor.

Ben Grunn has been in every coastal town and village in Ansalon. He has sailed every sea and many of the rivers. He is a good navigator on sea and on land, though he will never travel far from the sea. He is familiar with naval traditions and superstitions. His information can be believed when he is sober, but is highly suspect if he's been drinking. He enjoys a good barroom brawl and will be among the first to join in the fight.





## GULLY DWARF BEGGAR

**Male Gully Dwarf Rogl:** CR 1; Small humanoid (dwarf); HD 1d6+3; hp 9; Init +3; Spd 30 ft.; AC 14, touch 14, flat-footed 11; Base Atk +0; Grp +3; Atk/Full Atk +1 melee (1d4+1/19-20, dagger); Space/Reach 5 ft./5 ft.; SA sneak attack +1d6; SQ evasion, gully dwarf traits, trapfinding; AL CN; SV Fort +3, Ref +5, Will +1; Str 13, Dex 17, Con 16, Int 6, Wis 12, Cha 4.

*Skills and Feats:* Bluff +4, Diplomacy +4, Escape Artist +4, Search +4, Sleight of Hand +4, Tumble +4; Cornered Rat.

*Gully Dwarf Traits:* +2 racial bonus on Hide, Move Silently and Survival checks, +2 racial bonus on Fort saves against poison and disease, +4 racial bonus on Diplomacy checks to convince others not to harm him, -4 racial penalty on level checks to resist Intimidation and saving throws to resist fear.

*Possessions:* Rusty dagger, ragged clothing, wooden begging bowl with 2 stl in it.

## RINGWORM

Ringworm is a typical gully dwarf: smelly, ugly, and dirty. His clothes are made of up of old rags and cast-offs that he winds around his pot-bellied, scrawny-limbed body. He has squinty eyes that never quite meet the eyes of those who look at him. Ringworm proudly terms himself a beggar, though he is really hopeless at begging, being so loathsome in appearance that he tends to drive people away. Ringworm earns his meager living by being the local errand boy. He will go anywhere in the vicinity to deliver a message or package to anyone. He will do this in return for a meal and a mug of ale or money, although he will accept only coins that he recognizes, viewing all others as counterfeit.

Ringworm cannot count past two and cannot read or write. He does, however, have the remarkable ability to remember anything he is told and to repeat it back accurately. He can remember quite long messages word for word. He is like a parrot, in that he has no idea of what he is saying, and may run the words together, so that the message on first hearing appears garbled until it is sorted out. He has never been known to make a mistake. Ringworm invariably forgets the message the moment he has delivered it. There is no use trying to drag information out of Ringworm by torture or other means, for he faints when he feels threatened, immediately forgetting everything he knows. Those who need to send secret, confidential messages always turn to Ringworm.

## CENTAUR ARCHER

**Female Centaur Rgr3:** CR 5; Large monstrous humanoid; HD 7d8+28; hp 63; Init +4; Spd 50 ft.; AC 20, touch 13, flat-footed 16; Base Atk +7; Grp +14; Atk +9 melee (1d6+3, hoof), or +11 ranged (1d8+3/x3, masterwork composite longbow); Full Atk +11/+6 ranged (1d8+3/x3, masterwork composite longbow) or +9/+9/+4 ranged (1d8+3/x3, masterwork composite longbow with Rapid Shot feat) or +9/+4 melee (1d6+3, hoof); SA combat style (archery), favored enemy giants +2; SQ darkvision 60 ft., wild empathy; AL CG; SV Fort +8, Ref +11, Will +7; Str 16, Dex 19, Con 18, Int 8, Wis 15, Cha 12.

*Skills and Feats:* Handle Animal +3, Knowledge (nature) +6, Spot +7, Survival +12; Endurance<sup>B</sup>, Far Shot, Point Blank Shot, Rapid Shot<sup>B</sup>, Track<sup>B</sup>, Weapon Focus (longbow).

*Possessions:* +1 chain shirt, masterwork composite longbow [+3 Str bonus], bag of personal objects, 400 stl.

Phaedra is a young centaur female born and raised in Darken Wood. Her long hair and clear eyes are the same dark brown as her coat. When expecting trouble, she wears a shirt of chain mail over her human torso and keeps her longbow ready. She never permits herself to be saddled, though she will occasionally submit to a bareback rider if the situation demands it.

Seeing the shamans of her tribe struggle with magic during the Age of Mortals, Phaedra learned to rely on her natural talent at archery both for hunting and the defense of her people. Her interest in the wilderness pulled her rangings farther and farther. Eventually she was determined to leave her ancestral home and explore the Abanasinian Plains. She is cautious but ready to be friendly. She speaks Common with an archaic dialect, like most of her tribe, but understands contemporary language without difficulty.

## VILLAGE MYSTIC

**Female Hill Dwarf Mys2:** CR 2; Medium humanoid (dwarf); HD 2d8+2; hp 15; Init +0; Spd 20 ft.; AC 10, touch 10, flat-footed 10; Base Atk +1; Grp +0; Atk +0 melee (1d6-1, light mace); SA spells; SQ darkvision 60 ft., hill dwarf traits; AL N; SV Fort +4, Ref +0, Will +5; Str 8, Dex 10, Con 12, Int 13, Wis 15, Cha 14.



*Skills and Feats:* Heal +9, Knowledge (arcana) +2, Knowledge (nature) +6, Knowledge (religion) +6, Survival +4; Eschew Materials, Skill Focus (Heal).

*Hill Dwarf Traits:* Stonecunning, stability (+4 bonus on ability checks to resist bull rush or trip), +2 racial bonus on saves against poison, spells, and spell like effects, +1 racial bonus on attack rolls against goblins, +4 dodge bonus to AC against creatures of the giant type, +2 racial bonus on Appraise and Craft checks (stone or metal).

*Mystic Spells Known* (6/5; spell save DC 12 + spell level). 0—cure minor wounds, detect magic, light, purify food and drink, read magic. 1st—cure light wounds, lesser restoration, sanctuary.

\*Domain spell: Domain: Restoration (cast healing spells at +1 caster level).

*Possessions:* Robes, light mace.



## GREGORIA HAMMERFALL

A hill dwarf, Gregoria is of short, stocky build. She generally wears traditional dwarven garb for females: long skirt, leather apron, long-sleeved blouse, and leather vest. She wears her holy robes on holidays. Gregoria first took up mysticism in order to assist the people of her small village by learning how to heal the sick and injured. She is very committed to her studies and takes her vocation quite seriously. She is a warrior, as well as a healer, but will fight only in the defense of the weak and helpless or to defend her village from attack. She is held in high regard by all the people of her village.

Gregoria will gladly offer assistance to anyone in the party who might be ill or injured. She will not charge for her services, but will accept a donation for the village poor. She is very protective of the people of her village who rely on her and will be quick to come to their defense should she come under attack. So long as the party is within her village, Gregoria will help them if they need assistance. She is fascinated by stories about Reorx and will eagerly question any dwarves she meets about the traditional god of the dwarves. She is not

ready to convert to his worship, but she highly approves of the god and thinks he would be an interesting person to run into someday.

## APPRENTICE MAGE

**Female Silvanesti elf Wiz2:** CR 2; Medium humanoid (elf); HD 2d4; hp 8; Init +1; Spd 30 ft.; AC 12, touch 11, flat-footed 11; Base Atk +1; Grp +0; Atk/Full Atk +1 melee (1d4-1/19-20, masterwork dagger); SA spells; SQ elvensight, Silvanesti traits, spells, summon familiar; AL NG; SV Fort +1, Ref +1, Will +4; Str 8, Dex 12, Con 12, Int 17, Wis 10, Cha 13.

*Skills and Feats:* Concentration +6, Craft (alchemy) +8, Knowledge (arcana) +9, Decipher Script +8, Listen +2, Search +4, Spellcraft +9, Spot +2; Scribe Scroll, Spellcasting Prodigy

*Silvanesti Traits (Ex):* Immune to sleep spells and effects, +2 on saves against enchantment effects, +1 bonus on Knowledge (arcana) and Spellcraft, +2 bonus on Listen, Search and Spot checks.

*Wizard Spells Prepared* (4/3; spell save DC 15 + spell level): 0—detect magic, flare, mage hand, ray of frost; 1st—magic missile, protection from evil, summon monster I.

*Spellbook:* 0—all; 1st—endure elements, identify, mage armor, magic missile, protection from evil, shield, summon monster I, unseen servant.

*Possessions:* Bracers of armor +1, masterwork dagger, wand of light (50 charges), robes, spell components

Note: This wizard has not yet summoned her familiar.

## ALEA

Alea is an extremely beautiful elven maiden. She wears the white robes of her calling and her long, fair hair is adorned with white flowers. She is determined to pursue a career in the study of magic and has no interest in anything else. She is coolly polite to everyone she meets, warming up only to fellow mages, particularly those who wear the white robes. She is eager to learn her craft and will be grateful for any assistance another mage can provide her. She will gladly assist a White Robe in any pursuit and might help a Red Robe, but only if she believes the cause is just and good. She will have nothing to do with a Black Robe. Alea is saddened to hear of the fall of her homeland of Silvanesti, but does not like to talk about it, even with other elves. She has no desire to return to her homeland.

Alea longed to study magic sixty years ago when she was a young maiden in Silvanesti. Her parents forbade it, however, for she was their only daughter and they considered such studies beneath her. She did not question their wisdom and seemed to forget all about her former passion. Then came the Chaos War, the departure of the gods, and the raising of the magical Shield over Silvanesti. Alea's parents died of the mysterious illness that killed so many in Silvanesti. Alea was deeply grieved over their loss, which left her the sole remaining member of their family. She lived quietly in the family home until the Dark Knights took control of Silvanesti.



# DM RESOURCES

The Dark Knights commandeered her home and when she tried to protest, they dragged her off to a slave labor camp. She managed to escape with the help of elves loyal to Alhana Starbreeze. When Alea saw the silver moon of Solinari rise in the heavens, her old longing to study magic returned to her. She left Silvanesti to study her art and she has never looked back.

## TRAVELING HEALER

**Male human Clr 4 of Mishakal:** CR 4; Medium humanoid (human); HD 4d8+8; hp 29; Init -1; Spd 20 ft.; AC 14, touch 9, flat-footed 14; Base Atk +3/+2; Atk/Full Atk +4 melee (1d6/x2, masterwork quarter-staff) or +2 ranged (1d4-1/x2, sling); SA spells, turn undead; SQ aura of good, spells; AL NG; SV Fort +6, Ref +0, Will +6; Str 10, Dex 8, Con 14, Int 12, Wis 15, Cha 14.

*Skills and Feats:* Concentration +3, Diplomacy +11, Handle Animal +5, Heal +12, Knowledge (religion) +8; Brew Potion, Empower Spell, Skill Focus (Heal).

*Turn Undead (Su):* 5/day, turning check 1d20+4, turning damage 2d6+6 HD.

*Cleric Spells Prepared (5/5/4; spell save DC 12 + spell level):* 0—*detect magic, guidance, light, resistance (2); 1st—bless\*, magic weapon, protection from evil, remove fear, sanctuary; 2nd—aid, cure moderate wounds\*, lesser restoration, zone of truth.*

\*Domain spell. Domains: Community (*calm emotions* 1/day, +2 bonus on Diplomacy checks), Healing (cast healing spells at +1 caster level).

*Possessions:* Masterwork chainmail, masterwork quarter-staff sling, *medallion of faith* (Mishakal), *pearl of power* (1st-level), *potion of cure moderate wounds*, *potion of shield of faith* +3, blue robes.

## ARAK OF HAVEN

Arak is in his early twenties. He is powerfully built, with bulging muscles in his chest and arms. He is strong and fearless and looks more like a gladiator than what he is—a blue-robed cleric of Mishakal. Arak has long black hair, prematurely streaked with gray. He has gray eyes, thick black brows, and the square-cut jaw of determination. He is a healer who is also dedicated to seeking out evil and destroying it. He travels the roads of Ansalon, offering his services to those in need.

Arak was a farm hand in Haven who was noted for his skill in healing animals. Shortly after the return of the gods, Arak was working in the fields when he looked up to see a beautiful woman, dressed in dazzling white, standing beside him. She praised him for his skill in healing and asked if he would like to offer his skill to the world. Arak knew in his heart that this woman was a goddess and he fell on his knees to worship her, promising that from now on he would be her loyal subject.

Arak feels particular animosity for the evil god, Chemosh, and is often called upon by terrified townspeople to rid cemeteries, crypts, and battlefields of undead. Arak is militant and aggressive and will not hesitate to battle those who side with evil.

## DRACONIAN SCOUT

**Male kapak draconian Rgr 3:** CR 7; Medium dragon; HD 2d12 (kapak) +3d8 (ranger) +8; hp 40; Init +3; Spd 30 ft.; AC 18, touch 13, flat-footed 15; Base Atk +5; Grp +6; Atk +7 melee (1d6+2/19-20 plus poison, +1 short sword) or +6 melee (1d4+1, bite) or +9 ranged (1d6/x3, masterwork short bow); Full Atk +7 melee (1d6+2/19-20 plus poison, +1 short sword) and +1 melee (1d4 plus poison, bite); or +5/+5 melee (1d6+2/19-20 plus poison, 2 +1 short swords) and -1 melee (1d4 plus poison, bite); or +9 ranged (1d6/x3, masterwork short bow); SA combat style (two weapon), death throes, favored enemy dragons +2, poison, sneak attack +1d6; SQ darkvision 60 ft., draconian traits, immunity to sleep and paralysis, low-light vision, spell resistance 14, wild empathy; AL LN; SV Fort +7, Ref +9, Will +6; Str 12, Dex 16, Con 12, Int 11, Wis 14, Cha 8.

*Skills and Feats:* Hide +11, Listen +10, Move Silently +19, Search +8, Spot +10, Survival +10; Combat Reflexes, Endurance<sup>B</sup>, Run<sup>B</sup>, Toughness, Track<sup>B</sup>, Two-Weapon Fighting<sup>B</sup>.

*Death Throe (Su):* When the kapak dies, his body instantly dissolves into a 5-foot radius pool of acid. All creatures within this area suffer 1d6 points of acid damage each round they remain in the pool. All armor, weapons, and items carried by the kapak suffer acid damage as well.

*Draconian Traits:* Disease immunity, gallop, glide, inspired by dragons (+1 morale bonus on attacks and saves in the presence of evil dragons), low metabolism, spell resistance 14. Kapaks have a +8 racial bonus on Move Silently checks.

*Poison (Ex):* Bite or licked blade; Fortitude DC 12; initial damage 1d6 Dex, secondary damage paralysis 2d6 minutes. Poison remains on a licked blade for 3 rounds or until the blade hits a target, whichever comes first.

*Possessions:* +1 leather armor, ring of protection +1, two +1 short swords, masterwork short bow, 20 normal arrows.





## GRAK

Grak is a kapak draconian, spawned from the egg of a copper dragon. He was working for Sable until the fall of the other dragon Overlords made him realize that they were not the powerful, immortal god-like beings they'd claimed. Grak left Sable's swamp and is now out on his own. He is currently looking for employment and is not choosy. He hangs about the sort of taverns that will allow his kind to enter. He sits by himself imbibing dwarf spirits, though he rarely allows himself to get drunk. He observes all who enter and if he believes that a party is need of a scout or a guide, he will make them an offer.

Grak is ruthless and self-serving. He will be loyal to those who pay him what he thinks he is worth, but is not above selling them out to someone who will pay more. He will deal swiftly and severely with those he thinks might be trying to cheat him. He has a deep and abiding hatred of dragons-all dragons.

## ГНОМИШ КВЕТОР

**Male gnome Exp 2:** CR 1; Small humanoid (gnome); HD 2d6; hp 9; Init +2; Spd 20 ft.; AC 15, touch 13, flat-footed 13; Base Atk +1; Grp -3; Atk/Full Atk +3 melee (1d4/x2, masterwork light mace) or +5 ranged (1d8/19-20, masterwork heavy crossbow); SA -; SQ gnome traits; AL N; SV Fort +0, Ref +2, Will +6; Str 10, Dex 15, Con 10, Int 17, Wis 12, Cha 8.

*Skills and Feats:* Craft (alchemy) +5, Gather Information +6, Knowledge (architecture and engineering) +10, Knowledge (dungeoneering) +10, Knowledge (geography) +10, Knowledge (history) +10, Knowledge (local) +10, Knowledge (nature) +5, Search +8 (+10 for secret doors), Spot +6, Survival +8 (+10 to avoid getting lost).

*Gnome Traits:* +2 racial bonus on Craft (alchemy) checks, sage guild (+2 bonus on all Knowledge checks), +2 racial bonus on Will saves.

*Possessions:* Masterwork leather, masterwork light mace, masterwork heavy crossbow, 5 normal bolts, 5 cold iron bolts, 5 silver bolts, 5 adamantite bolts, feather tokens (bird, fan, tree).

## HYDRAULICFLUIDRUPPINGDOWNMY PANTSLEGGOSH THATSCOLD, ETC.

Lic, as he called by those who don't want to spend a week on his full name, has recently left Mt. Nevermind on a quest for parts needed to finish his Life Quest. Lic looks the same as every other gnome: wispy hair, a nervous and excited manner, hands and eyes that are never still. He wears a leather apron over his shirt and britches (not very clean) and hauls about with him his latest invention-a machine that is a combination hair shampooer and foot massager.

The machine consists of a rickety wooden chair mounted on a wooden platform with four wheels. Two long arms made of metal are attached to the chair at the back. The two arms have metal hands that, when powered, wash and comb the hair of the person strapped in

the chair. (The straps are new addition, due to the fact that he was having trouble finding volunteers.) A large bucket hangs on a rope, ready at the push of a lever to swing around and throw water into the face of the washee. Two more metal hands at the bottom provide a soothing foot massage. Lic is eager to show off his invention and is always trying to persuade people to test it. Lic is interested only in his machine and is always on the look-out for parts to fix it, for, sadly, the machine does not quite work properly.

Lic's machine has already scalped several unfortunate individuals and removed the skin off the soles of the feet of two more. Anyone mad enough to sit in Lic's machine should expect the worst. Lic will gladly go with any group who hints that they have an idea where he can find the parts for which he's searching. He will haul the contraption along with him, unless someone in the group is extremely persuasive and manages to convince him to leave it behind. Even then, he will not part with it unless he is certain it is in a safe place, under lock and key. Lic will be outraged if his beloved machine is harmed and will immediately attack anyone who damages it.

## SWORD-FOR-HIRE

**Male human War2:** CR 1; Medium humanoid (human); HD 2d8; hp 12; Init +1; Spd 20 ft.; AC 19, touch 11, flat-footed 18; Base Atk +2; Grp +4; Atk/Full Atk +6 melee (1d8+2/19-20, masterwork longsword) or +4 melee (1d4+2/19-20, dagger); SA -; SQ -; AL LN; SV Fort +5, Ref +1, Will -1; Str 15, Dex 13, Con 14, Int 10, Wis 8, Cha 12.

*Skills and Feats:* Handle Animal +2, Intimidate +6, Ride +6; Power Attack, Weapon Focus (longsword).

*Possessions:* Banded mail armor, heavy steel shield, masterwork longsword, dagger, unsigned contracts.

## RAL BLACKTHORN

Ral is somewhere in his thirties, he won't say just where. He has shoulder-length, straight hair; a jutting, clean-shaven chin, and black eyes. His complexion is swarthy and he has the accent of those who come from Khur. He is tall, muscular, and forceful in his movements. He has a way with women, who find him very attractive. He is always falling in love and he always leaves his lovers. His two passions are fighting and seduction.

Ral has a great many aliases-Ral Blackthorn is the one he happens to be currently using at this time. If a warrior is needed, Ral is an excellent choice, for he is fearless, loyal, and skilled with a sword. He is expensive, but worth the money. He knows a great deal about a great many places and the stories he tells of his own exploits are quite entertaining and, for the most part, true. He will not stay around long, however, so don't get too attached to him.





## GOBLIN THIEF

**Male goblin Rog3:** CR 3; Small humanoid (goblinoid); HD 3d6+3; hp 16; Init +3; Spd 30 ft.; AC 17, touch 14, flat-footed 14; Base Atk +2; Grp -2; Atk/Full Atk +4 melee (1d4/19-20, short sword) or +7 ranged (1d4/x3, shortbow); SA sneak attack +2d6; SQ evasion, trapfinding, trapsense +1; AL NE; SV Fort +2, Ref +6, Will +3; Str 10, Dex 17, Con 13, Int 10, Wis 14, Cha 8.

*Skills and Feats:* Balance +11, Disguise +2, Escape Artist +11, Hide +13, Listen +8, Move Silently +13, Ride +7, Sleight of Hand +9, Spot +8; Agile, Improved Initiative.

*Possessions:* Masterwork studded leather, masterwork short sword, masterwork short bow, 10 normal arrows, 10 adamantine arrows, *elixir of hiding*, *elixir of sneaking*, *potion of cure light wounds*.

## GRUP

Grup is not the typical goblin, being smarter than most. He does not look much like a goblin, either, and he can, by muffling himself in heavy clothes, a close-fitting hat, and adding a false beard, pass for a really ugly dwarf. Grup has used this disguise to sneak into towns and villages where goblins would not ordinarily be welcome. Once there, he will steal anything that is not nailed down. He does not belong to any Thieves Guild, for he likes keeping his booty all for himself. He has an innate distrust of everyone, including (and especially) other thieves.

Grup is vicious, cruel, and cunning. He has murdered before and will do it again. He will fight if caught, at least until he can make good his escape, and he always fights dirty. He will sell his skills, such as they are, although anyone who hires Grup would be well advised not to turn his back on the goblin.

## AESTHETIC HISTORIAN

**Male human Exp 3:** CR 2; Medium humanoid (human); HD 3d6; hp 17; Init +1; Spd 30 ft.; AC 12, touch 12, flat-footed 11; Base Atk +2; Grp +2; Atk +3 melee (1d4/19-20, masterwork dagger); Full Atk +3 melee (1d4/19-20, masterwork dagger); SA -; SQ -; AL LN; SV Fort +1, Ref +3, Will +6; Str 10, Dex 12, Con 8, Int 15, Wis 14, Cha 13.

*Skills and Feats:* Decipher Script +8, Gather Information +10, Knowledge (arcana) +8, Knowledge (history) +11, Knowledge (local) +8, Knowledge (religion) +8, Sense Motive +8, Spot +8, Use Magic Device +7; Lucky, Skill Focus (Knowledge-history), Toughness.

*Possessions:* Masterwork dagger, *ring of protection +1*, Aesthetic's robes, scrollcases, writing implements.

## JOHANN DURTZ

Johann Durtz is a fair-haired young man in his mid-twenties. He wears the robes of those who live and work in the Great Library of Palanthis. His genial smile and mild nature give no hint of his wild and misspent youth. The only clue is his soft spot for young people, particularly those who appear to be on the wrong path in life. He will often intervene on their behalf should they run afoul of the law. Johann has been sent out into the world by the Great Library in order to find those who might be interested in pursuing life as one of the Aesthetics. He is always interested in witnessing history in the making and will gladly go on any sort of adventure if truly convinced that his services might come in handy.

Born in the refugee camps of Solace, Johann ran away from home at the age of fifteen. He made his living by petty thieving and pick-pocketing and eventually reached Palanthis, where he joined the Thieves Guild. One day, he was caught stealing a precious manuscript from the Great Library. The Aesthetics were kind to him and did not turn him over to the law, as he expected, but sat down and talked to him, truly interested in his story. One of the Aesthetics started writing down his tale, telling Johann that the lives of ordinary people like him were recorded in books that would be read by future generations. Johann thought how his life would read and he was ashamed. He vowed he would change, and humbly begged the Aesthetic to teach him to read and write. Johann was given odd jobs around the Library and soon came to realize that he had found his true calling. Johann is wholly dedicated to the Aesthetics and to the god, Gilean.

## MUSICIAN & TALE-SPINNER

**Female half-elf Brd 2:** CR 2; Medium humanoid (half-elf); HD 2d6+2; hp 11; Init +3; Spd 30 ft.; AC 13, touch 11, flat-footed 12; Base Atk +1; Grp +0; Atk +1 melee (1d6-1/18-20, masterwork rapier) or +3 ranged (1d4/x2, masterwork sling); Full Atk +1 melee (1d6-1/18-20, masterwork rapier) or +3 ranged (1d4/x2, masterwork sling); SA -; SQ bardic knowledge, bardic music (coun-



tersong, fascinate, inspire courage +1), elvensight, spells; AL CG; SV Fort +1, Ref +4, Will +3; Str 8, Dex 13, Con 12, Int 14, Wis 10, Cha 15.

*Skills and Feats:* Bluff +7, Diplomacy +9, Gather Information +4, Knowledge (history) +7, Listen +6, Move Silently +6, Perform (string instruments) +7, Perform (sing) +7, Search +3, Spot +8; Quick-Thinking.

*Bardic Music:* Countersong (counters sonic-based spells and effects); fascinate (one creature, as the spell); inspire courage (allies gain +1 bonus on saves vs. fear and charm effects, +1 bonus on attack and weapon damage rolls). Only one of these effects may be used per day.

*Half-Elf Traits:* Elvensight, immunity to sleep spells and effects, +2 on saves against enchantment effects, +1 bonus on Listen, Search and Spot checks, +2 bonus on Diplomacy and Gather Information checks.

*Bard Spells Known* (3/1; save DC 12 + spell level): 0-know direction, lullaby, message, prestidigitation, summon instrument; 1st—charm person, sleep.

*Possessions:* Masterwork leather armor, masterwork rapier, masterwork sling, pouch of 10 sling bullets, *elixir of love*, lap harp, 3 changes of colorful clothing, traveler's outfit.

## ARIA

Taking her name from her calling, Aria travels Ansalon, enthraling the noble and the humble alike with her remarkable singing voice. No one knows her age, not even Aria herself, for she was born to minstrel parents who cared little about such details. Her elven blood is evident in her pointed chin, slightly pointed ears, and her long-fingered, delicate hands. Her human side is seen in her flashing dimples and curly red hair, green eyes and freckles. She wears man's clothes—tunic, blouse, stockings and tall boots—finding them more comfortable for travel. Her most prized possession is her harp, which she carries with her everywhere.

Aria is flirtatious, considering flirting to be part of her job. She never goes too far or permits herself to fall in love, for she is dedicated to her work and does not want to be tied down. She earns a good living by entertaining the wealthy in their castles and manor houses. In between jobs, she enjoys a night in a tavern, singing simply for her own pleasure and that of others. Her singing is enchanting. She once moved an ogre chieftain to tears. It is said that if she sings at a wedding, the union of the bride and groom will be eternally blessed. Aria has little need for money, for her talents are much in demand. She enjoys traveling in company with others and will share her songs and her stories in return for protection and companionship.

## STREET ILLUSIONIST

**Male human III 2:** CR 2; Medium humanoid (human); HD 2d4; hp 6; Init +2; Spd 30 ft.; AC 13, touch 12, flat-footed 11; Base Atk +1; Grp +1; Atk/Full Atk +1 melee (1d6/x2, club) or +3 ranged (1d4/x2, dart); SA spells;

SQ spells, summon familiar; AL CN; SV Fort +1, Ref +2, Will +2; Str 10, Dex 14, Con 12, Int 13, Wis 8, Cha 15.

*Skills and Feats:* Bluff +4, Concentration +4, Perform (oratory) +4, Sleight of Hand +7, Spellcraft +6 (+8 to learn illusionist spells); Scribe Scroll<sup>B</sup>, Skill Focus (Sleight of Hand), Spell Focus (illusion)

*Wizard Spells Prepared* (5/4; spell save DC 11 + spell level, DC 12 + spell level w/illusion spells): 0-daze, detect magic, ghost sound\*, prestidigitation (2); 1st-color spray\*, obscuring mist, silent image, unseen servant.

\*Bonus specialist spell. Opposition schools: Evocation, Necromancy.

*Spellbook:* 0—all except Evocation and Necromancy spells; 1st—color spray, disguise self, obscuring mist, silent image, unseen servant, ventriloquism.

*Possessions:* Bracers of armor +1, club, 3 normal darts, 3 silvered darts, gray bag of tricks, juggling balls, lengths of colored scarves, traveler's outfit.

*Familiar:* This illusionist has a weasel familiar that grants him the benefits of the Alertness feat when it is in arm's reach, and a +2 bonus on Reflex saves. Its statistics are as follows:

Weasel familiar: CR 1/4; Tiny magical beast; HD 2d8; hp 3; Init +2; Spd 20 ft., climb 20 ft.; AC 14, touch 14, flat-footed 12; Base Atk +1; Grp -12; Atk +5 melee (1d3-4, bite); Full Atk +5 melee (1d3-4, bite); Space/Reach 2-1/2 ft./0 ft.; SA attach; SQ empathic link, improved evasion, share spells, low-light vision, scent; AL; SV Fort +2, Ref +4, Will +4; Str 3, Dex 15, Con 10, Int 2, Wis 12, Cha 5.

*Skills and Feats:* Balance +10, Climb +10, Hide +11, Move Silently +8, Spot +3; Weapon Finesse.

## DARLY THE CONJURER

In his late fifties, Darly is a veteran street performer who has only recently, with the return of the gods, added some real magic to his performance. He was quite good at his craft before the gods returned, being an old pro at sleight-of-hand, card tricks, pulling scarves out of his ears and coins out of his nose. He is portly gentleman with quick hands, a booming voice, and a perpetually red nose, for he is quite fond of brown ale. He never drinks during a performance but waits until he is seated on his garishly painted wagon, driving to the next town. Darly has always been popular, especially with children, and since he has added a couple of low-level illusionist spells to his repertoire, his shows draw more crowds than ever.

Darly looks and acts like a buffoon during his show, but he does very serious work on the side. Since he knows all the tricks of his trade, he is familiar with the ways unscrupulous people use such tricks and illusions to dupe the gullible out of their money. Darly is often secretly employed by local sheriffs and noble lords to track down such criminals and bring them to justice.





# DM RESOURCES

## NPC STATISTICS

This section provides a set of baseline statistics for new base character classes introduced in the *DRAGONLANCE Campaign Setting* and the *Age of Mortals* supplement. These can be used in conjunction with the tables found in the d20 System core rulebooks. It allows you to generate Non-Player Characters quickly and customize them with only a little effort.

## NPC NOBLE

**Starting Ability Scores:** Str 10, Dex 8, Con 12, Int 13, Wis 14, Cha 15

**Increased Ability Scores:** 4th, Cha 16; 8th, Cha 17; 12th, Cha 18 (20); 15th, Dex 8 (10); 16th, Cha 19 (21); 17th, Cha 19 (23); 19th, Cha 19 (25); 20th, Cha 20 (26)

**Sample 5th-Level NPC Noble:** Silvanesti Elf Nb15; CR 5; Medium humanoid (elf); HD 5d8; hp 26; Init +0; Spd 30 ft.; AC 14, touch 10, flat-footed 14; Base Atk +3/+3; Atk +4 melee (1d8/19-20, masterwork longsword) or +4 ranged (1d8/x3, masterwork longbow); Full Atk +4 melee (1d8/19-20, masterwork longsword) or +4 ranged (1d8/x3, masterwork longbow); SA -; SQ bonus class skill (forgery), coordinate +1, elvensight, favor +2, inspire confidence 2/day, Silvanesti traits; AL LG; SV Fort +1, Ref +4, Will +8; Str 10, Dex 10, Con 10, Int 15, Wis 14, Cha 14.

**Skills and Feats:** Appraise +8, Bluff +10, Diplomacy +10, Forgery +8, Knowledge (arcana) +3, Knowledge (nobility) +8, Listen +10, Ride +6, Search +4, Sense Motive +8, Spot +4; Charming, Iron Will.

**Coordinate (Ex):** A noble has a knack for getting people to work together. When the noble can aid others and give directions, he provides a +3 bonus to the task at hand by making an aid another check. This bonus is in addition to the normal aid another bonus of +2. This ability can't be used to assist in combat.

**Favor (Ex):** The noble has the ability to call in favors from those he knows. To call in a favor, the noble makes a favor check (1d20+2). He can use this ability twice a week, calling in favors from different contacts. The DM sets the DC based on the scope of the favor being requested. The DC ranges from 10 for a simple favor to as high as 25 for highly dangerous, expensive or illegal favors. The noble can't take 10 or 20 on this check, nor can he retry the check for the same (or virtually the same) favor.

**Inspire Confidence (Ex):** The noble can use oratory to inspire confidence in allies (not himself) bolstering them and improving their chances of success. An ally must listen to and observe the noble for a full round for the inspiration to take hold. The effect lasts for 5 rounds. The noble can inspire 2 allies at a time. An ally inspired with confidence gains a +2 morale bonus on saving throws and a +1 morale bonus on attack and weapon damage rolls.

**Silvanesti Traits (Ex):** Immune to *sleep* spells and effects, +2 on saves against enchantment effects, +1 bonus on Knowledge (arcana) and Spellcraft, +2 bonus on Listen, Search and Spot checks.

**Possessions:** Masterwork chain shirt, masterwork buckler, masterwork longsword, masterwork longbow, 10 normal arrows, 10 silvered arrows, *hat of disguise*, *potion of heroism*.

**Sample 15th-Level NPC Noble:** Silvanesti Elf Nb115; CR 15; Medium humanoid (elf); HD 15d8; hp 71; Init +0; Spd 30 ft.; AC 23, touch 13, flat-footed 22; Base Atk +11/4-11; Atk +13 melee (1d8+2/19-20, +2 longsword) or +14 ranged (1d8+2/x3, +2 longbow); Full Atk +13/+8/+3 melee (1d8+2/19-20, +2 longsword) or +14/+9/+4 ranged (1d8+2/x3, +2 longbow) or rapid shot +12/+12/+7/+2 ranged (1d8+2/x3, +2 longbow); SA —; SQ bonus class skill (forgery), coordinate +3, elvensight, favor +4, inspire confidence 4/day, inspire greatness (2 allies), Silvanesti traits; AL LG; SV Fort +5, Ref +9, Will +13; Str 10, Dex 12, Con 10, Int 15, Wis 14, Cha 18.

**Skills and Feats:** Appraise +11, Bluff +24, Diplomacy +26, Forgery +11, Knowledge (arcana) +3, Knowledge (nobility) +20, Listen +13, Ride +10, Search +4, Sense Motive +22, Spot +4; Charming, Iron Will, Leadership, Negotiator, Point Blank Shot, Rapid Shot

**Coordinate (Ex):** A noble has a knack for getting people to work together. When the noble can aid others and give directions, he provides a +5 bonus to the task at hand by making an aid another check. This bonus is in addition to the normal aid another bonus of +2. This ability can't be used to assist in combat.

**Favor (Ex):** The noble has the ability to call in favors from those he knows. To call in a favor, the noble makes a favor check (1d20+4). He can use this ability 7 times a week, calling in favors from different contacts. The DM sets the DC based on the scope of the favor being requested. The DC ranges from 10 for a simple favor to as high as 25 for highly dangerous, expensive or illegal favors. The noble can't take 10 or 20 on this check, nor can he retry the check for the same (or virtually the same) favor.

**Inspire Confidence (Ex):** The noble can use oratory to inspire confidence in allies (not himself) bolstering them and improving their chances of success. An ally must listen to and observe the noble for a full round for the inspiration to take hold. The effect lasts for 5 rounds. The noble can inspire 7 allies at a time. An ally inspired with confidence gains a +2 morale bonus on saving throws and a +1 morale bonus on attack and weapon damage rolls.

**Inspire Greatness (Ex):** The noble can inspire greatness in an ally, granting extra fighting capability. This works similar to inspire confidence, except it affects up to two allies. An ally inspired with greatness gains +2d6 temporary hit points, a +2 competence bonus on attacks, and a +2 morale bonus on saving throws. The effect lasts for 5 rounds. The noble can inspire greatness once per day. The noble can't inspire greatness in himself. The ability only aids his allies.



## NPC NOBLE

Level	hp	AC	Melee	Ranged	F/R/W	Skill/Feats	Gear
1st	9	13	+1	+0	+1/+1/+4	20/1	Mwk chain shirt, mwk melee, mwk ranged, 50 stl
2nd	14	13	+2	+1	+1/+2/+5	25/1	As 1st level, except 1,150 stl
3rd	20	14	+3	+2	+2/+2/+5	30/2	Mwk chain shirt, mwk buckler, mwk melee, mwk ranged, 1,400 stl
4th	25	14	+4	+3	+2/+3/+6	35/2	As 3rd level, except 2,200 stl
5th	31	14	+4	+3	+2/+3/+6	40/2	As 3rd level, except 2,900 stl
6th	36	14	+5	+4	+3/+4/+7	45/3	As 3rd level, except 4,500 stl
7th	42	16	+6	+5	+3/+4/+7	50/3	+1 chain shirt, +1 buckler, mwk melee, mwk ranged, 4,100 stl
8th	47	16	+7/+2	+6/+1	+3/+5/+8	55/3	As 7th level, except 6,300 stl
9th	53	16	+7/+2	+6/+1	+4/+5/+8	60/4	+1 chain shirt, +1 buckler, +1 melee, +1 ranged, 900 stl
10th	58	19	+7/+2	+7/+2	+4/+6/+9	65/4	+2 chain shirt, +2 buckler, ring of protection +1, +1 melee, +1 ranged, 1,000 stl
11th	64	19	+8/+4	+8/+3	+4/+6/+9	70/4	As 10th level, except 6,000 stl
12th	69	20	+10/+5	+9/+4	+5/+7/+10	75/5	+2 chain shirt, +2 buckler, amulet of natural armor +1, ring +1, +1 melee, +1 ranged, cloak of Charisma +2, 6,000 stl
13th	75	20	+11/+6	+9/+4	+5/+7/+10	80/5	As 12th level, except +2 melee and 8,000 stl
14th	80	20	+12/+7	+10/+5	+5/+8/+11	85/5	As 12th level, except +2 melee and 18,000 stl
15th	86	22	+13/+8/+3	+13/+8/+3	+6/+9/+11	90/6	+2 chain shirt, +2 buckler, amulet +1, ring +2, +2 melee, +2 ranged, cloak +2, gloves of Dexterity +2, 16,000 stl
16th	91	22	+14/+9/+4	+14/+9/+4	+6/+10/+12	95/6	As 15th level, except 34,000 stl
17th	97	25	+14/+9/+4	+14/+9/+4	+6/+10/+12	100/6	+3 chain shirt, +3 buckler, amulet +2, ring +2, +2 melee, +2 ranged, cloak +4, gloves +2, 32,000 stl
18th	102	25	+15/+10/+5	+15/+10/+5	+7/+11/+13	105/7	As 17th level, except 60,000 stl
19th	108	25	+17/+12/+7	+16/+11/+6	+7/+11/+13	110/8	+3 chain shirt, +3 buckler, amulet +2, ring +2, +3 melee, +2 ranged, cloak +6, gloves +2, 70,000 stl
20th	113	25	+18/+13/+8	+18/+13/+8	+7/+12/+14	115/9	As 19th level, except +3 ranged and 110,000 stl

*Silvanesti Traits (Ex):* Immune to *sleep* spells and effects, +2 on saves against enchantment effects, +1 bonus on Knowledge (arcana) and Spellcraft, +2 bonus on Listen, Search and Spot checks.

*Possessions:* +2 chain shirt, +2 buckler, amulet of natural armor +1, ring of protection +2, +2 longsword, +2 longbow, 10 normal arrows, 10 silvered arrows, cloak of Charisma +2, gloves of Dexterity +2, hat of disguise, circlet of persuasion, ring of mind shielding, three potions of cure serious wounds, two potions of heroism

## NPC MARINER

Starting Mariner Scores: Str 10, Dex 15, Con 14, Int 8, Wis 12, Cha 13

Increased Ability Scores: 4th, Dex 16; 8th, Dex 17; 9th, Dex 17 (19); 12th, Dex 18 (20); 14th, Con 14 (16); 15th, Dex 18 (22); 16th, Dex 19 (23); 19th, Dex 19 (25); 20th, Dex 20 (26), Con 14 (18)

**Sample 5th-Level NPC Mariner:** Minotaur Mar5; CR 5; Medium humanoid (minotaur); HD 5d8; hp 26; Init +6; Spd 30 ft.; AC 14, touch 10, flat-footed 14; Base Atk +3/+3; Atk +6 melee (1d6+2/18-20, masterwork cutlass) or +5 melee (1d6+2, gore) or +6 ranged (1d10/19-20, masterwork heavy crossbow); Full Atk +6 melee (1d6+2/18-20, masterwork cutlass) and +1 melee (1d6+2, gore) or +6 ranged (1d10/19-20, masterwork heavy crossbow); SA -; SQ darkvision 60 ft., dirty strike

+1d4, sailor lore, seamanship +2, minotaur traits; AL LE; SV Fort +6, Ref +6, Will +2; Str 14, Dex 14, Con 14, Int 6, Wis 12, Cha 11.

*Skills and Feats:* Balance +8, Climb +9, Intimidate +4, Profession (sailor) +9, Swim +9, Use Rope +8; Combat Reflexes, Improved Initiative, Power Attack, Weapon Focus (cutlass).

*Minotaur Traits (Ex):* +2 racial bonus on Intimidate, Swim and Use Rope checks, gore attack.

*Sailor Lore (Ex):* A mariner picks up a lot of knowledge by listening to local gossip in various ports of call or from the sea stories of shipmates. A mariner may make a special sailor lore check (1d20+3) to see whether he knows some relevant information about local people or history, far away places, or strange superstitions. The DM determines the difficulty. This check will not necessarily reveal true information, as much of the time the mariner has heard the information from a friend, who heard it from a guy, etc. The mariner may not take 10 or 20 with this check.

*Seamanship (Ex):* A mariner gains a +2 competence bonus to Balance, Climb and Profession (sailor) checks.

*Possessions:* Masterwork leather, ring of protection +1, masterwork cutlass, masterwork heavy crossbow, horn of fog.



# DM RESOURCES

**Sample 10th-Level NPC Mariner:** Minotaur Mar10; CR 10; Medium humanoid (minotaur); HD 10d8; hp 71; Init +7; Spd 30 ft.; AC 20, touch 14, flat-footed 17; Base Atk +7/+9; Atk +11 melee (1d6+3/18-20, +1 cutlass) or +9 melee (1d6+2, gore) or +11 ranged (1d10/19-20, +1 heavy crossbow); Full Atk +11/+6 melee (1d6+3/18-20, +1 cutlass) and +4 melee (1d6+2, gore) or +11 ranged (1d10/19-20, +1 heavy crossbow); SA -; SQ darkvision 60 ft., dirty strike +3d4, sailor lore, seamanship +3, minotaur traits; AL LE; SV Fort +9, Ref +10, Will +4; Str 14, Dex 17, Con 14, Int 6, Wis 12, Cha 11.

**Skills and Feats:** Balance +16, Climb +15, Intimidate +7, Profession (sailor) +14, Swim +14, Use Rope +15; Cleave, Combat Reflexes, Great Fortitude, Improved Disarm, Improved Initiative, Improved Trip, Power Attack, Weapon Focus (cutlass).

**Minotaur Traits (Ex):** +2 bonus on Intimidate, Swim and Use Rope checks, gore attack.

**Sailor Lore (Ex):** A mariner picks up a lot of knowledge by listening to local gossip in various ports of call or from the sea stories of shipmates. A mariner may make a special sailor lore check (1d20+8) to see whether he knows some relevant information about local people or history, far away places, or strange superstitions. The DM determines the difficulty. This check will not necessarily reveal true information, as much of the time the mariner has heard the information from a friend, who heard it from a guy, etc. The mariner may not take 10 or 20 with this check.

**Seamanship (Ex):** A mariner gains a +3 competence bonus to Balance, Climb and Profession (sailor) checks.

**Possessions:** +2 leather, ring of protection +1, +1 cutlass, +1 heavy crossbow, 10 normal bolts, 10 cold iron bolts, gloves of Dexterity +2, horn of fog.

## NPC MARINER

Level	hp	AC	Melee	Ranged	F/R/W	Skill/Feats	Gear
1st	10	14	+1	+3	+4/+4/+1	20/2	Mwk leather, mwk melee, mwk ranged, 100 stl
2nd	16	14	+2	+4	+5/+5/+1	25/2	As 1st level, except 1,200 stl
3rd	23	14	+3	+5	+5/+5/+2	30/3	As 1st level, except 1,700 stl
4th	29	15	+4	+7	+6/+7/+2	35/4	As 1st level, except 2,500 stl
5th	36	16	+4	+7	+6/+7/+2	40/4	Mwk leather, ring of protection +1, mwk melee, mwk ranged, 2,500 stl
6th	42	16	+5	+8	+7/+8/+3	45/5	As 5th level, except 3,800 stl
7th	49	17	+6	+9	+7/+8/+3	50/6	+1 leather, ring +1, mwk melee, mwk ranged, 4,200 stl
8th	55	17	+7/	+10/	+8/+9/+3	55/6	As 7th level, except +1 melee and 4,400 stl
9th	62	18	+7	+11	+8/+10/+4	60/7	+1 leather, ring +1, +1 melee, +1 ranged, gloves of Dexterity +2, 1,000 stl
10th	68	19	+8	+12	+9/+11/+4	65/8	As 9th level except +2 leather and 2,000 stl
11th	75	19	+9	+13	+9/+11/+4	70/8	As 9th level except +2 leather and 7,000 stl
12th	81	21	+10	+15	+10/+12/+5	75/9	+2 leather, ring +2, +1 melee, +1 ranged, gloves +2, 7,000 stl
13th	88	21	+10	+15	+10/+12/+5	80/10	As 12th level except +2 melee and 9,000 stl
14th	108	21	+11	+16	+12/+13/+5	85/10	+2 leather, ring +2, +2 melee, +2 ranged, gloves +2, amulet of Health +2, 9,000 stl
15th	116	22	+12	+18	+12/+15/+6	90/11	As 14th level except gloves +4 and 11,000 stl
16th	123	22	+13	+19	+13/+16/+6	95/12	Bracers of armor +4, ring +2, +2 melee, +2 ranged, gloves +4, amulet +2, 17,000 stl
17th	131	23	+13	+19	+13/+16/+6	100/12	Bracers +4, ring +3, +3 melee, +2 ranged, gloves +4, amulet +2, 20,000 stl
18th	138	24	+14	+20	+14/+17/+7	105/13	Bracers +5, ring +3, +3 melee, +3 ranged, gloves +4, amulet +2, 31,000 stl
19th	146	25	+15	+22	+14/+18/+7	110/14	As 18th level except gloves +6 and 51,000 stl
20th	173	28	+16	+24	+16/+19/+7	115/14	Bracers +6, ring +4, +3 melee, +3 ranged, gloves +6, amulet +4, 64,000 stl



NPC Mystic						Skills/		Gear
Level	hp	AC	Melee	Ranged	F/R/W	Feats	Spells/Day	
1st	10	17	+0	+1	+4/+1/+4	8/1	5/4	Mwk scale, heavy steel shield, mwk melee, mundane ranged, 150 stl
2nd	16	18	+1	+3	+5/+1/+5	10/1	6/5	Mwk breastplate, shield, mwk melee, mwk ranged, 1000 stl
3rd	23	18	+2	+4	+5/+2/+5	12/2	6/6	As 2nd level except 1,500 stl
4th	29	18	+3	+5	+6/+2/+7	14/2	6/7/4	Mwk breastplate, mwk shield, mwk melee, mwk ranged, 2,150 stl
5th	36	19	+3	+5	+6/+2/+7	16/2	6/7/5	As 4th level except +1 breastplate and 2,150 stl
6th	42	19	+4	+6	+7/+3/+8	18/3	6/7/6/4	As 4th level except +1 breastplate and 3,400 stl
7th	49	20	+5	+7	+7/+3/+8	20/3	6/7/7/5	+1 breastplate, +1 shield, mwk melee, mwk ranged, 4,000 stl
8th	55	20	+6/+1	+8/+3	+8/+3/+9	22/3	6/7/7/6/3	As 7th level except +1 melee and 4,200 stl
9th	62	21	+6/+1	+8/+3	+8/+4/+9	24/4	6/7/7/7/4	+1 breastplate, +1 shield, ring of protection +1, +1 melee, mwk ranged, 4,800 stl
10th	68	22	+7/+2	+9/+4	+9/+4/+10	26/4	6/7/7/7/5/3	As 9th level except +2 breastplate and 5,800 stl
11th	75	22	+8/+3	+10/+5	+9/+4/+11	28/4	6/7/7/7/7/4	+2 breastplate, +1 shield, ring +1, +1 melee, mwk ranged, periapt of Wisdom +2, 6,800 stl
12th	81	23	+9/+4	+11/+6	+10/+5/+13	30/6	6/8/7/7/7/6/3	As 11th level except +2 shield, +1 ranged, and 7,800 stl
13th	88	25	+9/+4	+11/+6	+10/+5/+13	32/6	6/8/7/7/7/7/4	+2 breastplate, +2 shield, ring +2, amulet of natural armor +1, +1 melee, +1 ranged, periapt +2, 7,800 stl
14th	94	25	+11/+6	+12/+7	+11/+5/+14	34/6	6/8/7/7/7/7/5/3	As 13th level except +2 melee and 12,000 stl
15th	101	26	+13/+8/+3	+13/+8/+3	+11/+6/+15	36/8	6/8/8/7/7/7/7/4	+2 breastplate, +2 shield, ring +2, amulet +2, +2 melee, +1 ranged, periapt +4, gauntlets of ogre power, 12,000 stl
16th	107	28	+14/+9/+4	+15/+10/+5	+12/+6/+16	38/8	6/8/8/7/7/7/7/5/3	+3 breastplate, +3 shield, ring +2, amulet +2, +2 melee, +2 ranged, periapt +4, gauntlets, 14,000 stl
17th	114	28	+14/+9/+4	+15/+10/+5	+12/+6/+16	40/8	6/8/8/8/7/7/7/7/4	As 16th level except periapt +6 and 17,000 stl
18th	120	30	+16/+11/+6	+16/+11/+6	+13/+7/+18	42/9	6/8/8/8/7/7/7/7/5/3	+3 breastplate, +3 shield, ring +3, amulet +3, +3 melee, +2 ranged, periapt +6, gauntlets, 17,000 stl
19th	127	30	+17/+12/+7	+18/+13/+8	+13/+7/+18	44/9	6/8/8/8/7/7/7/7/6/4	As 18th level except +3 ranged and 37,000 stl
20th	133	30	+19/+14/+9	+19/+14/+9	+14/+7/+20	46/9	6/8/8/8/8/7/7/7/7/6	+3 breastplate, +3 shield, ring +3, amulet +3, +3 melee, +3 ranged, periapt +6, belt of giant strength +4, 55,000 stl

## NPC Mystic

**Starting Mystic Scores:** Str 8, Dex 12, Con 14, Int 10, Wis 15, Cha 13

**Increased Ability Scores:** 4th, Wis 16; 8th, Wis 17; 11th, Wis 17 (19); 12th, Wis 18 (20); 15th, Str 8 (10), Wis 18 (22); 16th, Wis 19 (23); 17th, Wis 19 (25); 20th, Str 8 (12), Wis 20 (26)

**Sample 5th-Level NPC Mystic:** Half-Kender Mys5; CR 5; Medium humanoid (half-kender); HD 5d8; hp 36; Init +2; Spd 20 ft.; AC 19, touch 11, flat-footed 18; Base Atk +3/+3; Atk +3 melee (1d8-1, masterwork heavy mace) or +5 ranged (1d8/19-20, masterwork light cross-bow); Full Atk +3 melee (1d8-1, masterwork heavy mace) or +5 ranged (1d8/19-20, masterwork light cross-bow); SA spells; SQ half-kender traits, spells; AL CG; SV Fort +6, Ref +2, Will +7; Str 8, Dex 12, Con 14, Int 10, Wis 16, Cha 13

**Skills and Feats:** Diplomacy +5, Heal +9, Spellcraft +2, Spot +5, Survival +9; Eschew Materials, Self-Sufficient.

**Half-Kender Traits:** +1 racial bonus on Open Locks, Sleight of Hand and Spot checks; +2 racial bonus on Will saving throws against fear effects.

### SPILLS KNOWN PER LEVEL\*

Level	Spells
1st	4/3
2nd	5/3
3rd	5/4
4th	6/4/2
5th	6/5/3
6th	7/5/3/2
7th	7/6/4/3
8th	8/6/4/3/2
9th	8/6/5/4/3
10th	9/6/5/4/3/2
11th	9/6/6/5/4/3
12th	9/6/6/5/4/3/2
13th	9/6/6/5/5/4/3
14th	9/6/6/5/5/4/3/2
15th	9/6/6/5/5/5/4/3
16th	9/6/6/5/5/5/4/3/2
17th	9/6/6/5/5/5/4/4/3
18th	9/6/6/5/5/5/4/4/3/2
19th	9/6/6/5/5/5/4/4/4/3
20th	9/6/6/5/5/5/4/4/4/4

\*Includes domain spell for each spell level.

# DM RESOURCES

*Mystic Spells Known* (6/7/5; save DC 13 + spell level): 0—*cure minor wounds, detect poison, light, purify food and drink, read magic, resistance*; 1st—*comprehend languages, cure light wounds, divine favor, longstrider\* shield of faith*; 2nd—*cure moderate wounds, hold person, locate object\**.

\* Domain spell. Domain: Travel *freedom of movement* effect 5 rounds/day, Survival is class skill)

*Possessions*: +1 *breastplate*, masterwork heavy steel shield, masterwork heavy mace, masterwork light crossbow, 10 normal bolts, 10 silvered bolts, *potion of blur, potion of darkvision, potion of displacement, potion of gaseous form*.

**Sample 15th-Level NPC Mystic:** Half-Kender Mys15; CR 15; Medium humanoid (half-kender); HD 15d8; hp 101; Init +2; Spd 20 ft.; AC 26, touch 13, flat-footed 25; Base Atk +11/+11; Atk +13 melee (1d8+2/x2, +2 *heavy mace*) or +13 ranged (1d8+1/19-20, +1 *light crossbow*); Full Atk +13/+8/+3 melee (1d8+2/x2, +2 *heavy mace*) or +13 ranged (1d8+1/19-20, +1 *light crossbow*); SA spells; SQ half-kender traits, spells; AL CG; SV Fort +13, Ref +6, Will +15; Str 10, Dex 12, Con 14, Int 10, Wis 22, Cha 13

*Skills and Feats*: Diplomacy +10, Heal +17, Spellcraft +5, Spot +12, Survival +17; Diehard, Endurance, Eschew Materials, Great Fortitude, Run, Self-Sufficient, Skill Focus (Spot), Track

*Half-Kender Traits*: +1 racial bonus on Open Locks, Sleight of Hand and Spot checks; +2 racial bonus on Will saving throws against fear effects.

*Mystic Spells Known* (6/8/8/7/7/7/4; save DC 16 + spell level): 0/6/6/5/5/4/3 0—*create water, cure minor wounds, detect magic, detect poison, guidance, light, purify food and drink, read magic, resistance*, 1st—*comprehend languages, cure light wounds, divine favor, longstrider\*, magic weapon, shield of faith*; 2nd—*cure moderate wounds, hold person, lesser restoration, locate object\*, make whole, sound burst*, 3rd—*continual flame, create food and water, cure serious wounds, fly\*, water breathing*, 4th—*dimension door\*, neutralize poison, restoration, spell immunity, tongues*; 5th—*break enchantment, greater command, mass cure light wounds, teleport\*, true seeing*; 6th—*find the path\*, greater dispel magic, mass bull's strength, mass cure moderate wounds*; 7th—*ethereal jaunt, greater teleport\*, refuge*.

\* Domain spell. Domain: Travel *freedom of movement* effect 5 rounds/day, Survival is class skill)

*Possessions*: +2 *breastplate*, +2 *heavy steel shield*, *ring of protection* +2, *amulet of natural armor* +2, +2 *heavy mace*, +1 *light crossbow*, *chime of opening*, *gauntlets of ogre power*, *periap of wisdom* +4, *salve of slipperiness* (2), *Trapspringer's handy haversack*, *wand of hold person* (50 charges).

## ADJUSTMENTS BY RACE OR KIND

Add the adjustments below to the class-based statistics. Add and apply all adjustments, such as ability score adjustments. For example, a kender gains a racial modifier of +2 Dexterity (and thus a +1 Dex bonus) and a +1

bonus on all saves, which means that the finished character has a +2 Reflex save bonus. If a feat is duplicated, select a new one.

See the *DRAGONLANCE Campaign Setting, Age of Mortals*, and the core rules for other traits by race or kind.

## NPC ADJUSTMENTS

**Centaur:** +3 CR. +8 Str, +4 Dex, +4 Con, -2 Int, +2 Wis. +4d8 HD. +4 base attack. +1 Fort, +4 Ref, +4 Will. -3 ranks/skill, +2 Listen, +2 Move Silently, +1 Spot, +1 Survival. Dodge, Weapon Focus (hoof). Large.

**Draconian, Aurak:** +9 CR. +2 Dex, +4 Int, +4 Cha. +8d12 HD. +8 base attack. +6 Fort, +6 Ref, +6 Will. +6 natural armor. -3 ranks/skill, +11 Concentration, +11 Diplomacy, +11 Intimidate, +11 Knowledge (arcana), +11 Listen, +11 Spellcraft, +11 Search, +11 Spot. Combat Casting, Improved Initiative, Spell Focus (evocation). Spell resistance 20 + class levels.

**Draconian, Baaz:** +2 CR. +2 Con, -2 Int, -2 Wis. +2d12 HD. +2 base attack. +3 Fort, +3 Ref +3 Will. +3 natural armor. -3 ranks/skill, +5 Bluff +5 Disguise, +5 Intimidate, +4 Listen, +4 Spot. Run, Toughness. Spell resistance 8 + class levels.

**Draconian, Bozak:** +5 CR. +2 Str, +2 Int, +2 Cha. +4d12 HD. +4 base attack. +4 Fort, +4 Ref +4 Will. +8 natural armor. -3 ranks/skill, +7 Bluff, +7 Concentration, +7 Diplomacy, +7 Intimidate, +7 Knowledge (arcana), +7 Listen, +7 Search, +7 Spellcraft, +7 Spot. Combat Casting, Improved Initiative, Run. Spell resistance 14 + class levels.

**Draconian, Kapak:** +4 CR. +2 Dex, +2 Con, -2 Int, -2 Wis. +2d12 HD. +2 base attack. +3 Fort, +3 Ref +3 Will. +2 natural armor. -3 ranks/skill, +5 Hide, +5 Listen, +13 Move Silently, +5 Search, +5 Spot. Run, Toughness. Spell resistance 11 + class levels.

**Draconian, Sivak:** +6 CR. +6 Str, +4 Con. +6d12 HD. +6 base attack. +5 Fort, +5 Ref, +5 Will. +4 natural armor. -3 ranks/skill, +5 Bluff, +2 Climb, +4 Diplomacy, +5 Disguise, +4 Gather Information, +2 Jump, +9 Intimidate, +9 Listen. Improved Initiative, Multiattack (see *Monster Manual*), Run, Weapon Focus (greatsword). Large.

**Dwarf, Dark:** +2 Con, -4 Cha. +2 Hide, +2 Listen, +2 Move Silently. Slow.

**Dwarf, Gully:** +2 Dex, +2 Con, -4 Int, -4 Cha. +2 Hide, +2 Move Silently, +2 Survival. Small. Slow.

**Dwarf, Hill:** See Chapter 4, Nonplayer Characters in the *DMG's Guide*.

**Dwarf, Mountain:** See Chapter 4, Nonplayer Characters in the *DMG*.

**Elf, Dargonesti:** +1 CR. +2 Str, +2 Dex, -2 Cha. +2 Listen, +2 Search, +2 Spot.

**Elf, Dimernesti:** +1 CR. +2 Dex, +2 Int, -2 Wis, -2 Cha. +2 Listen, +2 Search, +2 Spot.

**Elf, Kagonesti:** +2 Dex, -2 Int, -2 Cha. +1 Knowledge (nature), +2 Listen, +2 Search, +2 Spot, +1 Survival.

**Elf, Qualinesti:** +2 Dex, -2 Con. +1 Diplomacy, +2 Listen, +2 Search, +1 Sense Motive, +2 Spot.



# MONSTERS

**Elf, Silvanesti:** +2 Dex, -2 Con, +2 Int, -2 Cha. +1 Knowledge (arcana), +2 Listen, +2 Search, +1 Spellcraft, +2 Spot.

**Gnome:** -2 Str, +2 Dex, +2 Int, -2 Wis. +2 Will. +2 Craft (alchemy), +2 Craft (all, if Craft Guild), +2 Profession (all, if Technical Guild), +2 Knowledge (all, if Sage Guild). Small, Slow.

**Gnome, Mad:** -2 Str, +2 Dex. +2 Disable Device, +2 Open Lock. Small. Slow.

**Half-Elf:** See Chapter 4, Nonplayer Characters in the *DMG*.

**Half-Kender:** +1 Open Lock, +1 Sleight of Hand, +1 Spot.

**Half-Ogre:** +1 CR. +4 Str, +2 Con, -2 Int, -2 Cha. +1 natural armor.

**Irda:** +2 CR. +2 Int, +2 Cha, -2 Con.

**Kender:** -2 Str, +2 Dex, -2 Wis. +1 Fort, +1 Ref +1 Will. +2 Open Locks, +2 Sleight of Hand, +2 Spot. Small. Slow.

**Kender, Afflicted:** -2 Str, +2 Dex, -2 Wis. +1 Fort, +1 Ref, +1 Will. +2 Climb, +2 Hide, +2 Jump, +2 Move Silently. Small. Slow.

**Minotaur:** +4 Str, -2 Dex, -2 Int, -2 Cha. +2 natural armor. +2 Intimidate, +2 Swim, +2 Use Rope.

**Ogre:** See Chapter 4, Nonplayer Characters in the *DMG*.

**Shadowperson:** +2 CR. +2 Str, +4 Dex, +2 Con, +2 Int, +4 Wis, +2 Cha. +3d8 HD. +3 base attack. +1 Fort, +3 Ref +3 Will. +6 insight bonus to AC. -3 ranks/skill, +4 Escape Artist, +6 Hide, +4 Listen, +10 Move Silently, +4 Spot, +3 Tumble. Alertness, Dodge. Weapon familiarity (shadowstaff).

**Tarmak (Brute):** +2 Str, +2 Con, -2 Int, -2 Wis. 1 extra feat. +1 skill (ranks = level +3).

**Thanoi:** +2 CR. +6 Str, +2 Dex, +4 Con, -4 Int, -4 Wis, -2 Cha. +3d8 HD. +3 base attack. +3 Ref +3 Will. +4 natural armor. -3 ranks/skill, +2 Balance, +4 Climb, +8 Swim.

## STARTING WEALTH FOR PC MARINERS, MYSTICS AND NOBLES

If you wish to have your players randomly determine starting steel wealth as described in the core rules, the following information will be of use to you. Like other characters, mariners, mystics and nobles begin with a random number of steel pieces determined by character class which represents in an abstract sense the sum of the beginning adventurer's wealth.

As always, assume the character begins with at least one outfit of clothing for free. Nobles are initially wealthy and often come from privileged circumstances, so they may select a noble's outfit and signet ring in addition to the other choices available.

### RANDOM STARTING STEEL

Class	Amount (average)
Mariner	5d4 x 10 (125 stl)
Mystic	4d4 x 10 (100 stl)
Noble	8d4 x 10 (200 stl)

## MONSTERS IN THE DRAGONLANCE CAMPAIGN

The world of Krynn is richly diverse, and the creatures in it are no exception. Many of these legendary and not-so-legendary monsters have already been described in other d20 System products. This chapter provides a general overview of how to incorporate the monsters from the core rulebooks as well as guidelines for including rare, unique, or variant monsters, and how they all fit together in the setting.

The first half of this chapter is organized into sections covering broad categories of creatures: **Races, Beasts, Aberrations, Undead, and Outsiders.** The first section includes a summary of the various non-standard races in the core rules, such as goblins, gnolls and kobolds. The second covers monsters which exist as established species, such as ankhegs, griffons and wyverns. The third section discusses odd, unique, obscure or otherwise unusual creatures with origins and backgrounds that may vary from individual to individual, such as aboleths, beholders and spider eaters. The fourth covers the restless souls of the dead, such as ghouls, liches and vampires. The last section covers the extraplanar entities which may find their way into the DRAGONLANCE setting either as agents of the gods or as lost travelers, such as celestials, demons, and elementals.

The remainder of the chapter features guidelines, suggestions, and clarifications to enable you to incorporate other monsters from other products into your campaigns on Krynn. You'll also find some examples to get you started.

## RACES

Krynn is home to more than just standard races such as elves, dwarves and humans. It also features a surprising number of distinct yet interrelated races which bring an interesting dynamic to the setting. Many of the races in the core rules are represented in the DRAGONLANCE campaign, a good proportion of them finding their roots in the high ogres of the Age of Dreams, or the passing of the Graygem.

## OGRE RACES

Legends tell that the high ogres, most beautiful and powerful of mortal races, were cursed in the Age of Dreams and devolved over time to become the brutal, ugly race that now inhabits Blöde and Kern. The curse





# DM RESOURCES

took many forms, however, and many other races appear to spring from that same source. **Athaches**, **ettins**, **hill giants**, and **trolls** are all at least distantly related to ogres and share common brutish traits. **Hags** and **ogre magi** carry the legacy of the high ogre's magical power in their blood, and are capable of using magic, but not to the degree of their ancestors. Due to the power of the ogre's curse and its unpredictability, individual members of these races are occasionally born to ogre parents, but breed true only with one another.

The other races of **giant** described in the core rules are generally not represented in the DRAGONLANCE campaign, but may make interesting and unique individuals born to hill giant parents or even ogres. However, their numbers would never be sufficient to constitute a separate race.

**Dopplegangers**, while bearing a remarkable similarity to **huldfolk**, are in fact said to be a rare cursed clan of **irda** who sought to preserve their magnificent beauty, were stripped of their true identities, and reduced to a featureless race. Few irda are available who can speak of the truth of this assertion.

Ogres are the classic brutish thug race, but they have an extraordinary depth which you can reveal over the course of a campaign set in and around Kern or Blöde. With the ogre titans (from *Age of Mortals*) and hags, you have the makings for a gritty yet high-stakes campaign looking into the nature of magic and ogres, the reclamation of the high ogre legacy (or what the ogre titans believe that to be), and of course plenty of action and drama.

## GOBLIN RACES

**Goblins** are numerous on Krynn. Their origin is clouded in argument and misrepresentation, though of the several theories passed around between scholars the most commonly held is that they are the result of high ogre and elf crossbreeding, twisted over the centuries and by the effects of the Graygem. Elves firmly deny this, of course, and the ogres for their part treat the goblins as minor annoyances. **Hobgoblins** and **bugbears**, larger members of the goblin folk, are common in goblin communities and when not acting as leaders or officers will form tribes of their own. **Gnolls** and **grimlocks** are even further removed from the common goblin stock, the former reputedly a Graygem creation and the latter said to be the result of goblin and dark dwarf crossbreeding in the distant past.

The goblin races are spread out across the continents of Krynn, and in some cases have formed whole nations of their own such as Sikk'et Hul in northern Ergoth, Throt, and most recently in Qualinesti. Goblins have served as grunt troops and mercenary soldiers in the pay of dark armies throughout Krynn's history, although they are not necessarily committed to the wages of Evil. Rare individuals are capable of heroic acts of selflessness and kindness, though in general it is safe to say that even the most well-intentioned goblin has a weakness for malice and spite.

Goblins are the perfect opponent for any level, either used directly from the core rules or with levels in barbarian, fighter, even mystic and sorcerer. They are especially useful as grunts for evil warlords, although consider putting a spin on this classic idea by having a band of experienced goblins employ human or half-elf mercenaries as their own grunt troops. Don't forget the cave **lord** and **gurik cha'ahl** described in the *Bestiary of Krynn* to spice up a goblin encounter.

## BAKALI RACES

The bakali are the **lizardfolk** of Krynn and conform to the statistics presented in the core rules. Their race is ancient indeed, said to have existed before all others, though only the gods know this for certain. Regardless of their alleged primacy, they are a race in decline, but their mutable bloodline almost rivals that of the ogres for the number of offshoot races which have stemmed from it. The **troglodytes** are certainly bakali folk, living in their caves beneath the surface of Krynn.

Any reptilian race could theoretically have its roots in the bakali. It has been suggested that the bakali are the progenitors of the **kobolds**, who like **sligs** (see the *Bestiary of Krynn*) are thought to also have their origins in the goblin race. These two races share more traits in common with the bakali than the goblins, the most obvious of these being their reptilian features. Also associated with the bakali are the **nagas**, who are highly magical and intelligent snakelike beings with apparent ancestral ties to dragons.

Bakali are for the most part found in swamp areas, acting as agents for black dragons such as Sable or independently ruled by **jarak-sinn** (from the *Bestiary of Krynn*), **nagas**, or even **slaadi**. Although their time on Krynn seems to be coming to a close, they are tenacious and maintain considerable numbers.

Use bakali when you are looking for a somewhat alien mindset, or reptilian opponents that contrast to the more common draconian encounters. Bakali can form the foundation for a major campaign leading from low-level adventures with kobolds to high-level exploration-style epics in Morhlex's swamp or the subterranean reaches of Neraka, with slaad, dragons, and nagas pulling strings.

## SYLVAN RACES

Whether or not the legends told of the **huldfolk** are true, there can be no doubt that the fey folk beloved of Chislev share common beginnings. **Dryads**, **grigs**, **nixies**, **nymphs** and **pixies** dwell in natural areas out of sight of mortal races, while the **satyrs** often form close bonds with **centaur** tribes. With their innate connection to the natural world and the magic within it, these reclusive races are in touch with secrets perhaps best kept out of the hands of corrupt mortals.

Aligned with these fey races are **giant eagles** and **giant owls**, which can be considered folk of the sylvan world, and the wise **treants**, which some sages say were a gift to Zivilyn from Chislev. Not all sylvan races are noble and beautiful however; the **ettercaps** which live in spider-infested woods and the **harpies** which haunt



craggy wildernesses in the farthest reaches of Ansalon are darker representatives of their kind, owing service to Hiddukel and Morgion.

Sylvan races make excellent obstacles and can be dropped into any campaign at any time to introduce secrets, change the direction of the plot, contrast the darker side of the Age of Mortals, or as comic relief. The encounter with the **Forestmaster** in *Dragons of Autumn Twilight* (described in the *Bestiary of Krynn*) is a good example of using sylvan races as the pivot point for certain adventures.

## AQUATIC RACES

The oceans of Krynn are like those on other worlds, teeming with life and vibrant with variety. Krynn has its share of seafolk who share a common heritage of being blessed, or perhaps cursed, with their marine natures by the passage of the Graygem. **Locathah** and **merfolk** are, along with **tritons**, semi-nomadic peoples who interact with the **sea elves** and collectively form the foundations of the world beneath the waves. This union of interests is continually besieged by the efforts of **sahuagin** and **kuo-toa**, the latter of which inhabit sea trenches and reefs along the coastlines of Krynn's landmasses as well as subterranean lakes. **Merrows**, which are aquatic ogres and occasionally known as *yrasda*, and **ghagglers** (marine sligs from the *Bestiary of Krynn*), are sometimes found in marauding bands alongside the other aggressive aquatic races.

A campaign set entirely underwater makes for very interesting change of pace for DRAGONLANCE. With so many options for aquatic encounters, as well as character choices (merfolk and tritons, especially, make suitable PCs next to Dimernesti or Dargonesti characters) you could take a campaign from start to finish and hardly ever see the surface. In a standard campaign, introduce aquatic races as part of a seagoing storyline, perhaps as part of the background of a mariner character or to flesh out a plot involving a **child of the sea** or **amphi dragon** (from the *Bestiary of Krynn*).

## BEASTS

The majority of challenges and threats encountered by adventurers and wayward travelers in the DRAGONLANCE campaign are beasts. Krynn's civilized areas are often divided by hundreds of miles of wilderness, from deserts and plains to hills and mountains. The following creatures have one thing in common - they are species native to Krynn, rather than being accidents of nature or curiosities birthed by magic. As such, despite their occasional bizarre traits, they are favored of the nature gods.

### BEASTS OF THE AIR

The skies of Krynn are home to many flying creatures, many of which are sought after as mounts or beasts of burden, while others are avoided as predators. **Griffons**, **hippogriffs** and **pegasi** are all excellent mounts, seeing use in the noble houses of the elves or by daring mountain nomads in the Khalkists and Kharolis Mountains.

**Wyverns**, **chimerae**, and **dragonnes** are lesser cousins of dragons thought lost or mythical for hundreds of years but which have resurfaced in steadily increasing amounts since the War of the Lance. **Manticores** have been a plague to elven lands since before the Age of Might, while **stirges** are no more than winged vermin that haunt crumbling towers and ruins looking for victims or swoop down to infest small villages.

Beasts of the air are suitable encounters in adventures set in mountains, or in areas of open plain or even desert. Drop a couple into a scenario that centers around a small village or settlement, perhaps as mounts for raiding humanoids or as the primary threat. Use these creatures as support for adventures dealing with much larger aerial threats such as dragons.

### BEASTS OF THE SEA

Like the flying creatures, Krynn's marine creatures occasionally see use as mounts and in domestication by sea elves, tritons and sahuagin, but are more often than not dangerous encounters. Some species are far removed from the shores of Ansalon or Taladas, living in the remote depths, while others are a common sight along the coastline or near beaches and waterways. **Sea cats** and **dire sharks** are aggressive predators that prey on mariners, while **krakens** are colossal creatures that hold entire undersea regions under their sway. **Chuuls** are not only found along swampy coastlines and near underground lakes, but occasionally far out to sea hunting merfolk along the sea floor. And **dragon turtles**, cousins to the sea dragons, have been mistaken for islands themselves as they bask in the sun in calmer waters.

Beasts of the sea are perfect foils for mariners and seagoing adventurers. A campaign that revolves around pirates and naval encounters benefits strongly from classic sea monster threats, and even a reasonably short trip across the New Sea may provide the perfect opportunity to pull out one of these monsters.

### BEASTS OF THE LAND

These are the fantastic creatures most adventurers will come across in their travels, the beasts that lurk in forests, in mountains and on the plains. They range from hideous wilderness hazards like the **ankheg**, **basilisk** and **krenshar** to terrifying encounters such as the **behir**, **bulette** and **remorhaz**. It's possible that the Graygem did influence these creatures somewhat, as some of them look as if they are enhanced or twisted versions of standard animals. Some beasts, such as **winter wolves** and **purple** or **frost worms**, have a more obvious stamp of Chaos' influence than others.

**Dire animals** are primeval and rarely seen relatives of their standard sized namesakes. They are trained by skilled nomads, goblins or ogres as beasts of burden, something that Chislev's druids frown upon. They value their timelessness, not their captive state. **Blink dogs** and **displacer beasts** share a magical trait which makes them appealing to wizards but very difficult to capture, and **girallons** and **gray renders** can be found in heavily forested regions where their brute strength is put to use by tribal humans and the occasional warlord.

# DM RESOURCES

Beasts of the land include some of the classic wilderness encounters and present some of the more ideal challenges for mid-level play. Mixing and matching magical beasts such as those described above with human, ogre, minotaur, or even draconian "handlers" can provide any number of adventure ideas.

## BEASTS OF THE UNDERGROUND

The subterranean kingdoms have their own challenges to deal with from creatures adapted to living underground and in the deep regions of Krynn. These include **gricks** and **carrion crawlers** which are the bane of dungeoneers and miners, **darkmantles** and **mimics** which can lurk alongside settlements of dwarves, goblins or kobolds waiting for a moment to strike, and **oozes** which have been blamed on the disappearances of many individuals seeking treasure and riches in buried tombs. While also found above ground with frightening regularity, **monstrous centipedes**, **scorpions**, and **spiders** can be unwelcome encounters in abandoned tunnel complexes where they surprise the unwary.

These creatures are commonplace in dungeon adventures, although not as often in campaigns which see more widespread adventuring above ground or in wilderness, which is typical of DRAGONLANCE. They make a nice change of pace when the heroes are used to dealing with mortal opponents, and can be challenging due to the unique circumstances required to deal with them.

## ABERRATIONS

Krynn not only has its fair share of unique races, monster species, and "normal" encounters, it also provides the underpinnings for all kinds of bizarre and fantastic individual monsters that fall under the category of aberrations. These are the subjects of curses, breeding experiments, magical accidents, and of course the Graygem. Many of these creatures are relatively normal on other worlds but due to the history presented in the DRAGONLANCE saga, do not receive as much attention or occupy the same niche on Krynn. Others are just as strange and unusual in the DRAGONLANCE Campaign as they are anywhere else.

### ABERRATIONS OF NATURE

Whether they are the result of dark druids, the interference of high ogres in the Age of Dreams, or a side effect of the despoliation of Ansalon by the Dragon Overlords, aberrations of nature are monsters that no longer have a place in the natural order of things. **Aboleths** are hideous, bloated abominations with cruel intelligence that enslave others and keep them as slaves deep below the surface. **Gibbering mouthers** may once have been amoebas or oozes which have spontaneously acquired a kind of crude sentience. **Chokers** could have once been dwarves or gnomes lost in the darkness and horribly changed by horrors best left unmentioned. **Destrachans** and **digesters** owe their existence perhaps to the perversions of Morgion or Zeboim's clerics, creating what appear to be animals but which in truth serve only to

spread chaos and upset the natural order. Likewise, **spider eaters**, **ropers**, and **rust monsters** could only be the result of twisted experiments or magical projects, creating individual monsters which plague settlements or are cast into dungeons to waylay explorers.

Almost any creature could be an aberration of nature, often when combined with a template such as the **proto-creature** (in the *Bestiary of Krynn*) or given additional special attacks or qualities. Aberrations of nature are good challenges for druids, rangers, and nature-themed mystics, primarily because their existence is an affront to the gods of nature and because they tend to show up in places where druids and rangers operate.

### ABERRATIONS OF MAGIC

While aberrations of nature are sometimes a result of magical experiments, aberrations of magic are truly magical in origin and include the victims of curses, constructs built by wizards, and bizarre products of the Graygem. **Basilisks** and **cockatrices** must have once been ordinary animals, thrown together by arcane interference in the past or set upon unwitting victims by renegade mages. Similarly, **owlbears** and **delvers** may have their origins in the pages of Fistandantilus or even Magius' spellbooks, lost for thousands of years and occasionally found long enough for the creation of a new batch of aberrant creatures. The **beholder** is so rare that its existence is in almost every case an instance of a curse or spell gone awry (see sidebar) or a freak summoning through a portal into the Ethereal Sea.

**Golems** and **shield guardians** are the direct result of magical creative power put to work, often forgotten by their masters and left to guard empty towers or lost hallways. The **gargoyles** on the other hand may be a race that, like the **draconians**, were created for a purpose yet escaped their original fate and came into their own, albeit in small numbers.

Curses are excellent means of introducing odd creatures to your campaign. Be careful not to overdo it, as your DRAGONLANCE campaign may start to look wildly different or lose its tone if every encounter is a cursed wizard or spell-struck fighter. Used sparingly and given detail and substance, creatures such as **sphinxes**, **yuan-ti**, and even **gorgons** make striking NPCs and threats that could form the focus for entire storylines. Consider introducing a means of potentially removing the curse, or the threat of the curse being spread to others. DRAGONLANCE may not have lycanthropes, but the classic adage of becoming infected by magical disease can have its moments.

## UNDEAD

Perhaps the easiest of creatures to include into a DRAGONLANCE campaign, the undead have contributed to adventures in Krynn since the beginning and the Age of Mortals is no exception. **Spectral minions**, **skeleton warriors** and **death knights** have become recognized icons of the setting, but all of the d20 System undead are suitable for use in adventures. The classic division between corporeal and incorporeal undead creates a



## IDOSKLEPAS OF THE WICKED EYE

Idosklepas was a Black Robed Wizard active during the later days of the Reign of Istar. A student of Fistantilus, his lack of etiquette and distasteful manner made him unpopular with his brothers and sisters in the Orders. When finally given the opportunity, Fistantilus made an example of Idosklepas, subjecting him to a number of abhorrent experiments. Idosklepas' sanity was ruined, his body beset with magical trauma, and he may have died altogether had the Cataclysm not struck and wiped out Istar.

Idosklepas survived the Cataclysm by sheer luck (his prison cell was protected by magical wards) and eventually escaped. His transformation took years, although it also extended his natural lifespan. By the time of the War of the Lance, Idosklepas' physical form had become that of a beholder, and the magic had been locked away in the back of his mind, escaping only in the form of rays from his eyestalks.

Idosklepas now moves from ruin to ruin along the Blood Sea and in lands such as Khur, Balifor and even as far north as Nordmaar. He delights in putting others through the pain he himself once felt, especially wizards and clerics.

When he was still human, Idosklepas was overweight, balding, and shrouded in his black robes. Upon his transformation into the creature he is now all that truly remained is a caricature of his head with ten eyestalks springing from his skull, an enormous and distended mouth, and a single baleful eye in the middle of his so-called face. He lacks a body, instead floating in place like a swollen eyeball.

Idosklepas was once something of a glutton. He has since redirected his appetite for food and luxuries towards darker ends. He delights in inflicting mental as well as physical suffering on those who he feels has wronged him, which include any members of organizations such as the Knights of Solamnia, the Wizards of High Sorcery, or the Holy Orders of the Stars. He also spends a great deal of time hunting for magical cures for his predicament, or items which he can use to reclaim some of his lost magical power.

You could use Idosklepas as the primary antagonist in a campaign in Eastern Ansalon, or have him surface as a brief threat in the lives of any player wizards and clerics. Perhaps Idosklepas has survived the Chaos War and the early Age of Mortals with his magic intact, or perhaps he too is losing his magic during the War of Souls and needs adventurers to recover magic items for him. Whatever the case, he is not a trustworthy individual, driven often to the brink of madness from his experiences.

**Idosklepas, Beholder:** CR 13, 93 hp.

ready means of determining if your group is prepared to face an undead encounter, as incorporeal undead are often much more difficult to hit without the appropriate magical aid. Also, keep in mind that without a cleric, a Knight of the Sword, or a mystic with the Sun domain, dealing with undead may present more of a threat to an adventuring party than if they had characters with those classes.

## CORPOREAL UNDEAD

These are undead with physical bodies, usually their own. Their souls are bound into them, usually in such a way as to darken their natures and make them hateful and dangerous to the living. **Zombies** and **skeletons** are mindless and are quite common as the minions of necromancers and Black Robes, as well as Chemosh's clerics. **Ghouls** and **ghasts** roam graveyards and charnel houses, sometimes even in the middle of cities such as Kalaman, feeding off the dead and ambushing the living. **Mummies** and **wights** are often found in ancient tombs and ruins that date back to when burial customs were elaborate, guarding the treasures and belongings they had when alive.

**Mohrgs** and **devourers** are kept alive by the overwhelming force of their wicked natures, the former as murderous chieftains and brutish killers, the latter as greedy and rapacious ogres trapped between this world and the next by their unending curse of hunger. **Vampires** prey upon the living in urban areas or where the Gods of Light are kept in shadow, and **liches** surface from time to time as a result of Wizards of High Sorcery lured into false promises of power by Chemosh. Most terrible of all are the **nightshades** and **bodaks**, who appear only in times of greatest turmoil and despair, brought forth out of darkness from the graves of innocents and victims and descending upon battlefields and trenches with their aura of death.

Corporeal undead are the easiest to deal with, in some ways, but become progressively more dangerous. High-level characters risk energy drain, blood drain, and even instant death by confronting them. Combine low-level corporeal undead with high-level monsters for a nice contrast. Mohrgs are found with zombies normally, but pairing ghouls with a vampire elven ranger, or skeletons dressed in wizard robes with a cunning lich, make undead encounters satisfyingly complex without going to too much trouble.

## INCORPOREAL UNDEAD

Incorporeal undead are souls prevented from leaving Krynn and joining the Progression of Souls for some reason. **Shadows** and **allips** barely even remember their former lives, the former as life-hating men bound in darkness, the latter as suicides gripped with madness. **Wraiths** and **spectres**, archetypical horrors found in tombs and ruined castles, remember enough of their living days to hate those who still draw breath, but are at least capable of speech. **Ghosts** are encountered in many forms, kept back on Krynn for wrongs left unrighted, love unresolved, or perhaps desires left unpursued.



# DM RESOURCES

Whether you have them swarm at the heroes from the doorways of a ruined windmill on a hill above a town, or throw in the occasional malicious spirit haunting a shopkeeper's basement in Haven, incorporeal undead always have a story behind them and are ready-made for pivotal encounters. As with all DRAGONLANCE monster encounters, take a moment to think about where the spectre or ghost came from, what its back-story is. The result is a more rewarding and somewhat creepier experience for your players.

## OUTSIDERS

Wizards and clerics know that there is more to the universe than just the material world. The gods dwell in vast extraplanar realms along with their servants and agents, the four cardinal elements come together from their own planes, and mysterious creatures and hidden realms have been recorded as existing just on the other side of the veil into the Ethereal, Astral and Shadow planes. Most of Krynn's inhabitants have little to do with outsiders, the creatures native to other planes, but every hero will at some point in her career have to bargain with, defend herself from, or duel with one of these extraplanar visitors.

In general, avoid using outsiders except when you want to illustrate a theme, such as redemption or betrayal, or you want to involve the gods directly in your campaign's events. Make each appearance of an outsider special and unique, not mundane. Whole storylines will go by without extraplanar creatures making an appearance! Another option is to withhold the revelation that a valued NPC ally is an outsider until some time has passed in a campaign, showing that many extraplanar entities prefer to hide their true natures on Krynn.

## FIENDISH OUTSIDERS

In the DRAGONLANCE Campaign, all outsiders of a fiendish nature originate in the Abyss. The Abyss is much larger than any scholar or sage can account for - it is not only the home of the Gods of Darkness, but it contains vast aspected realms which the evil gods and their servants have constructed. These realms are attuned to each god, and within each realm can be found outsiders aligned with the realm's ruling deity.

Of the lawful evil outsiders, the **devils** are the most numerous. They are aligned with Sargonnas, Nuitari, and (before her death) Takhisis herself. Nuitari's devils resemble those in the d20 System core rulebooks in appearance, although Sargonnas' devils have minotaur-like or condor-like traits, and Takhisis' devils have draconian traits. These differences are largely cosmetic, indicative of the influence each deity has on his or her servants. The **achaierai**, **barghests**, and **hellhounds** serve Sargonnas, while Takhisis once had dominion over the **xill** until her death. That race of vicious outsiders were betrayed by the Dark Queen and left behind when she stole Krynn, and their fate is unknown. Lastly, Nuitari's **rakshasas** are malevolent agents rarely seen on

Krynn yet responsible for collecting information for the God of the Black Moon, something they are extremely good at.

The **demons** make up the bulk of the chaotic evil residents of the Abyss, aligned with Hiddukel and Zeboim. Hiddukel, often known as the Lord of Demons, makes good use of them in his efforts to lead mortals into twisted contracts and ruin. His demons resemble those in the d20 System core rules. Zeboim's tend to have aquatic or reptilian traits, again largely cosmetic in nature. These two gods are also known to send **howlers** to their favored priests, though Zeboim's tend to be adapted to the water.

The neutral evil gods, Chemosh and Morgion, vary on which outsiders they choose to serve them. Chemosh almost exclusively relies on **fiendish undead**, eschewing the service of other extraplanar creatures. He occasionally rewards a powerful undead servant with a **nightmare** as a steed. Morgion in contrast has his **vargouilles** and **night hags** who revel in spreading decay and fear in the name of the Black Wind, along with scores of **fiendish oozes** and **fungi**.

**Half-fiends** should be incredibly rare in a DRAGONLANCE Campaign. Although children of the Evil Gods have been described in minstrel's tales and the legends of the distant Age of Dreams on occasion, their existence would imply a significant turn in the events of history. The template does however make for a thoroughly nasty and dangerous villain or monster, especially when used to describe a transformative "blessing" from one of the Gods of Darkness.

## CELESTIAL OUTSIDERS

Noble and magnificent, the native inhabitants of the Dome of Creation are an inspiration to Krynn's mortals and a clear threat to evil. However, for the most part the Gods of Light do not send celestial outsiders with any frequency to Krynn, hoping that their mortal agencies will accomplish their will. Only in times of great need will they confer upon their servants the task of aiding clerics, knights and White Robed wizards, although it is known that Solinari is more willing to do so.

Kiri-Jolith, Majere and Solinari are served by the **archons**, steadfast protectors and guardians. Solinari's archons resemble those in the d20 System core rules. Kiri-Jolith's archons, regardless of their standard appearance, frequently have bison-like traits, with **lantern archons** appearing as glowing swords. Majere's archons have mantis-like traits or manifest with the aroma of roses. When he was a deity, Paladine's archons had noble, dragon-like traits. All of the lawful good gods make good use of **celestial animals** appropriate to their divine associations.

Branchala, as the only chaotic good deity, has sole governance over the **eladrins** and **lillends**, free spirited and noble. His eladrins have elvish or occasionally kenderlike appearances, revealing the god's favor of those races. Branchala's lillends are muses for bards and embody the essence of the Bard King's philosophies.



They often do his work on Krynn masquerading as singers, players and poets long enough to stir the hearts of lovelorn artists.

Of the neutral good outsiders, the **angels** serve Mishakal and the **guardinals** act in service to Habbakuk. Mishakal's angels are mighty champions whom she has directed to aid her sons or her husband in times of great need. Blue-robed and even-handed, their kind is rarely but gratefully seen. The guardinals of Habbakuk resemble the descriptions in the d20 System core rules, winged agents of good occasionally sent to Krynn to aid desperate Knights of Solamnia or good-aligned druids.

Like half-fiends, **half-celestials** should be very rare in the DRAGONLANCE campaign. As either children of the Gods of Light or of their celestial agents, half-celestials constitute a major involvement of the Dome of Heaven in the lives of mortals. Because of this, the template is perhaps best applied to non-humanoid creatures or animals for unique alternatives to the standard celestial outsiders, representing not halfbreed creatures but emissaries or guardians similar to the **divine messenger** template (from the *Bestiary of Krynn*).

## NEUTRAL OUTSIDERS

The Hidden Vale is an all-encompassing plane of neutrality and primal archetypes of both nature and mortal ambition. Home to the Gods of Balance, it is also a place of axiomatic ideals, shed of moral concerns, and of industrious outsider races which rarely if ever cross the planar boundaries to Krynn.

The **slaadi** are perhaps the most likely of these races to find their way to the material world. Common in worlds beyond the Ethereal Sea, they have their own corner of the Hidden Vale where they toil in ceaseless random bickering and frenzied one-upmanship. Sirrion, the only chaotic neutral god, has nothing at all to do with them, and thus they work with no divine patronage. However, as they serve to advance free will and choices, Gilean does not proscribe their existence. Indeed, some have appeared before races of Krynn such as the bakali, positioning themselves as masters for as long as it suits them. During the Chaos War, armed groups of slaadi under Chaos' influence appeared on Krynn but vanished once resistance began to swell.

The **formians** are militant ant-like outsiders whose primary existence is geared towards combat. Shinare can appreciate their industrious natures, but has no time for their aggression. **Inevitables** on the other hand are prized by Shinare, Lunitari and Gilean as agents of neutrality, and from time to time they will make use of these constructs to achieve certain aims. However, the Gods of Balance seldom interfere, and thus any encounter with a **marut** (charged with thwarting the abuse of power by another god) a **kolyarut** (enforcer of contracts) or **zelekhut** (an agent of justice) will be rare but deserved.

In the end, the Gods of Balance favor using elementals (see below), axiomatic creatures (see sidebar) or simply rely on the nature of mortals to handle their own concerns.

## AXIOMATIC CREATURES

Creatures with this template are the archetypes or primal representatives of the specific creature type, and as such make excellent extraplanar servants and agents of the Gods of Balance. The traits of an axiomatic creature are summarized below, slightly modified for the revised edition.

## CREATING AN AXIOMATIC CREATURE

"Axiomatic" is an inherited template that can be added to any corporeal aberration, animal, dragon, fey, giant, humanoid, magical beast, monstrous humanoid, plant or vermin of lawful or neutral alignment that is native to the Material Plane (referred to hereafter as the base creature). Animals with this template become magical beasts, but otherwise the creature type is unchanged. The template uses all the base creature's statistics and special abilities except as noted here.

**Special Attacks:** An axiomatic creature retains all the special attacks of the base creature and also gains the following special attack.

—Smite Chaos (Su): Once per day an axiomatic creature can make a normal melee attack to deal extra damage equal to its HD (maximum of +20) against a chaotic foe.

**Special Qualities:** An axiomatic creature retains all the special attacks of the base creature and also gains the following special qualities.

—Darkvision out to 60 feet.

—Resistance to cold, electricity, fire and sonic 5. Gain resistance to cold, electricity, fire and sonic 10 if 12 HD or more.

—Spell resistance equal to HD + 5 (maximum 25)

—Linked Minds (Ex): All axiomatic creatures with the same base creature type within 300 feet of each other are in constant communication. If one is aware of a particular danger, they all are. If one in the group is not flat-footed, none of them are. No axiomatic creatures in the group are considered flanked unless they all are.

If the base creature already has one or more of these special qualities, use the better value.

**Abilities:** As base creature, but Intelligence is at least 3.

**Challenge Rating:** HD 3 or less, as base creature; HD 4 to 7 HD, as base creature +1; HD 8 or more, as base creature +2.

**Alignment:** Always lawful (any)

**Level Adjustment:** Same as the base creature +4

# DM RESOURCES

## ELEMENTAL OUTSIDERS

The Elemental Planes co-exist with both the Hidden Vale and the world of Krynn to some extent, embodying the building blocks of all creation. The planes themselves are hostile to most creatures of the Material Plane, but are home to bizarre and exotic creatures of their own that occasionally venture to Krynn either by their own volition or at the calling of a spellcaster. The **elementals** are the primary examples of these outsiders, and are favored by the Gods of Balance as well as by mortals who seek to employ their unique traits.

The Elemental Plane of Fire is home to **azers**, extraplanar dwarves who work the divine forge of Reorx, as well as **efreet** and **salamanders** who defy the will of Sirrion and have acted in service to Sargonnas in the past. **Fire**, **magma**, and **steam mephits** also reside on this plane, carrying out the wishes of the gods when needed, as well as **magmin** who are somewhat less reliable. **Rasts** occasionally appear on Krynn deep in the bowels of volcanic regions, frustrating the dwarves and exciting the gnomes who each have their own ways of dealing with the fiery vermin.

The Elemental Plane of Air is a place of constant winds and motion, a boon to the **invisible stalkers** and noble **djinn** who live there. **Belkers** are also residents of this plane but are more likely to act in accordance with the wishes of Morgion on Krynn than any neutral god. **Air**, **dust** and **ice mephits** may also be found here, along with the constantly moving **arrowhawks**.

The Elemental Plane of Water's primary residents are **tojanidas**, as well as **ooze** and **water mephits** and other aquatic creatures. The plane is contested fiercely by Zeboim and Habbakuk, as no neutral deity holds particular influence there. It is therefore tempestuous and dangerous as a destination.

The Elemental Plane of Earth has its **thoqquas**, burrowing within the endless stone, but it is also home to **xorns**, **razhaks**, **earth** and **salt mephits**. Neither the gods of Light nor Darkness have any strong influence over this plane, leaving it to Reorx and Chislev who rely on the strength of elemental earth to repair the damages inflicted upon Krynn.

Lastly, the race of **janni** are occasional visitors to Krynn, seen in the regions of Khur and Balifor during the Age of Despair in the guise of native nomads. Missing since the Chaos War, they may only recently have had the opportunity to return to the deserts and wastes they favor with the restoration of the planes.

## INCORPORATING MONSTERS OLD AND NEW

One of the challenges of adding a new creature, either of your own or from another d20 System product, is finding a place for it among the existing monsters and races of Krynn. It can be tempting to just retroactively install new races, new dragons or new magical beasts into the setting, but to do so may subtly alter the tone of the world. Of course, this should not prevent you from

doing so, but remember to consider the consequences and implications of bringing in something entirely unheard of into the unfolding drama of DRAGONLANCE.

Krynn has been the location of many adventurers over the past twenty years, and through several rules versions and system changes. Under the current revision, some of the monsters that you may have used or which have appeared in novels are no longer in the d20 System and are not included in this book. These creatures can often be found in other d20 System products and DMs should feel free to add them back into their games. This is the simplest case of adding a new monster, and stands to have the least impact. If the monster has already been seen in the world, such as the **sirine**, it will not take much effort to include it.

On occasion, an all-new monster may appear in another book and you will want to drop it into the world. First, consider which category the creature falls under. Is it a race, a beast, an aberration, an undead, or an outsider? Determining this can make your job a lot easier. Let's say you'd like to introduce the mooncalf as an adversary for your DRAGONLANCE players. It's not a race, nor does it qualify as a beast or undead. The entry describes it as a neutral evil magical beast that according to rumor, "flies down from the dark side of the moon" to inhabit lonely and desolate mountain areas. This sounds like a great aberration, and its association with a dark moon and its weather-related spell-like abilities make it a perfect candidate for a War of Souls opponent. Rewrite its backstory to say that it descended from Takhisis' one moon in the midst of the great storm that heralded the One God, and you have a unique and freakish monster tied to the events of the setting and ready to prey upon your heroes.

Perhaps you'd like to create an all-new monster, based on a movie or television show you liked or a book you just read. Or, you woke up with an interesting idea and felt like it'd make a good foil for your DRAGONLANCE group. The revised core rulebooks have detailed, friendly and useful advice for making the monster you want, but how does it fit into the setting? Use the categories described earlier as guidelines, and explore the possibilities. Does it fill the same role as something that already exists? You may need to tweak it a little to avoid repetition, or give it some unique ability that sets it apart. Does it contradict an established DRAGONLANCE theme or convention? You should rethink any lycanthropes or orc-related monsters in favor of dragon-like or ogre-like monsters, for instance. Is it an accident of magic or is it a whole new species? A singular individual will not usually upset the flavor of the world, especially if it can be explained by magic or a portal from somewhere, but the sudden introduction of a race of cat-people living alongside the elves throws continuity out the window.

In general, anything can be added to the game if you can think of a logical reason to add it. Remember the benefits of curses, the Graygem, the relocation of Krynn (the Dragon Overlords found their way here, might there be other creatures from that world?) and the depredations of Chaos. At the end of the day, the goal is to have fun and present an enjoyable, memorable and



exciting DRAGONLANCE experience. It's okay to give such things as canon and continuity a rest when you need to!

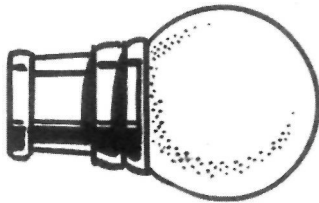
## KRYNNISH WEAPONS

The following is a small list of weapons unique to Krynn's various races. Underneath each weapon description is a weapon familiarity category that details which races are automatically able to use these weapons as martial weapons instead of exotic weapons. Other races must acquire an Exotic Weapon Proficiency feat to use them without penalty.

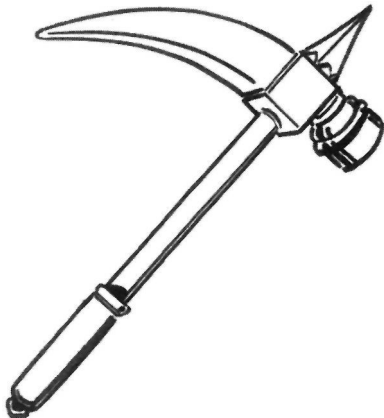
Special ammunition (such as blunt arrows) does not require any particular proficiency to use, although the weapons that utilize it may.

## WEAPON DESCRIPTIONS

**Arrow, Blunt:** These arrows have wooden tips specially crafted to deal nonlethal damage instead of lethal damage.



**Battlepick, gnome:** A gnome battlepick is the preferred weapon of choice for gnomes on Ansalon, and is very rarely crafted creatures larger than Small size. Gnomes will often outfit their own battlepicks with unique attachments and gears to augment their combat ability, but these attachments occasionally malfunction, often bringing greater malice to the gnome than its opponent. Whenever attachments malfunction, they deal double their amount of damage to the character



wielding the weapon, and afterward deal no further damage until they have been replaced by new attachments, or repaired with a successful DC 17 Craft (weaponsmithing) check. The attachments always malfunction on a natural attack roll of 1.

*Attachments:*

**Chains:** Additional 1d2 points of slashing damage.

**Coal:** Additional 1d3 points of fire damage.

**Pincers:** Additional 1d3 points of piercing damage.

*Weapon Familiarity:* Gnome.

**Bear Claws:** Bear claws are gauntlets with iron spikes on the palms, used for making slashing attacks. You can use this weapon to gain a +2 circumstance bonus on Climb checks.

*Weapon Familiarity:* Human (mountain nomads only).

**Chain, tooth:** The tooth chain has reach, so you can strike opponents 10 feet away with it. In addition, unlike most other weapons with reach, it can be used against an adjacent foe.

Because the chain can wrap around an enemy's leg or other limb, you can make trip attacks with it. If you are tripped during your own trip attempt, you can drop the chain to avoid being tripped.

When using a tooth chain, you get a +2 bonus on opposed attack rolls made to disarm an opponent (including the roll to avoid being disarmed if such an attempt fails).

The tooth chain is covered in thin razors and barbs, with a large blade-like attachment at the end. Any time an opponent takes damage from a tooth chain, he must succeed at a Fortitude saving throw equal to the modified attack roll -10 or be stunned from the tearing pain for one round.

*Weapon Familiarity:* Human (plains nomads only).



**Crossbow, ice:** The ice crossbow is a special small crossbow designed by ice nomads to hurl specially crafted icicle-like bolts. Whenever these bolts hit, they shatter and deal 1d4 points of slashing damage to any single

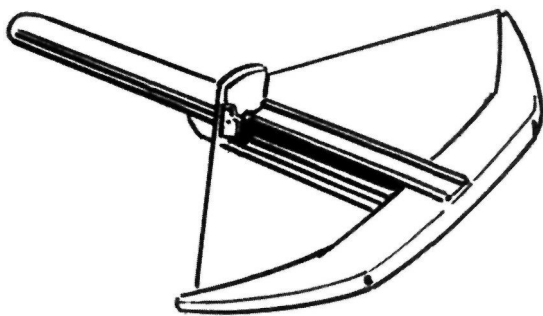
## KRYNNISH WEAPONS

Exotic Weapons	Cost	Dmg (S)	Dmg (M)	Critical	Range Increment	Weight <sup>1</sup>	Type
<b>Light Melee Weapons</b>							
Bear Claws	35 stl	1d3	1d4	X2	—	2 lb.	Slashing
<b>One-handed Melee Weapons</b>							
Chain, tooth <sup>2</sup>	40 stl	1d4	1d6	X2	—	7 lb.	Slashing
Fullblade, ogre <sup>3</sup>	70 stl	See text	See text	19-20/X2	—	12 lb.	Slashing
Hoopak	21 stl	Special	Special	Special	Special	8 lb.	Special
Longsword, weighted	25 stl	1d6	1d8	X3	—	6 lb.	Slashing
Shatang	80 stl	1d6	1d8	X3	20 ft.	5 lb.	Piercing
<b>Two-handed Melee Weapons</b>							
Battlepick, gnome	10 stl	1d6	1d8	X4	—	10 lb.	Piercing
Attachments	100 stl	—	—	—	—	2 lb.	—
<b>Ranged Weapons</b>							
Crossbow, Ice	40 stl	1d4	1d6	19-20/X2	100 ft.	6 lb.	Piercing
Bolts (10)	1 stl	—	—	—	—	1 lb.	—
<b>Special Ammunition</b>							
Arrow, Blunt <sup>4</sup>	5 sp	As bow	As bow	X2	As bow	1/5 lb.	Bludgeoning

creature adjacent to the target (use the Missing with a Thrown Weapon diagram from page 158 of the *Player's Handbook* to determine which square is affected).

Whenever bolts for the ice crossbow are given a magical enhancement bonus, they do not melt when taken out of freezing temperatures but instead lose half of their effective enhancement bonus, rounded down (thus, even +1 ice bolts will effectively lose their enhancement bonus, but will still be magical and thus keep from melting).

*Weapon Familiarity:* Human (Ice folk only).



**Fullblade, ogre:** The ogre fullblade is a massive sword made specifically by ogres for their tribal warriors. It's a Large weapon, and is essentially a Large bastard sword. It deals 2d8 points of damage, and can be used two-handed as a martial weapon by creatures that aren't proficient in its use, and one-handed by those that are.

*Weapon Familiarity:* Ogre.

**Hoopak:** The hoopak is probably the most well known of the kender weapons. It is typically a 3-foot staff made of hard yet supple wood that is forked at one end and has a metal tip at the other. The metal tip can be sharpened and the hoopak can be thrown like a spear. The hoopak can also be stuck into the ground so that missiles can be fired from the forked end like a

slingshot. It can also be twirled over the head like a sling to launch sling bullets or stones or it may be used as a traditional sling staff. A hoopak can be used as a double weapon, making one attack with the quarterstaff function and the other as a shortspear.

*Function* A hoopak attacks as a quarterstaff, shortspear, or sling (bullets required) of equivalent size (Small for kender).

Occasionally this type of weapon can be hollowed out to hold useful objects, like silk rope or stones for ammunition. As a tool the hoopak can be used to help a kender gather fruit from the lower branches of trees, like an apple picker. As a musical instrument the hoopak can be swung in a circle and it emits a low bullroar.

*Weapon Familiarity:* Kender.

**Longsword, weighted:** This sword has distinctly dwarven craftsmanship, and resembles a typical longsword in every way except for the odd weight distribution, as the end of the blade is slightly thicker and heavier than the area that meets the hilt. Weighted longswords are capable of delivering powerful blows, and any sunder attempt made with one has a +2 circumstance bonus; however, due to their awkward weight, the non-proficiency penalty is increased by -2 in addition to the norm and opponents gain a +2 circumstance bonus when making disarm attempts against them.

*Weapon Familiarity:* Dwarf





**Shatang:** The shatang is a weapon of minotaur design resembling a large 5 ft. long barbed throwing spear. Shatang are too large for creatures to fight with one-handed without special training; thus it is an exotic weapon. Non-minotaur characters can use a shatang two-handed as a martial weapon.

*Weapon Familiarity:* Minotaur

## DRAGON POP-PLAYER CHARACTERS

Dragons are important characters in a DRAGONLANCE campaign, and are always far more than treasure-hoarding beasts waiting for adventurers in well-guarded lairs. Each dragon has its own unique history, personality, goals, and agendas. The following descriptions serve both as examples and as ready-made characters that can be used in a campaign.

### BLACK DRAGON

**Male adult black dragon;** CR 11; Large dragon (water); HD 19d12+76; hp 199; Init +4; Spd 60 ft., fly 150 ft. (poor), swim 60 ft.; AC 27, touch 9, flat-footed 27; Base Atk +19/+29; Atk +24 melee (2d6+6, bite); Full Atk +24 melee (2d6+6, bite), +19 melee (1d8+3, 2 claws), +19 melee (1d6+3, 2 wings), +19 melee (1d8+9, tail slap); Space/Reach 10 ft./5 ft. (bite 10 ft.); SA breath weapon, *darkness*, frightful presence; SQ blindsense 60 ft., *corrupt water*, damage reduction 5/magic, darkvision 120 ft., immunity to acid, *sleep* and paralysis, low-light vision, spell resistance 18, spells, water breathing; AL CE; SV Fort +15, Ref +11, Will +12; Str 23, Dex 10, Con 19, Int 12, Wis 13, Cha 12.

*Skills and Feats:* Escape Artist +22, Hide +20, Listen +25, Move Silently +24, Search +23, Spot +25, Swim +28; Alertness, Blind-Fight, Cleave, Improved Initiative, Improved Sunder, Power Attack, Stealthy.

*Breath Weapon (Su):* 80-ft. line, damage 12d4 acid, Reflex DC 23 half.

*Frightful Presence (Ex):* 180-foot radius, HD 18 or less, Will DC 23 negates.

*Corrupt Water (Sp):* 1/day—Stagnates 10 cubic ft. of water, 180 ft. radius. Caster level 6th, Will DC 23 negates.

*Darkness (Sp):* 3/day—as *darkness*, but 60-ft. radius. Caster level 6th.

*Spells:* As 3rd-level sorcerer.

*Sorcerer Spells Known (6/6; spell save DC 11 + spell level):* 0—*daze, ghost sound, light, resistance, virtue*; 1st—*alarm, hold person, sleep*.

### DARKLING

This ancient black dragon laid low during the War of Souls, keeping out of sight of the Dragon Overlords. He viewed them with contempt, but did not feel it worth sacrificing his precious hide to fight them. Once others had solved the problem for him by removing the most troublesome Overlords, Darkling decided it was time to

return to the world. He had grown extremely weary of looking at the same cave walls for thirty years and has recently taken up residence in an underground cavern once used by some forgotten race as a burial chamber for their rulers.

Darkling stripped the jewels and gold from the corpses and uses them as bait to lure greedy travelers to their doom. He arranges a few jewels or golden helms and necklaces near the entrance to his cavern, dropping them like breadcrumbs along the dark corridors that lead to his lair. He dislikes battle and will try to ambush his prey to try to dispose of them without a fight.



### BLUE DRAGON

**Male juvenile blue dragon;** CR 8; Large dragon (earth); HD 15d12+45; hp 142; Init +0; Spd 40 ft., burrow 20 ft., fly 150 ft. (poor); AC 23, touch 9, flat-footed 23; Base Atk +15/+23; Atk +19 melee (2d6+4, bite); Full Atk +19 melee (2d6+4, bite), +13 melee (1d8+2, 2 claws), +13 melee (1d6+2, 2 wings), +18 melee (1d6+6, tail slap); Space/Reach 10 ft./5 ft. (bite 10 ft.); SA breath weapon; SQ blindsense 60 ft., darkvision 120 ft., immunity to electricity, *sleep* and paralysis, low-light vision, sound imitation, spells; AL LE; SV Fort +12, Ref +9, Will +11; Str 19, Dex 10, Con 17, Int 14, Wis 15, Cha 14.

*Skills and Feats:* Appraise +11, Gather Information +13, Knowledge (local) +20, Listen +20, Search +20, Spot +20, Survival +11 (+13 tracks), Use Magic Device +20; Ability Focus (breath weapon), Flyby Attack, Flyby Breath, Track, Weapon Focus (bite), Wingover.

*Breath Weapon (Su):* 80-ft. line, damage 8d8 electricity, Reflex DC 22 half

# DM RESOURCES

*Create/Destroy Water (Sp):* 3/day—as *create water*, but can also be used to destroy water. Caster level 4th; Will DC 19 negates.

*Sound Imitation (Ex):* Can mimic any voice or sound it has heard, anytime it likes. Listeners must succeed on Will DC 19 saves to detect the ruse.

*Spells:* As 1st-level sorcerer.

*Sorcerer Spells Known (5/4; spell save DC 12 + spell level):* 0—*detect magic, guidance, light, read magic*; 1st—*command, identify*.



## WINDWING

A magnificent blue dragon who rides the thermals that rise from the Plains of Dust, Windwing has yet to establish a lair. He is a restless dragon, easily bored, who takes up residence wherever he happens to be when he grows tired. He has yet to find any significant treasure hoard and this disturbs him. He is constantly on the lookout for treasure and will fly down to investigate the tiniest glint of light sparkling on the plains in hopes that it will be something of value.

Windwing is fixated on discovering treasure. He will travel a great distance if he hears even a rumor of a treasure trove. If he discovers a party carrying treasure, Windwing will not hesitate to attempt to take it away from them. He will often stop travelers to question or search them and might join a party who could convince him that there were riches waiting for him at the end of the quest.

## RED DRAGON

**Female old red dragon;** CR 21; Gargantuan dragon (fire); HD 28d12+196; hp 378; Init +0; Spd 40 ft., fly 150 ft. (poor); AC 33, touch 6, flat-footed 33; Base Atk

+28/+52; Atk +36 melee (4d6+12, bite); Full Atk +36 melee (4d6+12, bite), +34 melee (3d8+6, 2 claws), +34 melee (2d6+6, 2 wings), +34 melee (2d8+18, tail slap); Space/Reach 20 ft/15 ft. (bite 20 ft.); SA breath weapon, crush, frightful presence; SQ blindsense 60 ft., damage reduction 10/magic, darkvision 120 ft., immunity to fire, *sleep* and paralysis, low-light vision, spell resistance 24, vulnerability to cold; AL CE; SV Fort +23, Ref +16, Will +21; Str 35, Dex 10, Con 25, Int 20, Wis 21, Cha 20.

*Skills and Feats:* Appraise +36, Bluff +22, Concentration +23, Diplomacy +40, Escape Artist +31, Intimidate +40, Knowledge (arcana) +36, Listen +36, Search +36, Sense Motive +36, Spellcraft +24, Spot +36; Ability Focus (frightful presence), Cleave, Great Cleave, Flyby Attack, Flyby Breath, Improved Natural Attack (claws), Multiattack, Power Attack, Persuasive, Strafing Breath, Wingover.

*Breath Weapon (Su):* 60-ft. cone, damage 16d10 fire, Reflex DC 31 half

*Crush (Ex):* Area 20 ft. by 20 ft.; Medium or smaller opponents take 4d6+18 points of bludgeoning damage, and must succeed on a DC 31 Reflex save or be pinned; grapple bonus +52.

*Frightful Presence (Ex):* 240-foot radius, HD 27 or less, Will DC 31 negates.

*Spell-Like Abilities (Sp):* 8/day—*locate object*; 3/day—*suggestion*. Caster level 11th.

*Spells:* As 11th-level sorcerer.

*Sorcerer Spells Known (6/8/7/7/7/5; spell save DC 15 + spell level):* 0—*detect magic, flare, guidance, light, mage hand, purify food and drink, read magic, resistance, virtue*; 1st—*charm person, grease, magic missile, obscuring mist, sleep*; 2nd—*detect thoughts, flaming sphere, protection from arrows, pyrotechnics, scorching ray*; 3rd—*arcane sight, clairaudience/clairvoyance, dispel magic, fireball*; 4th—*arcane eye, locate creature, wall of fire*; 5th—*prying eyes, teleport*.

*Tail Sweep (Ex):* Half-circle 30-ft. radius, Small or smaller creatures affected, 2d6+18 points of bludgeoning damage, Reflex DC 31 half.

## BLOODRED

An elderly red dragon, Bloodred was forced into subjugation by Malys. Bloodred hated the Dragon Overlord, but did her bidding, knowing that to refuse was to add her head to the skull totem. With the death of Malys, Bloodred has decided to take over part of the Desolation Malys once ruled.

Bloodred always considered Malys's delight for destruction stupid and wasteful. How can people pay you tribute if they're dead? Bloodred has decided to allow people to build up their cities and reclaim the land, so long as they pay her for the privilege. Those who refuse find their homes burned, their cities razed, their crops set ablaze.

## BRASS DRAGON

**Female young adult brass dragon;** CR 10; Large dragon (fire); HD 16d12+48; hp 152; Init +0; Spd 60 ft., burrow 30 ft., fly 200 ft. (poor); AC 24, touch 9, flat-footed



# DRAGONS

24; Base Atk +16/+24; Atk +19 melee (2d6+4, bite); Full Atk +19 melee (2d6+4, bite) and +17 melee (1d8+2, 2 claws) and +17 melee (1d6+2, 2 wings) and +17 melee (1d8+6, tail slap); Space/Reach 10 ft/5 ft. (bite 10 ft.); SA breath weapon, frightful presence; SQ blindsense 60 ft., damage reduction 5/magic, darkvision 120 ft., immunity to fire, sleep and paralysis, low-light vision, spell resistance 18, spell-like abilities, spells, vulnerability to cold; AL CG; SV Fort +13, Ref +10, Will +12; Str 19, Dex 10, Con 17, Int 14, Wis 15, Cha 14.

Skills and Feats: Bluff +21, Concentration +12, Diplomacy +29, Escape Artist +10, Gather Information +21, Knowledge (nobility and royalty) +11, Listen +23, Search +21, Sense Motive +12, Spot +23; Alertness, Alternate Form, Charming, Hover, Multiattack, Spell Focus (enchantment).

Breath Weapon (Su): 80-ft. line, damage 5d6 fire, Reflex DC 21 half; or 40-foot cone, sleep 1d6+5 rounds, Will DC 21 negates.

Frightful Presence (Ex): 150-foot radius, HD 15 or less, Will DC 20 negates.

Spell-Like Abilities (Sp): At will—speak with animals. 3/day—endure elements (as the spell, but 50-ft radius). Caster level 5th.

Spells: As 5th-level sorcerer.

Sorcerer Spells Known (6/7/5; spell save DC 12 + spell level, DC 13 + spell level with enchantment spells): 0—*daze, flare, ghost sound, prestidigitation, resistance, virtue*; 1st—*charm person, comprehend languages, hypnotism, sleep*; 2nd—*hideous laughter, invisibility*.



## GLISTEN

A young brass, Glisten is a very vain female dragon, who is quite fond of the society of humans. She enjoys taking human form and attending social events, where she indulges in her passion for flirting and dancing with human males. Glisten sees to it that she is always the most beautiful and best dressed woman at any function. She is never happier than when she has a dozen men fighting over the privilege of dancing with her.

Glisten will arrive at parties, fairs, weddings—any sort of celebratory occasion—uninvited and unannounced. She takes the form of a gorgeous human female, dressed in the most sumptuous clothes, whether her attire suits the occasion or not. She will make up some far-fetched tale about who she is and where she comes from, not much caring if anyone believes her or not. She wants only to dance and for men to dote on her. If a human male rebuffs her or becomes too demanding, Glisten may well bring about an abrupt end to the festivities by changing back into her dragon form, much to the shocked amazement of the guests.

## COPPER DRAGON

**Male ancient copper dragon;** CR 22; Huge dragon (earth); HD 32d12+192; hp 400; Init +4; Spd 40 ft., fly 150 ft. (poor); AC 39, touch 8, flat-footed 39; Base Atk +32/+51; Atk +41 melee (2d8+11, bite); Full Atk +41 melee (2d8+11, bite) and +39 melee (2d6+5, 2 claws) and +39 melee (1d8+5, 2 wings) and +39 melee (2d6+16, tail slap); Space/Reach 15 ft./10 ft. (bite 15 ft.); SA breath weapon, crush, frightful presence; SQ blindsense 60 ft., damage reduction 15/magic, darkvision 120 ft., immunity to acid, sleep and paralysis, low-light vision, spell resistance 28, spell-like abilities, spells, spider climb; AL CG; SV Fort +24, Ref +18, Will +23; Str 33, Dex 10, Con 23, Int 20, Wis 21, Cha 20.

Skills and Feats: Bluff +42, Concentration +21, Escape Artist +35, Hide +27, Intimidate +44, Jump +46, Knowledge (arcana) +40, Listen +40, Search +40, Sense Motive +40, Spellcraft +15, Spot +40; Flyby Attack, Flyby Breath, Empower Spell, Hover, Improved Counterspell, Improved Initiative, Multiattack, Persuasive, Silent Spell, Spell Penetration, Still Spell.

Breath Weapon (Su): 100-ft. line, damage 20d4 acid, Reflex DC 32 half; or 50-ft. cone, slow 1d6+10 rounds, Fortitude DC 32 negates.

Crush (Ex): Area 15 ft. by 15 ft.; Small or smaller opponents take 2d8+16 points of bludgeoning damage, and must succeed on a DC 32 Reflex save or be pinned; grapple bonus +51.

Frightful Presence (Ex): 300-foot radius, HD 31 or less, Will DC 31 negates.

Spell-Like Abilities (Sp): 2/day—stone shape; 1/day—transmute rock to mud or mud to rock, wall of stone. Caster level 15th.

Spells: As 15th-level sorcerer.

Sorcerer Spells Known (6/8/7/7/7/6/4; spell save DC 15 + spell level): 0—*acid splash, cure minor wounds, daze, flare, ghost sound, light, open/close, prestidigitation, resistance*; 1st—*animate rope, disguise self, obscuring mist, ray*

# DM RESOURCES

*of enfeeblement, silent image; 2nd—alter self invisibility, magic mouth, mirror image, touch of idiocy; 3rd—displacement, nondetection, stinking cloud, suggestion; 4th—confusion, greater invisibility, hallucinatory terrain, lesser geas; 5th—baleful polymorph, false vision, feeblemind, permanency; 6th—animate objects, geas, mislead; 7th—insanity, screen.*

Spider Climb (Ex): As the spell, but on stone surfaces only.

## SUNFLARE

An ancient copper dragon, Sunflare left Krynn to seek the gods during the War of Souls. He fell victim to Takhisis and was imprisoned with other metallic dragons on the Vanished Moon. This so incensed him that he has since taken it upon himself to fight evil in the world. Sadly, he is not the dragon he once was when it comes to doing battle and so he has taken to resort to trickery to defeat his enemies.

Sunflare takes delight in using his magic to play practical jokes and tricks on any person of evil alignment. The dragon's tricks and jokes are intended to teach the person a lesson, drive him away, divert him from a chosen path or otherwise foil any plans for evil the person might have. Sunflare will gladly join up with any party who has the same goals, though his method of battling evil might be disconcerting to those unaccustomed to it.

## GOLD DRAGON

**Male wyrmling gold dragon;** CR 5; Medium dragon (fire); HD 8d12+16; hp 68; Init +0; Spd 60 ft., fly 200 ft. (poor), swim 60 ft.; AC 17, touch 10, flat-footed 17; Base Atk +8/+11; Atk +11 melee (1d8+3, bite); Full Atk +11 melee (1d8+3, bite), +6 melee (1d6+1, 2 claws), +6 melee (1d4+1, 2 wings); Space/Reach 5 ft./5 ft.; SA breath weapon; SQ alternate form, darkvision 120 ft., immunity to fire, sleep and paralysis, low-light vision, vulnerability to cold, water breathing; AL LG; SV Fort +8, Ref +6, Will +8; Str 17, Dex 10, Con 15, Int 14, Wis 15, Cha 14.

Skills and Feats: Diplomacy +13, Escape Artist +11, Heal +15, Jump +8, Listen +15, Search +13, Spot +15, Survival +10 (+12 track), Swim +14; Alertness, Self-Sufficient, Track.

Breath Weapon (Su): 30-ft. cone, damage 2d10 fire, Reflex DC 16 half; or 30-ft. cone, 1 point Str damage, Fortitude DC 16 negates.

## PALA

Named in honor of the fallen god, this gold wyrmling is one of the first born after the War of Souls. A spirited and adventurous wyrmling, Pala has run away from his lair in order to see the world. He has about as much sense as your average kender. He feels magic burning inside him, but he hasn't the age or discipline yet to actually cast spells effectively. He is naive and gullible and, sadly, his grand adventure has not gone as he dreamed it would, for he hasn't found any heroes to save or monsters to fight. This is probably just as well, since he's having trouble bringing down deer.

Pala is hungry, lonely, and bored. He has no intention of returning home, however, until he feels he has proven himself. His parents are searching frantically for him and will reward anyone who brings their errant child back home.





## RACIAL HEIGHT, WEIGHT & AGE CHARTS

### RANDOM STARTING AGES

	Adulthood	Bbn/Rog/ Mar/Nob/Rgr	Mys/Sor Mnk/Wiz/	Brd/Ftr/ Clr/Drd
Centaur	14 years	+1d6	+1d8	+2d8
Draconian, Baaz	5 years	+1d4	+1d6	+2d6
Draconian, Kapak	5 years	+1d4	+1d6	+2d6
Dwarf, Gully	10 years	+1d3	+1d4	+1d6
Half-Kender	15 years	+1d6	+2d6	+3d6
Half-Ogre	20 years	+1d4	+1d6	+2d6
Irda	100 years	+3d6	+4d6	+6d6
Kender	15 years	+2d6	+3d6	+4d6
Minotaur	17 years	+1d4	+1d6	+2d6
Ogre	25 years	+1d6	+1d10	+2d10

### AGING EFFECTS

	Middle Age	Old	Venerable	Max. Age
Half-Ogre	55 years	73 years	90 years	+2d20 years
Centaur	40 years	80 years	120 years	+2d10 years
Draconian, Baaz	175 years	250 years	500 years	+1d%
Draconian, Kapak	175 years	250 years	500 years	+1d%
Dwarf, Gully	20 years	30 years	55 years	+2d10 years
Half-Kender	40 years	65 years	85 years	+2d10 years
Irda	200 years	350 years	500 years	+1d% years
Kender	50 years	70 years	90 years	+3d10 years
Minotaur	60 years	90 years	120 years	+3d10 years
Ogre	60 years	80 years	100 years	+2d20 years

### RANDOM HEIGHT AND WEIGHT

	Base Height	Height Mod.	Base Weight	Weight Mod.
Centaur, male	6' 6"	+2d6	2,000 lb.	x (2d10) lb.
Centaur, female	6' 4"	+2d6	1,800 lb.	x (2d10) lb.
Draconian, baaz, male	5'	+2d6	90 lb.	x (2d4) lb.
Draconian, baaz, female	4' 10"	+2d6	80 lb.	x (2d4) lb.
Draconian, kapak, male	5'	+3d6	120 lb.	x (2d4) lb.
Draconian, kapak, female	4' 10"	+3d6	100 lb.	x (2d4) lb.
Dwarf, gully, male	3' 6"	+1d6	100 lb.	x (2d4) lb.
Dwarf, gully, female	3' 3"	+1d6	90 lb.	x (2d4) lb.
Half-kender, male	4' 7"	+2d6	90 lb.	x (2d4) lb.
Half-kender, female	4' 5"	+2d6	80 lb.	x (2d4) lb.
Half-ogre, male	6' 4"	+2d10	240 lb.	x (2d4) lb.
Half-ogre, female	6' 2"	+2d10	190 lb.	x (2d4) lb.
Irda, male	5'	+2d10	120 lb.	x (1d6) lb.
Irda, female	4' 10"	+2d10	100 lb.	x (1d6) lb.
Kender, male	3' 2"	+2d8	90 lb.	x 1 lb.
Kender, female	3'	+2d8	80 lb.	x 1 lb.
Minotaur, male	6' 2"	+3d6	300 lb.	x (2d4) lb.
Minotaur, female	6'	+3d6	250 lb.	x (2d4) lb.
Ogre, male	8'	+2d10	400 lb.	x (2d6) lb.
Ogre, female	7' 8"	+2d10	360 lb.	x (2d6) lb.

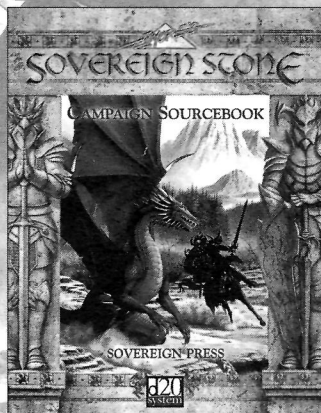
**Note:** Krynnish elves, half-elves, humans, dwarves and gnomes use the height and weight charts from the Player's Handbook. Qualinesti and Silvanesti elves reach adulthood at 80 years, and Kagonesti elves reach adulthood at 70 years, but elves otherwise follow the core rules for age effects. Half-elves mature at 30 years and use the age effects chart from the core rules with +20 years added to each listed age for Middle Age, Old and Venerable. Dwarves (apart from gully dwarves), humans and gnomes use the age effects table in the core rules. Tarmak (brutes) use the same height, weight and aging effects tables as half-orcs in the core rules.

# EMORE'S SOVEREIGN STONE™

## CAMPAIGN SOURCEBOOK

SVP-3011

- Enter the world developed by award-winning fantasy artist Larry Elmore and made famous by Margaret Weis & Tracy Hickman in the best-selling Sovereign Stone novel trilogy from HarperCollins Publishers.
- Sovereign Stone is a complete campaign setting for the d20 System. Included are new races, new classes, new feats, new skills, new monsters-created by some of the best known names in the RPG industry.
- Learn to cast magic in a new way in the Sovereign Stone world. A new d20 magic system lets you build points toward the casting of spells, making complex spells more difficult to cast, while simple spells are easy and quick.
- The world has Orks, Elves, Humans and Dwarves as player races, powerful Dominion Lords who fight for good against the evil undead knights of the Void.
- The Orks are a sea-faring race, advantaged in Water magic. The Elves have a culture similar to medieval Japan and are advantaged in Air magic. The Dwarves are a nomadic people similar to the Mongols, and are advantaged in Fire magic. There are a half-dozen distinct Human cultures, all advantaged in Earth magic. The Taan, Void magic-users, are a mysterious race bent on conquering all the rest!



## SOVEREIGN STONE CAMPAIGN SOURCEBOOK

First of the Sovereign Stone  
Sourcebooks for the



**Available Now!**

ISBN 1-931567-23-9







# DUNGEON MASTER'S SCREEN

## A DRAGONLANCE Reference

Featuring new artwork by veteran saga illustrator Larry Elmore, the *DRAGONLANCE DUNGEON MASTER'S Screen* is an invaluable reference for those running games in the world of Krynn. Filled with tables from the *DRAGONLANCE Campaign Setting*, as well as the revised d20 System core books, the screen gives you invaluable information available at a single glance.

The enclosed booklet provides anyone running a DRAGONLANCE campaign with non-player characters and dragons that can be easily used in the on-going story described by best-selling author Margaret Weis. It also provides rules for racial weapons and guidelines the types of creatures that can easily be incorporated into a typical campaign.

Guide your players to endless adventure in the world of Krynn!



SOVEREIGN PRESS

253 Center St. #126  
Lake Geneva, WI 53147-1982  
Additional content online at  
[www.dragonlance.com](http://www.dragonlance.com)



SVP-4901

ISBN 1-931567-18-2



9 791931 567182

Printed in Canada