



an
Ansalonian
Gazetteer



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Bibliography

These are the sources from which material was drawn to compile this unofficial setting. Even though a lot of other products were used as well, these were the ones I ended up referring to most often.

SKU	Title	Released	SKU	Title	Released
9291	Dragonlance Classics Volume I	Sep-90	1148	FIFTH AGE Boxed Set	Aug-96
9394	Dragonlance Classics Volume II	Feb-93	1150	FIFTH AGE: Heroes of Steel	Oct-96
9453	Dragonlance Classics Volume III	Sep-94	9517	FIFTH AGE: Heroes of Defiance	Jul-97
11350	15th Anniversary classics	May-99	1149	FIFTH AGE: The Last Tower	Oct-97
2021	Dragonlance Adventures	Sep-87	9543	FIFTH AGE: Heroes of Sorcery	Nov-97
1074	Tales of the Lance	Jun-92	9546	FIFTH AGE: Heroes of Hope	Jan-98
1086	Dwarven Kingdoms of Krynn	Oct-93	9551	FIFTH AGE: Wings of Fury	Mar-98
2143	Player's Guide to the DL Campaign	Jul-93	9554	FIFTH AGE: Citadel of Light	Jul-98
9278	Otherlands	Mar-90	9564	FIFTH AGE: The Bestiary	Sep-98
9396	The Book of Lairs	Dec-93	9588	FIFTH AGE: Palanthus	Dec-98



DUNGEONS & DRAGONS Campaign Setting

An Ansalonian

Gazetteer

Richard Connery

The author gratefully acknowledges the original pioneers of Krynn:
Larry Elmore, Jeff Grubb, Harold Johnson, Douglas Niles, Carl Smith,
Michael Williams — and of course, Margaret Weis and Tracy Hickman.

Based on the original DUNGEONS & DRAGONS rules created by E. Gary Gygax and Dave Arneson, and the new Dungeons & Dragons game designed by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, and Peter Adkison.



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Author's Foreword

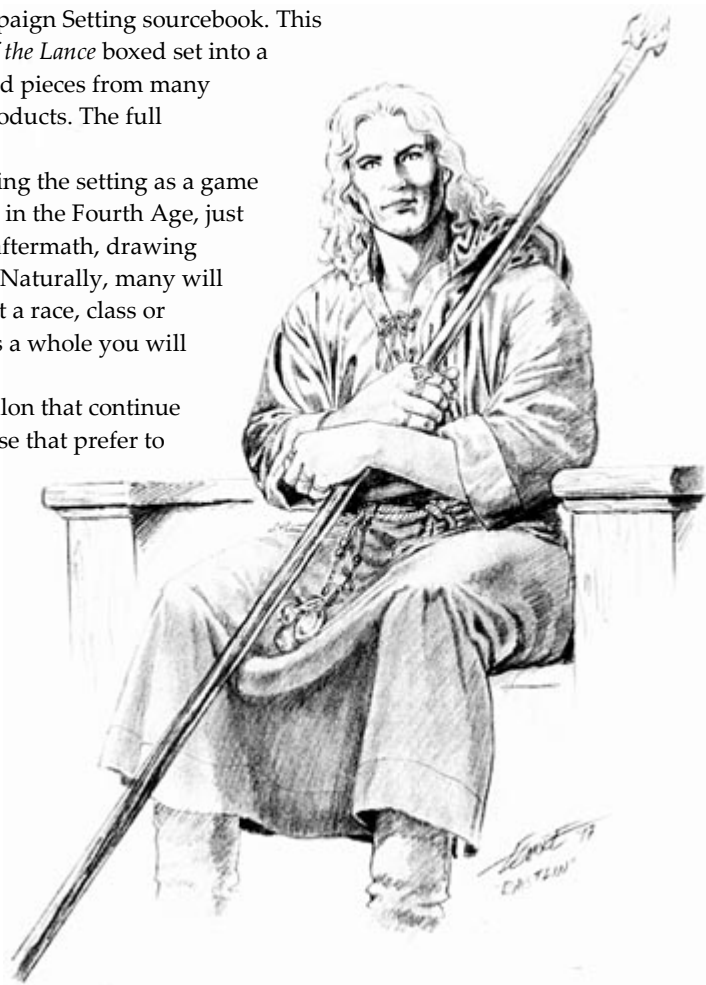
Welcome to *an Ansalonian Gazetteer* the unofficial Campaign Setting sourcebook. This book merges *DRAGONLANCE Adventures* and the *Tales of the Lance* boxed set into a single volume, as well as incorporating various bits and pieces from many *DRAGONLANCE* accessories and even from Fifth Age products. The full bibliography appears on back of the front cover.

Because of Wizards of the Coast' plans for cancelling the setting as a game world I decided to create a sourcebook for Ansalon set in the Fourth Age, just prior to the War of the Lance and continuing until its aftermath, drawing from official products and converting the best I could. Naturally, many will probably disagree with a particular conversion (be that a race, class or magic item) but I think (and hope) that if you take it as a whole you will find this sourcebook to your liking and expectations.

In the future, I hope to release expansions to Ansalon that continue the timeline from where this product leaves off for those that prefer to play during the Chaos War or perhaps in the tumultuous period of the War of Souls. These expansions will provide more than a detailed timeline, however and new classes and prestige classes, equipment, spells and villains will adorn the expansions ready for campaign integration.

I see a bright light at the end of tunnel for *DRAGONLANCE* but we need to walk it through and the time to pack has begun!

Richard Connery
February 2001



Disclaimer

Through out the 15 years of *DRAGONLANCE* game releases we have witnessed an insurmountable number of contradictions either between products or between the game and novel worlds. Also, due to the fact that the many *DRAGONLANCE* designers are a creative bunch, it's hard to make *DRAGONLANCE* fit in any set of rules. Because of this, no one can truthfully say his conversion or view of the continent is correct. I will say however that I've tried my best to present a sourcebook that modifies D&D to fit *DRAGONLANCE* more than it changes the setting to fit the rules. After all, the setting it's where the heart of the matter lies. Despite the above, I'm open to all and any criticism and I'm even more open to anyone who wishes to write expansions or adventure modules using this sourcebook as a base. That's the objective: to provide a stable starting point for adventuring in Ansalon.

About the Author

Richard has been role-playing for a short time, although he has always loved medieval fantasy and CRPGs. Falling in love with *DRAGONLANCE* was just destiny. He's currently running a campaign set in the fourth age using these 3rd Edition rules. That campaign has been running for two years now. Richard's second RPG passion is gothic horror, especially if it's very real and non-medieval. *Masque of the Red Death* turned out perfect for him. He currently lives in Portugal, EU but his alter ego frequently visits Krynn with hope to someday help get rid of Evil once and for all... or die trying.

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INTRODUCTION



Adventuring in Ansalon differs from adventuring in any other fantasy setting. The Dragonlance saga is high fantasy — a struggle of Good versus Evil and the triumph of heroism in the face of overwhelming odds.

Hope, honour, loyalty to one's friends and gods, courage, self-sacrifice, and perseverance are the meat and drink of adventures on Ansalon. [...] From its mundane features, such as exchange rates and month names, to the esoteric psychology of dragons, Krynn is unique.

*— World Book of Ansalon
Tales of the Lance boxed set*

Welcome to the world of DRAGONLANCE fellow traveller! A world of excitement, romance and danger await you. So step right this way please, and you'll soon find yourself surrounded by the perfect beauty of Silvanesti forest, or perhaps the courtyards of Vingaard Keep or who knows, you may even travel to the distant and elusive Dragon Isles! So, what are you waiting for?

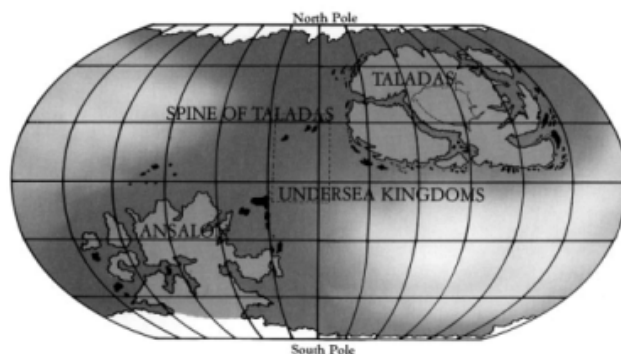
Krynn

A fragile silvery-blue sphere hangs in the heavens as if by unseen threads, whose ends rest in the gods' hands. Krynn is their creation, their love and their battlefield. Since before the beginning of Time they have argued, squabbled and fought over their beautiful creation.

Krynn is a medium-size planet orbiting the sun. The solar system is referred to as Krynnspace and houses a few other planets. Mostly covered with water, Krynn does have a few landmasses, which are briefly described in this chapter. They are Ansalon, Chorane, Selasia and Taladas. There are also a few small archipelagos and islets scattered in between these continents: the Isle of Gargath, ancient home of the human wizard that attempted to capture the Greygem and instead fell prey to the stone's charming powers, lies northwest of Ansalon. The Dragon Isles, where the good Dragons and other rare and magical races like Irda and Kyrie live lies to the north of Ansalon. To the Northeast of Ansalon before reaching Taladas, one can find Storm's Keep, where the Knights of Takhisis

constructed their headquarters; a few miles to the east of Storm's keep lies the isle of the Brutes, the race of humanoids recruited by Lord Ariakan to enlarge his legion of Dark Knights. The future expansion The Chaos War will fully detail this tempestive period of Krynn's history and provide more information about the Knights of Takhisis.

Krynn is itself, orbited by three moons: Solinari, the largest and farthest moon, orbits Krynn in 36 days. Lunitari is the second largest moon and finishes a complete orbit Krynn in 28 days. Finally Nuitari takes only 8 days to circle around Krynn. Nunitari is also the smallest of the three moons and the nearest to Krynn.



View of one side of Krynn. Not to scale

Chorane

Little is known from the Land of Amesh. Bordered by Icewall Glacier in north, it is extremely inhospitable due to the freezing temperatures year-round even for the sturdy Ice Barbarians which although highly resistant to the cold must nourish themselves and it's harder to find game in these lands than it is to survive the Maelstrom in the Blood Sea of Istar. A few scholars suspect any civilization that may have existed there has since expired after the Cataclysm, which changed the climate through out the entire world. A couple of expeditions have been planned to explore this mysterious continent, hoping to find frozen archaeological evidence buried beneath the ice that a civilization has indeed thrived here up to the Cataclysm. Other scholars believe that this is a false continent made entirely of Ice and until some brave and adventuring souls travel to this remote land and bring back proof, this debate will continue. For more information consult the *Otherlands*.

Selasia

Apart from some drunken ramblings overheard in taverns in Palanthas and Kalaman, nothing is known of this continent. All of these "reports" have been contradicting and highly unbelievable. In fact, the only hard evidence, if it can be called such, is an annotation in a navigation chart found in the cabin of a Minotaur Captain describing the

general direction of this continent, Selasia. Careful research by the Order of Aesthetics through the ship's log revealed that they indeed travelled some 300 miles to the north and east of the Isle of Karthay but no entry was found describing sighting new land. Although unlikely, it is possible that the annotation was penned before that particular voyage and more proof can be found in another ship's log. The Aesthetics are trying to find such proof. For more information consult the *Otherlands*.

Taladas

Northeast of Ansalon, near the equator, lies the sprawling land of Taladas. Here, the minotaurs have a mighty empire. The Bilogastandirachgnomius gnomes live, the huldrefolk elves make their dwelling. Even the weather patters are backward in Taladas: the continent resides in the northern hemisphere! The continent of Taladas features wonders that rival those of Ansalon itself. For more information consult the *Time of the Dragon* boxed set and James O' Rance's website.

Ansalon

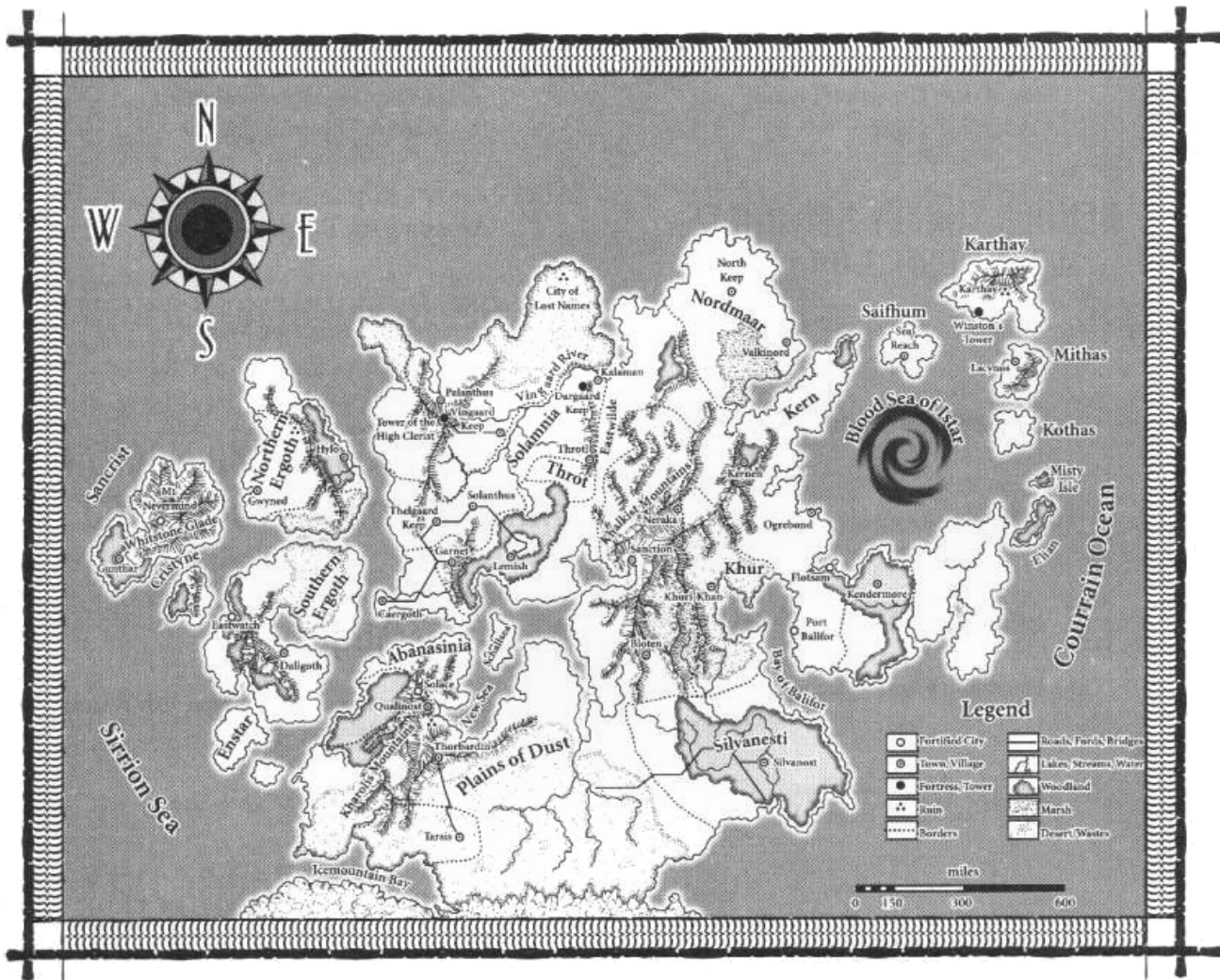
The continent of Ansalon is 2,700 miles wide by 1,900 miles tall and situated in the southern hemisphere of Krynn. The Cape of Nordmaar is approximately 2,000

miles south of the equator and the Icewall Glacier rim is around 500 miles away from the South Pole. Despite its relative proximity with Taladas and the other continents, Ansalonians have succeeded, for the most part, to remain isolated and aloof from other cultures. Visitors from the other continents are rare indeed.

Climate and Seasons

Located in the southern hemisphere of Krynn, Ansalon has a climate which is inverted in comparison to Taladas for instance: the farther south one travels, the colder climates generally become. If one divides Ansalon with a cross into four parts one can say the northwestern and a section of the southeastern parts enjoy temperate climate. Here, summer arrives early in Corij and stretches into late Reorxmont. Between these times, temperatures occasionally reach sweating points but usually remain comfortable. After a patient autumn, winter arrives in Phoenix and extends into late Mishamont. Winter temperatures generally hover about the freezing mark.

The southwestern and a section of the southeastern parts enjoy transitional climates. In these areas, the summer lasts from late Corij to early Reorxmont and rarely grows uncomfortable. After a short and stormy autumn, winter sets in by H'arromont and lasts through Chislmont. Winters typically dip below freezing and



remain there, and snows fall frequently. A section of the southeastern part is also affected by bitter cold. In this region, summer lasts for a matter of five to six weeks around the month of Argon. Even during those days, the sun lingers low in the northern sky, and temperatures require a light wrap. A brief and stormy spring precedes the summer and an equally rapid autumn leads to bitter winter. During those days, the sun appears to roll like a red ball along the horizon from east to west. The air grows so cold that spittle would freeze before striking ground.

The northeastern part of the continent houses two different climates: desert and equatorial as you move to the north easternmost part of the continent. In the lands under desert climates the summer days reach sweltering heat while summer nights grow horribly chill. In late Hiddumont, a reluctant autumn takes hold of the land, soothing the broiling heat. Autumn slowly transforms into spring at some indefinable point, which gives way in Bran to summer. Rain comes seldom to this region. When rain does come, it comes in torrents.

The ring of islands around the Blood Sea enjoy equatorial climate. And in Nordmaar lays a tropical rain forest. Here, temperatures almost never reach the freezing point and vegetations grows rampant. The exotic trees and ferns stand so thick in the mountainous forests around Karthay that one could walk for 100 miles without setting foot on soil or stone and rainstorms fall here three hundred days a year. More information can be found on *Chapter Five: Geography of Ansalon*.

Calendar of Ansalon

Even though perhaps half the continent's denizens couldn't care less for timekeeping and an elaborate calendar (except for holidays of course) the consensus amongst scholars is that the system used by Astinus and his Order of Aesthetics is accurate and practical enough to be the standard method of time keeping. Other variations exist however.

Krynn takes exactly 360 days to orbit the sun and return to the same position in the heavens. The year is then divided into twelve months of thirty days each. Scholars believe such perfection is due to the gods' constant attention. These twelve months are addressed differently depending on which nation of Ansalon one resides as shown by the table below. In spite of the awesome diversity most people use either the Ergoth or Palanthan notation. Usually, but not always, the Palanthan system is used by scholars and mages and the Ergoth notation is commonly accepted in the grand majority of realms with the exception of highly isolationists (and traditionally proud) nations such as Silvanesti or Thorbardin.

The Palanthan system does not group days into weeks unlike the rest of the systems used throughout Ansalon. Instead the days of the month are numbered much like months are, starting with Firstday up to Thirtiethday. The other systems in use do group days into weeks (which are seven days long) and name each day of the week following closely their monthly nomenclature.

TABLE I.I: MONTH NAMES BY CULTURE

Palanthas	Ergoth	Solamnic	Godtime	Plains
Firstmonth	Aelmont	Newkolt	Chemosh	Ice Glaze
Secondmonth	Rannmont	Deepkolt	Zeboim	Snow Deep
Thirdmonth	Mishamont	Brookgreen	Mishakal	Mountain Thaw
Fourthmonth	Chismont	Yurthgreen	Chislev	Earth Wakes
Fifthmonth	Bran	Fleurgreen	Branchala	Flower Blooms
Sixthmonth	Corij	Holmswelt	Kiri-Jolith	Home Hearth
Seventhmonth	Argon	Fierswelt	Sargonnas	Raging Fire
Eighthmonth	Sirrimont	Paleswelt	Sirrion	Dying Ember
Ninthmonth	Reorxmont	Reapember	Reorx	Harvest Home
Tenthmonth	Hiddumont	Gildember	Hiddukel	Leaf Gild
Eleventhmonth	H'rarmont	Darkember	Morgion	Dark Cold
Twelvthmonth	Pheonix	Frostkolt	Habbauk	Frost Eve

Palanthas	Elven	Dwarven	Goblin	Kender
Firstmonth	Winter Night	Dark-Crypt	Famine	Snowfun
Secondmonth	Winter Deep	Dark-Deep	Madness	Darktime
Thirdmonth	Spring Dawning	Damp-Mood	Girding	Windsong
Fourthmonth	Spring Rain	Damp-Chisel	Scouting	Raindrum
Fifthmonth	Spring Blossom	Dry-Anvil	Campaign	Flowerfield
Sixthmonth	Summer Home	Dry-Axe	Siege	Homefriends
Seventhmonth	Summer Run	Dry-Heat	Flame	Wandertime
Eighthmonth	Summer End	Dry-Forge	Sack	Summerlaze
Ninthmonth	Autumn Harvest	Cold-Hammer	Loot	Harvestfete
Tenthmonth	Autumn Twilight	Cold-Steel	Betrayal	Leafplay
Eleventhmonth	Autumn Dark	Cold-Rust	Pestilence	Bleakcold
Twelvthmonth	Winter Come	Cold-Lode	Reward	Blessings

TABLE I.2: DAYS OF THE WEEK BY CULTURE

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

Important Holidays

Ansalon has its share of celebrations and holidays. Here are the most important ones sorted by month and day.

- 1/1 **Year Day.** First Day of the Year
- 1/3 **Dark Day.** Anniversary of the Cataclysm
- 1/18 **Night of the Mantis.** Sacred day of meditation for worshippers of Majere
- 2/9-13 **Harnkeggerfest.** Yet another excuse for the dwarves to get smashed
- 3/14 **Kith-Kanandras.** A sacred Qualinesti holiday
- 3/15 **Silvanosdras.** A Silvanesti holiday
- 3/21 **Spring Dawning.** The major spring festival
- 4/4 **Harrowing.** Festival to signal the start of the planting season
- 4/19 **Forgeday.** Holy day of Reorx. Celebrated mostly by dwarves and gnomes
- 5/13 **Feast of the Sea.** Holy day of Habbakuk
- 6/1 **Kith-Kananaith.** Qualinesti holiday to celebrate the founding of Qualinesti
- 6/3 **Day of Storms.** Traditional beginning of the Hurricane season in the North
- 6/21 **Midyear Day.** Summer Solstice
- 7/15 **Festival of Candles.** Dwarven holiday to offer respect for the dead
- 7/20 **Day of Dragons.** Evil Dragon holiday to honour their return to Krynn
- 9/22 **Summer's End.** The festival to mark the beginning of the harvest season
- 11/13 **Updateandverifyyourname Day.** Gnome day to make changes to their names
- 11/6 **Thanks A Lot Day.** Kender day to give thanks for the things they "found"
- 12/10 **Kharas' Shame.** Dwarven holiday to remember Kharas shaving his beard
- 12/22 **Yule.** Winter Solstice Festival
- 12/25 **Brothersbane.** Dwarven holiday. Hill and mountain dwarves meet

Currencies of Ansalon

Following the Cataclysm, the steel piece became the standard monetary unit for Ansalon, replacing the gold piece. Steel had become scarce and was needed for making weapons and tools, and for forging the war-torn continent of Ansalon. Gold, because it was too soft for either of these applications, became nearly worthless except for ornamentation. The following table shows the exchange rates generally employed throughout Krynn. Regional and nation variations (as well as other coins) do occur. See *Chapter Five: Geography of Ansalon* for details on how nations modify this table. The standard coins are: (in descending order of value) Platinum (pp), Steel (stl), Iron/Bronze (ip/bp), Silver (sp), Gold (gp) and Copper (cp) and their relative value is:

$$1 \text{ pp} = 5 \text{ stl} = 10 \text{ ip/bp} = 100 \text{ sp} = 200 \text{ gp} = 500 \text{ cp}$$

If you wish to convert D&D coin value to DRAGONLANCE here are some easy pointers: one D&D gold piece equals one DL steel piece and one D&D copper piece equals one DRAGONLANCE copper piece. For items or services priced in other coins simply convert to either gp or cp and then convert it to DRAGONLANCE coins.

TABLE I.3: STANDARD EXCHANGE RATES

Coin	Copper	Gold	Silver	Iron/Bronze	Steel	Platinum
Copper	1	2/5	1/5	1/50	1/100	1/500
Gold	2/5	1	1/2	1/20	1/40	1/200
Silver	5	2	1	1/10	1/20	1/100
Iron/Bronze	50	20	10	1	1/2	1/5
Steel	100	40	20	2	1	1/5
Platinum	500	200	100	10	5	1





lthough humans dominate Ansalon, many other races share the world of Krynn. Each race has its loves and hates, glories and shortcomings. One shortcoming of the human race has always

been prejudice, which lumps every nonhuman as much as it does demihumans, for those who hold such views miss the real beauty of Krynn: individuality and diversity.

— *World Book of Ansalon Tales of the Lance boxed set*

This opening chapter presents the most usual races available to PCs adventuring in Ansalon. Some races from the core rules were modified to better reflect the historic, geographic, cultural, arcane and divine influences brought upon the people of Krynn; new races were added, races which strive in Krynn but lurk in other worlds. Some races were excluded, races that were either eliminated through natural selection or divine interference, depending on which scholar you inquire. The latter are comprised by Halflings and Half-orcs (since there are no orcs in Ansalon). These two races are replaced to an extent by Kender and Half-ogres, respectively.

Although the choices provided here should keep you and your players occupied for quite some time the Creature Codex will detail most of the other races inhabiting Ansalon including rules for playing them as PCs. Some highlights include Dimernesti and Dargonesti Elves, Centaurs, Half-Ogres, Draconians and Gully Dwarves.

Favoured and Restricted Class

A race's Favoured Class represents the class in which the race has the most proficiency or that allows them to reach higher in personal satisfaction and not necessarily the class most members of that race gravitate to; for instance, Silvanesti elves favour the Wizard although only members of House Mystic may be an arcane spellcaster.

A race's Restricted Class shows a lifestyle that is inherently against the race's culture, education, beliefs and traditions. Most of the time this restriction is fuelled by prejudice or ignorance. For instance, dwarven wizards are non-existent. Game wise, this restriction prevents players from selecting this class at character creation. Future multi-classing may be possible depending on the character's actions and DM approval. Further, if allowed, the restricted class must never be the highest-level class that character has.

Also, there are some classes that are not present in the Restricted Class entry but that may be inaccessible to a character of that race; this is a limitation of the class and not the race thus the system presented. For example, half-ogres cannot become Knights of Solamnia, but this restriction is enforced by the Knighthood and not a genetic trait of half-ogres (which are excellent as fighters and excel as barbarians). These class restrictions are presented in each individual class entry on *Chapter Two: Ansalonian Heroes*.

Humans

Dwelling everywhere, running every business available and behaving from one side of the moral spectrum to the other, humans really put the "D" on Diversity. Despite this, humans living on civilized lands show prejudice against the other living habits of other human communities. All human characters share the same racial traits present in the PHB, page 12.

Generally speaking humans living on Ansalon have constantly mixed between all races so one cannot hope to identify a human's homeland just by his tone of skin. One would have more success analysing the human's accent. There are, however, five distinct communities of humans that have managed to remain closed to outside marriages: the tribes of barbarians. Being a proud, traditionalist bunch, all tribes discourage any outsider to remain too long in their company thus they remain more or less as their ancestors when the Gods first created the world.

Barbarians

“Wanderers”

All races have their own primitive or nature-born communities, and humans are no different. They aren't exactly primitive: they dislike and distrust civilization, preferring to rely on their instincts and nature lore to survive.

Several clans of human barbarians wander the face of Krynn. Each clan has dwelt in its native environs for hundreds or thousands of years. Some brave rugged mountain peaks, others hunt Abanasinia's verdant plain, still others dwell upon blistering deserts, frigid polar wastes, or the tumbling and trackless sea. Famous barbarians are Goldmoon and Riverwind.

Personality

Mountain, plains, desert and ice barbarians are proud, grim traditionalists. They deeply respect nature, granting every creature, plant, object, and place its due. These barbarians cast suspicious eye toward "civilized" humans and their usurious lifestyles.

Barbarians rarely place trust in such folk: until a city-dweller proves himself noble and honourable, he is considered lower than the animals. This distrust of civilized humans creates a similar distrust of mages and magic. Because wizards corrupt nature and turn it to their own ends, barbarians categorize mages among the most profane creatures in the world.

Sea barbarians differ greatly from their barbarian brothers. On the outside, these loud, friendly people brim with good cheer. Underneath, though, sea barbarians harbour a haughty pride that keeps them distant from other races. Even so, sea barbarians deal fairly with those they meet and, given time, develop friendships that can weather any storm.

Physical Description

Mountain, plains, and desert barbarians have dark hair, umber eyes, and deeply golden skin. Their southern cousins, the ice barbarians have red or light brown hair, blue eyes, and pallid skin. Constant exposure to the elements weathers the features of all barbarians. By the ripe old age of 60, most barbarians have leathery skin, but young barbarians of both genders are among the most beautiful folk of Ansalon. On the average, barbarians stand an inch or so taller than the stunted city folk of Ansalon. These three barbarian clans prefer to dress in furs, leathers, and skins. Since few barbarians perform agriculture, woven fabrics are rare luxuries.

Sea Barbarians have richer skin tones than other barbarians. Their skin ranges from light brown to glowing black. They wear their tightly curled black hair closely cropped to their heads. Their eyes flash with emotion — joy one moment, and wrath the next — much like the volatile sea. Sea barbarians enjoy flamboyant and gaudy garb of sailcloth, homespun, or burlap. Life among the roaring billows and pitching waves makes these folk

boisterous and courageous. Even so, they are the most civilized of the barbaric races.

Relations

Unlike other humans, the various tribes of barbarians keep for themselves for the most part. The only exceptions are when trading. Still, they prefer civilized humans to any other demihuman race.

Alignment

All clans of barbarians, as proud, stubborn individualists are rarely lawful. Being Human, all different tribes sway between the three pendulums of Good, Neutrality and Evil.

Barbarian Lands

The barbarians of Krynn live nomadically. They find life in cities and towns stifling and harsh compared to that in the wilds. They roam their home terrain, following the migrations of beasts and the change of seasons. Barbarians love nature. They respect the powers of the earth, and revere those who wield such powers.

Plainsmen occupy any stretch of land that is plane, receives mild weather for the better part of the year and has plenty of game. The most populated areas are Abanasinia and Nordmaar. Small tribes of mountain barbarians can be found in practically every mountain range but whenever scholars refer to a Mountain Barbarian they mean the rugged folk living in Estwilde.

Ice Folk make their homes on the border of Icereach, the badly known frozen realm. Desert Nomads are regarded as evil but, some say, it is the desert that makes them so. Khur is their cradle, home and grave and they rarely venture out into other lands. Because of this, they are extremely territorial and belligerent when they confront trespassers. It's as hard to gain their trust and hospitality, as it is to pass the Test of High Sorcery.

The sea barbarians live differently. Although they spend most of their time at sea, they do dock occasionally. Descendants of city dwellers, these barbarians maintain port cities where they can rest and sell their cargo. The city of Sea Reach on the island of Saifhum is one such bedroom town for sea barbarians. They forbid foreign traffic into Sea Reach, wishing to keep the foul folk of Ansalon at arm's reach.

Religion

Embraced by nature, all barbarians respect it. After the Cataclysm and the disappearance of the true gods, many tribes begun to worship their ancestors. After the War of the Lance they are slowly accepting the true gods. Sea Barbarians have always paid tribute to Zeboim.

Language

One thing all barbarians share is their illiteracy. They never learn to put their thoughts into written words. Most of their history is oral, passed to the young by the elders.



Plainsmen have their own language called Plainsman (which is based on Common) but each tribe usually speaks its own dialect. Mountain barbarians speak Estwilde. Other small communities speak variations of this language. Ice Folk speak simply Ice Barbarian. It is very like a cross between Solamnic and Ergothian. Desert Nomads speak Khur, a spidery language that rolls the tongue of many. Finally sea barbarians speak Saifhum. It's a miscellany of Common, Elven and Solamnic fused with some Ogre. From all the barbaric sub-races they are the most literate and ship captains regularly maintain logs written in this language.

Adventurers

From all the tribes, plains and mountain barbarians are the most likely candidates since Ansalon is full of plains and mountains. Other sub-races are best left to NPCs due to their reclusive nature. Barbarians disdain metal armour, towns, coinage (preferring to barter) and magic. They are deeply spiritual and superstitious people. Barbarians revel in nature and instincts. They are skilled hunters and warriors.

Languages & Dialects

In Ansalon each language is a complex set of symbols, sounds and rules that are moulded by the people that uses it. Sometimes the cultural differences between two groups speaking the same language are so appalling that each speaks a variant of the mother tongue. To add depth I present you this optional rule that allows distinction between, for instance, the Silvanesti and Qualinesti dialects of the Elven language.

The concept is simple: the more experienced a character gets, the easier it is for her to understand, speak and even write a different dialect of a language she knows. To accommodate this rule, a roll is required at the beginning of each encounter or when a character starts to write. This roll is modified by character level and Intelligence modifier. The base DC is 15 and can be modified by certain factors. On the table below there are some examples of these factors.

Condition	DC Modifier*
Target is friendly	-5
Target is hostile	+5
Topic is technical	+10
Topic is uncommon	+10

* These modifiers are cumulative

Technical or uncommon means for instance, asking how to brew potions is technical; writing about fashion trends in an Ogre dialect is uncommon.

Elves

“Firstborn”

The civilized elves, Silvanesti and Qualinesti, share many basic philosophies, and attitudes. Still, disputes over land or politics can make them bitter enemies, as the Qualinesti exodus proves. Kagonesti are barbarians; they clash regularly with anyone not of their tribes. Despite their differences, all elves believe in the perfectibility of nature, which makes them very territorial and protective of their lands. Elves also believe they are the chosen of the gods and though they don't despise other races, they are painfully aware of their shortcomings.

Personality

Silvanesti are a proud, arrogant, and stoic folk with little use for other races, including other elves. They idealize racial purity, and are intolerant of other (“inferior”) races and customs.

The Qualinesti are more sociable and tolerant than Silvanesti; they frequently and happily deal with other races. They do however, share some of the Silvanesti's prejudice against interracial marriages.

Kagonesti work to achieve harmony with nature for a full and happy life. They are a fiercely proud folk, hot-tempered and passionate. While these barbarians do not initiate wars or attack strangers, they are by no means pacifists.

Physical Description

Ansalonian elves are tall, lithe, elegant creatures with pointed ears, thin limbs, and graceful movements. They stand about 5 feet tall, although they give an impression of greater height, and weigh between 90 and 100 pounds. Elves have no facial hair (with the exceptions of extremely old elves).

Elves are considered adults from the age of 80. They live to be about 550 years old before leaving the world, though some are as much as 700 years old.

Silvanesti are fair skinned. Their hair ranges from light brown to blonde-white, and their eyes are hazel. They prefer loose garments, flowing robes, and billowing capes. Their clothes are various shades of green and brown. They speak in melodic tones and move with a natural grace.

Qualinesti are smaller and darker than the Silvanesti, with eyes of blue or brown and hair ranging from honey-brown to blonde. They are not as strikingly attractive as the Silvanesti. They prefer earth-toned clothing. They have strong pleasant voices and a friendly, open manner. They prefer long dresses for women and woven trousers and jerkins for men.

Kagonesti are about the same size as Qualinesti and Silvanesti, but they are much more muscular. Their dark brown skin is traced with designs in clay, paint, and tattoo. Most have dark hair, ranging from black to light brown; elders have silvery white hair. All have hazel eyes.

Kagonesti wear fringed leather clothes decorated with feathers, and adorn themselves with necklaces and bracelets of silver and turquoise.

Relations

Silvanesti rarely communicate with the outside world, finding it far too transient for their liking. They also rarely marry outside their own realms. Silvanesti have endured for over 3,000 years, and have become set in their ways. Silvanesti abhor contact with humans or other races. Even their relationship with the Qualinesti is strained.

Qualinesti are more open to outsiders but not in any great extent. They are also willing to trade with humans and sometimes with dwarves. They still have arrogance as a trait though.

Kagonesti like to keep to themselves, threatening no one but defending their ground whenever necessary. As a deeply secluded and nature-born race, they are suspicious of humans and other civilised folk and prefer the company of centaurs or even human barbarians.

Alignment

Silvanesti and Qualinesti elves are strict and lawful but they are almost usually good. In fact, elves found practicing evil deeds are labelled dark elves and cast out of society. These sub-races usually gravitate towards LG. Kagonesti love freedom, variety, and self-expression. They lean strongly toward the gentler aspects of chaos. They are also good aligned.

Elven Lands

Silvanesti dwell in glades surrounded by dense forests. Their buildings are tall, ornate structures of wood and stone. The most striking features of a Silvanesti settlement are the low stone pyramids used as tombs for the Silvanesti dead, and the large masses of briars and brambles created by House Woodshaper and House Gardener to serve as borders.

Long years within a safe, settled, empire have stratified the crafts and tasks into a rigid system of castes, or Houses. At the top of the system is House Royal, the descendants of Silvanos from which the Speaker of the Stars is appointed. Beneath this house are craftsmen and guild houses, such as House Mystic, House Gardener, and House Woodshaper. The House Protector, also known as the Wildrunners, serves as the army of Silvanesti. The lowest guild is House Servitor, which includes apprentices, foreign traders, indentured servants, and slaves. No one marries outside his or her guild without permission, and permission is rarely granted.

Qualinesti society is far less structured than that of Silvanesti. The Qualinesti are ruled by a Speaker of the Suns who must be a blood relative of Kith-Kanan, the elven leader who established the Qualinesti. Speakers are

thus blood relations of Silvanos. The Speaker serves primarily as a guiding and directing force in a government made with a senate called the Thalass-Enthia. The Thalass-Enthia is appointed to represent the various guilds and communities of Qualinesti. The Thalass-Enthia brings its recommendations to the Speaker of the Suns who makes all final determinations.

Kagonesti have no permanent settlements. Their villages are temporary structures of animal hide and lightwood. They use the boughs of living trees for construction and camouflage. Each village is home to a tribe of several interrelated families. The tribe centres on the chief – the oldest and wisest member – and his family. The chief makes all decisions for the tribe. Kagonesti have an animistic view of the cosmos. They believe that everything is alive and deserves respect. This respect extends especially to the dead, who are trussed in finery and set afloat upon funeral canoes.

Religion

The elves sprang into being from chaos as embodiments of Good. Although Branchala (the Bard King) is considered the highest god, there are many elven worshipers amongst the other good aligned deities (and Paladine is still regarded as the father of the good gods).

Language

The Elven tongue is subdivided into three dialects: Silvanesti, Qualinesti and Kagonesti.

Adventurers

Due to their nature Silvanesti elves rarely venture with members of other races unless they are motivated by extraordinary reasons. Some because they seek knowledge of the world, others because they are dark elves.

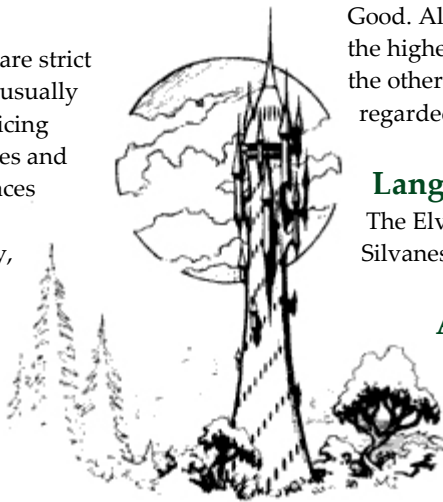
Qualinesti are a little more open minded. Kagonesti rarely leave their domains for the simple reason that they see other races as too civilized and society minded instead of nature minded.

Sea Elves

Dargonesti and Dimernesti elves are best suited for NPCs and are presented in the *Creature Codex*.

Half-Elven Racial Traits

The elven parent of half-elves is usually Qualinesti but Silvanesti or Kagonesti stock half-elves are not unusual. Half-elves on Ansalon share the same racial traits present in the PHB, page 18.



Elven Racial Traits

Elves from all sub-races share the same traits present in the PHB, page 16 with the changes below.

Silvanesti

- ✂ +2 racial bonus on Profession checks. The youth are instructed from early on the basic chores of their House.
- ✂ Automatic Languages: Common and Elven [Silvanesti]. Bonus Languages: Elves on Krynn can learn neither Orc nor Draconic since these languages don't exist on Krynn.
- ✂ Restricted Class: Barbarian.

Qualinesti

- ✂ +2 racial bonus on Wilderness Lore checks. Qualinesti elves are a deeply woods-crafty race even more than their Silvanesti cousins.
- ✂ Automatic Languages: Common and Elven [Qualinesti]. Bonus Languages: Elves on Krynn can learn neither Orc nor Draconic since these languages don't exist on Krynn.
- ✂ Favoured Class: Fighter. A multiclass elf favoured class does not count when determining whether he suffers an XP penalty (see PHB, page 56).
- ✂ Restricted Class: Barbarian.

Kagonesti

- ✂ +2 Strength, +2 Dexterity, +2 Constitution, -4 Intelligence: Kagonesti elves, possess greater physique, stamina than Silvanesti and Qualinesti elves as well as their grace but due to their concentration on physical instead of intellectual exercises, they suffer a penalty to Intelligence.
- ✂ Automatic Languages: Common and Elven [Kagonesti]. Bonus Languages: Elves on Krynn can learn neither Orc nor Draconic since these languages don't exist on Krynn.
- ✂ Favoured Class: Ranger. A multiclass elf favoured class does not count when determining whether he suffers an XP penalty (see PHB, page 56).
- ✂ Restricted Class: Wizard.

Dwarves

“Workers under the Mountain”

All dwarven player characters come from the Hylar, Daewar, or Neidar clans. The other dwarven clans are better suited to NPCs and villains.

Personality

Other races accuse dwarves of miserly greed. Dwarves see themselves quite differently. Dwarves believe their hard work and drive make them worthy of riches. Those who would disagree are lazy and jealous. Among themselves, dwarves consider dogged work and opulent wealth to be two of life's greatest pleasures. For these things, and for drink and history and song, dwarves harbour a passionate love. Around big folk (or elven folk), dwarves hide this passion, and therefore seem inscrutable, coarse, and oddly reticent.

Physical Description

Ansalonian dwarves are short and wide-shouldered, standing only four feet tall and weighing about 140 pounds. Males have full beards, and females and youths have wispy whiskers that do not form full beards. On the whole, dwarves have tough, wrinkled skin, and most males begin going bald while still young (50 years old).

After five millennia upon Ansalon, the stout dwarven stock has splintered into various distinct races. Hill dwarves, made up of the Neidar and Klar clans, gain their name from the foothills where they live. They have tan skin, ruddy cheeks, and bright eyes. Their hair is brown, black, or grey, worn in respectable trim around the ears but worn long and bushy in beards and moustaches. Their clothes reflect the drab colours of their lands: black, brown, grey, tan, and beige. On rare occasions (when feeling festive or scandalous), hill dwarves don a scarf of bright red or green.

Mountain Dwarves, unlike their Neidar kin, dwell below ground in the rugged heights of the mountains. The most ancient and prominent race of mountain dwarves is the Hylar, from which the Theiwar, Daewar, Daergar, Zakhar, and hill dwarf races descended. Hylar dwarves have light brown skin, smooth cheeks, and bright eyes. Their brown, black, grey, or white hair matches the colour of their clothing.

Relations

Ansalonian dwarves trade everywhere, anytime. They are always in motion. On a professional basis, dwarves get along with any race (with the exception of Kender). They are fond of humans and consider them good friends, if a little rash. Dwarves also have an unsettled score with Elves and have a burning hatred for Ogres. They consider Gnomes complicated and Kender a plague.

Alignment

The Hylar, Daewar, or Neidar clans are usually lawful, and they tend towards good. Adventuring dwarves are less likely to fit the common mould however, since they're more likely to be those who did not fit perfectly into dwarven society.

Dwarven Lands

Dwarves have always been divided into clans. Each clan is led by a thane – the clan ruler and representative to the Council of Thanes. The Council of Thanes is the ruling body for all dwarves upon Ansalon. Traditionally, the council has had nine thanes. Currently, only six thanes serve upon the Council: Hornfel of the Hylar, Realgar of the Theiwar, Rance of the Daergar, Gneiss of the Daewar, Tufa of the Klar, and Highbulp of the Aghar. The throne of the Neidar has been vacant since the Dwarfgate Wars in 39 AC. The eighth throne belongs to the Kingdom of the Dead – the nation of ancestors long past. This throne is perpetually empty. The ninth throne is that of the High King over all dwarves. It has been vacant since the time of Duncan. A mysterious dwarven race called the Zakhar has never held a throne in the Council of Thanes.

Religion

Dwarves believe they were Reorx's last and best creations, made in the god's image. Reorx, they say, learned from each creation until he achieved the perfect form – dwarves. Dwarves see themselves as Reorx's custodians: maintaining the past in the present. Though dwarves respect all of the gods (generally the good aligned ones), finding dwarven worshippers of other deities is quite rare.

Language

The dwarven language is broken up into seven dialects each spoken by one of the clans. Aghar speak a slang-filled language, Gully Talk. Hammertalk is tapped out in caverns to communicate over long distances.

Adventurers

All dwarven player characters come from the Hylar, Daewar, or Neidar clans. The other dwarven clans are better suited to NPCs and villains. Other clans appear in the *Creature Codex*.

Dwarven Racial Traits

Dwarves from the Hylar, Daewar, or Neidar clans share the same traits present in the PHB, page 14 with the changes below.

- ✂ No attack bonus against Orcs since they don't exist on Krynn.
- ✂ Proficient with Dwarven Weapons.
- ✂ Restricted Class: Wizard.

Hylar

- ✂ +2 racial bonus to checks for any one Craft skill: Hylar are great craftsmen, and do not restrict themselves to metal and stone.
- ✂ Automatic Languages: Common and Dwarven [Hylar]. Bonus Languages: Dwarves on Krynn learn Ogre [Giant] instead of Giant. They can't learn Orc since this language doesn't exist on Krynn.

Daewar

- ✂ +2 racial bonus to one Profession skill: Daewar are skilled merchants and tradesmen.
- ✂ Automatic Languages: Common and Dwarven [Daewar]. Bonus Languages: Dwarves on Krynn learn Ogre [Giant] instead of Giant. They can't learn Orc since this language doesn't exist on Krynn.

Neidar

- ✂ +2 racial bonus to Sense Motive checks. Neidar are more open to other races than their mountain dwarf kin, and more familiar with their mannerisms.
- ✂ Automatic Languages: Common and Dwarven [Neidar]. Bonus Languages: Dwarves on Krynn learn Ogre [Giant] instead of Giant. They can't learn Orc since this language doesn't exist on Krynn.

Gnomes


“Tinkers”

Other races sometimes see the gnomes as single-minded or laughable; gnomes see others as unable to focus, hopelessly stuck on magic, and unable to keep up with the quick pace of a gnomish mind. Gnomes' dwell in isolated pockets throughout Ansalon, so far removed from human traffic that they are often placed with pixies and sprites as semi-magical myths. Gnomes enjoy and support this misconception.

Personality

Gnomes lack social graces that other races take for granted. They are always eager to talk shop, compare notes, and work on their projects; in all their hurry and bustle, they often forget to be polite. Their joy in their work gives them less energy for polite gestures, careful requests, or compliments. Gnomes don't mind this among themselves, but when they start ordering other races





around, problems arise. Due to their eagerness Gnomes speak intensely and rapidly, running words together in unending sentences. Gnomes can simultaneously speak and listen carefully. Gnomes have learned to speak slowly around other races, in sometimes condescending and irritating fashion, but Gnomes consider other folk, who are incapable of keeping up with their rapid speech, a bit slow-witted. If frightened, startled, or depressed, gnomes clip sentences.

Gnomes are scholastic pack rats: they know something about everything, but cannot discriminate between useful and useless information. No field of study is too obscure for a gnome. Gnomes prefer style to substance. Gnomes know how to make a splash, how to draw a crowd's attention, and how to make an entrance. When tinkering, a gnome will take a simple machine like a pulley and build on it until it is a nightmare of ropes, bells, whistles, and bellows that accomplishes the same task but does so much more loudly and elaborately. Their machines become bigger, better, and more prone to dramatic and exciting catastrophes. This is progress.

Physical Description

Gnomes stand 3 feet tall and weigh about 45-50 pounds. All gnomes have rich brown skin, the tone of polished wood, with white hair, blue or violet eyes, and straight white teeth. Males have soft, curly beards and moustaches; females are beardless. Both sexes develop wrinkles at age 50. Gnomes are short and stocky, but their movements are quick and their hands are deft and sure. They have rounded ears and large noses.

Gnomes have miserable fashion sense, dressing themselves in outlandish garb (though in their eyes extremely stylish). Tools and notebooks bristle from the pockets of their outfits, even if they are not members of the tinker class. It's in their blood.

Relations

Few races want anything to do with Gnomes or rather their inventions but on a small scale, Gnomes are welcome practically anywhere on Ansalon. As long as their inventions don't threaten anyone or any property they are allowed to stay. On the other hand, Gnomes treat visitors to Mt. Nevermind with long tours around their laboratories, experimentation rooms and whatever they can think of. Although they feel most intelligent people of Ansalon can't hope to understand their inventions, pride alone gives them the patience to endure "stupid" comments, as Gnomes would put it.

Alignment

Gnomes are most often good. Those who tend towards law are sages, engineers, researchers, scholars, investigators, or consultants. Those who tend to chaos are tricksters, wanderers, or fanciful jewellers.

Gnome Lands

Tinker gnomes live in huge subterranean colonies of tunnels in secluded mountain ranges. The largest gnomish settlement is in Mount Nevermind. A metropolis of 59,000 has dwelt in the dormant volcano for millennia.

The city of Mount Nevermind is built into the rock surrounding the central shaft of a volcano. Mount Nevermind bustles, citizens scuttle, whistles blow, mechanical cars roll, gnomes fly (catapults called gnomefingers offer rapid travel from the Inner Hall to the 35 different city levels). Hundreds of staircases, ramps, pulley elevators, and ladders span the levels. Steam-powered cars mounted on rails encircle the city, providing fast transport on individual levels. The whole place is choked with smoke and sound and flashes.

Gnomes in industry may develop industrial diseases. Mild respiratory ailments and eye infections are common, but clear up with a few days in fresh air. Industrial accidents, noise, litter, and other work-related problems can disable a gnome, sometimes leading to early retirement from active pursuits.

Religion

The only major deity gnomes recognize is Reorx. Though religious services and priests among them are rare, gnomes still respect Reorx. To them, Reorx is, of course, a gnome who loves building, creating, inventing, and tinkering. Some philosophers even declare that the universe is Reorx's machine — the sun and moons of Krynn are cogs in the world-gadget.

Although most gnomes revere Reorx, a small cult follows Shinare, goddess of industry. Members of this group attend services every sixth day. This group uses inventions such as the steelgrabber (an offering machine) and the organizer (a huge musical instrument that loudly duplicates any instrument on Krynn). At their services, the followers of Shinare petition her to inspire smoothly functioning machines. Heaven knows they need them.

Language

All gnomes speak Gnomish, which is based on Common. Gnomes can also learn any language due to their incredible library, which touches every topic possible. The linguistic department has kindly provided us with a draft of their linguistic atlas they are perfecting.

Adventurers

Though all gnomes are tinkers at heart, not all of them tinker at the same tasks. Each tinker gnome belongs to one of almost 100 guilds: Hydraulics, Chemistry, Architecture, Hydrodynamics, Kinetics, Mathematics, Weapons, Mechanical Engineering, and Education, to name a few. Only the Agricultural and Medical guilds deal with life sciences. Non-pragmatic guilds (e.g., Astronomy, Music), and dangerous guilds (e.g., Explosives, Flight) have small followings. Gnomes make passable fighters and quick-fingered rogues. Those with a magical bent direct their talents to the study of illusion spells.

Gnome Racial Traits

Gnomes in Ansalon are very different from their cousins from other worlds and have the following traits.

- ✂ -2 Strength, +2 Dexterity, +2 Constitution, -2 Wisdom: Like dwarves, gnomes are tough, but they are small and therefore not as strong as larger humanoids. They are highly dexterous due to their experience with manufacturing inventions but they lack common sense and their desires and expectations usually derail them from sensible solutions.
- ✂ Small: As Small creatures, gnomes gain a +1 size bonus to Armour Class, a +1 size bonus on attack rolls, and a +4 size bonus on Hide checks, but they must use smaller weapons than humans use, and their lifting and carrying limits are three-quarters of those of Medium-size characters.
- ✂ Gnome base speed is 20 feet.
- ✂ Low-light Vision: Gnomes can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. They retain the ability to distinguish colour and detail under these conditions.
- ✂ +2 racial bonus on Alchemy, Craft, Disable Device, Knowledge, and Profession checks involving any form of mechanics or engineering. Gnomes are master inventors, and from birth are trained in the ways of physics and chemistry.
- ✂ +2 racial bonus on Listen checks. Gnomes have keen ears.
- ✂ +4 dodge bonus against Giants: This bonus represents special training that gnomes undergo, during which they learn tricks that previous generations developed in their battles with giants. Note that any time a character loses his positive Dexterity bonus to Armour Class, such as when he's caught flat-footed, he loses his dodge bonus too.
- ✂ Proficient with Gnomish Weapons.
- ✂ Automatic Languages: Common and Gnomish. Bonus Languages: Dwarven [Neidar, Hylar], Elven [Silvanesti, Qualinesti], Goblin, Kenderspeak, Ogre and Solamnic.
- ✂ Favoured Class: Rogue, which is actually referred to as a Tinker. A multiclass gnome favoured class does not count when determining whether he suffers an XP penalty (see PHB, page 56).
- ✂ Restricted Class: Wizard. Being scientists at heart they disdain arcane magic and mages although they can be specialist Illusionists.

Kender

“Children of the World”

Kender are unique to Krynn. They are the halflings which many other worlds sport, but they are much more interesting than that. Kender appear to be small human children—slight of build, beardless, about three and half to four feet tall with pointed ears. Kender generally live for 100 years (or until their curiosity kills them).

Personality

Kender of all ages share a childlike nature: curious, fearless, irrepressible, independent, lazy, taunting, and irresponsible with others' possessions.

Kender are curious about absolutely everything. They are natural explorers. They disgorge the contents of locked cupboards and delve into deep caverns. Very little escapes a kender's notice. Kender study every detail in a room, no matter how often they have been there. This curiosity extends to other things. Kender love magic items and rare creatures. Gadgets — especially gnomish gadgets — also catch kender eyes. Kender seek beauty in all things: they might prefer an old tarnished coin to a gleaming, newly minted one merely because the tarnished one is unique.

Kender are often fearless. They cannot grasp their own mortality and thus feel invincible. This fearlessness combines with kender wonder to wash away any dread (and common sense) they may feel. Kender fearlessness does not, however, equate to stupidity. In moments of danger kender bravely battle while others cower behind. And kender rarely let their fearlessness endanger anyone but himself.

Few on Ansalon can shut a kender up or tie one down. Full of youthful energy, kender dread boredom and seek excitement, entertainment, and fun. While other party members grimly embark upon a gruelling trail with a near-certain death at its end, a kender will accompany them “just for the fun of it.”

Dwarves say that kender are “good for nothing, lazy doorknobs.” True, a kender performing drudgery is like a hobgoblin dancing: it looks and feels unnatural. Kender, however, are among the most industrious creatures of Ansalon as long as they remain curious about their task. Work for work's sake is boring, tedious, and stodgy. Beautiful fields, clever dormice, and antic chipmunks are another matter entirely. Kender love dreams better than realities, and daydreams best of all. They thrive on stories and storytelling. True stories are routinely modified to make them spectacular, fascinating, and satisfying. But kender willingly listen to any story, no matter how poorly (truthfully) rendered it is. Kender also love music and dance. They have added chimes, bells, and whistles to all of their daily tools.

Kender are oblivious to matters of ownership. If a kender needs something that another person is not using, the kender will innocently borrow the item and put it to use. Curious kender often pick up items for closer



examination, and then distractedly forget to put them back. Although kender have common thieving abilities they do not regard themselves as thieves, and they take quick offence at accusations to the contrary.

Physical Description

Adult kender resemble young teenage humans: aside from their pointed ears, they could pass as human youths.

Despite their attenuate limbs, kender are well muscled. Most stand between 3'6" to 3'9" tall, although some few reach 4'6" tall. Mature kender weigh between 85 and 105 pounds.

Hair coloration for kender ranges from sandy blonde to dark brown, with some who have coppery red or red-orange hues. Short-cropped shag haircuts are popular in Hylo, but Goodlund kender prefer longer hair: braids, ponytails, knots, and combed manes. Kender cannot grow beards or moustaches.

Although fair-skinned, kender tan quickly, becoming nut-brown by midsummer. Their eye colour varies: pale blue, sea green, olive, light brown, and hazel. Their ears have points much as elven ears do.

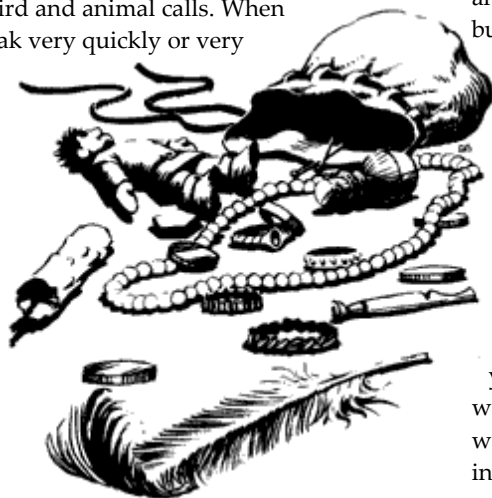
Typically, kender faces bear the intense, bright-eyed inquisitiveness of children. Happy kender grin madly; sad kender wear an intractable pout. When throwing taunts, kender look impish and shout with an incredibly grating tone. Their emotional intensity is infectious.

Kender clothing varies a great deal, but all wear durable, rustic outfits. Bright natural colours and ribbons accent clothing. Males wear shirts, pants or breaches, laced leggings, and soft leather boots or sandals. Females wear a tunic or dress, pants, and soft leather shoes or laced sandals. All kender wear vests, belts, or short cloaks with many pockets.

Kender live to 100 years and beyond, always retaining their youthful flair for life. Adulthood begins around 20 years, and old age sets in at 70. As kender age, their faces retain a youthful appearance, save for a deepening network of lines and crow's feet. Their hair greys gently, often starting at the temple. Kender consider this aged look attractive, and some accelerate it using mudpacks to dry out their skin. Kender voices range from the shrill tones of childhood to the husky growls of old age. Most kender can create bird and animal calls. When excited, kender speak very quickly or very loudly to make themselves heard.

Relations

Kender try to get along with everyone, although this is hardly ever accomplished. In the end, however, all see a good friend in a kender.



Alignment

Kender believe in the rights and freedom of the individual, they resent being ordered about, and would rather do what they want, hence they tend strongly towards chaos. However as an overall compassionate race the majority of them tend to be good or neutral. Evil kender are a virtual unknown, though of course like all the races there are exceptions.

Kender Lands

Kender live in quaint, pastoral villages and towns constructed in the forests of Krynn. Their homes are a variety of incomplete structures: tree houses, terraced decks, spacious huts, snug little burrows, and tree hollows. All dwellings blend beautifully with their environment. Looking upon a kender city, one sees only bountiful woodlands, winter squash, grape and raspberry vines, and blossoming fruit trees. On closer examination, a city appears.

Kender have small immediate families with 2 or 3 children. For all the noise and fuss in a kender house, one would think there were dozens of children. Most kender happily stay at home, close to playmates.

The sedentary nature of aged kender and young kender allows kender societies to crop up. Kender society is an omnigarchy: rulership by everyone. Everyone does whatever they please, so long as they do not harm each other. Kender value individuality and thus have no desire to force their opinions on others. Despite their blatant lack of law, common threats bring kender into quick cooperation. With little preparation, kender nations can field a formidable army.

Occasionally, the kender will submit themselves to a ruler who seems interesting at the time. They have had kings, khans, warlords, councils, judges, and priestlords, many of which have not been kender and all of which have fallen from power within a month's time.

Religion

Although kender recognize all the gods (as well as some nature spirits, eldritch beings, and potted plants), they hold four in highest regard: Branchala, Chislev, Mishakal, and Gilean. Kender generally consider Reorx a grumbling but benevolent grandfather, but do not praise him highly.

Seacoast kender set Habbakuk high in their pantheons.

Language

All kender speak kenderspeak, their racial tongue as well as Common. They usually learn Elven and Goblin.

Adventurers

Sometime around age 20, kender are overwhelmed by a desire to wander and see the world. They travel for years, enjoying the mysteries of Krynn, before their wanderlust runs out and they settle down. After wanderlust, kender become rooted in the land, remaining in one place until death.

Kender Racial Traits

Kender are the halflings of Ansalon and although similar game-wise they have particularly different demeanours.

- ✦ -2 Strength, +2 Dexterity: Kender are quick, agile, and good with ranged weapons, but they are small and therefore not as strong as other humanoid.
- ✦ Small: As Small creatures, kender gain a +1 size bonus to Armour Class, a +1 size bonus on attack rolls, and a +4 size bonus on Hide checks, but they must use smaller weapons than humans use, and their lifting and carrying limits are three-quarters of those of Medium-size characters.
- ✦ Proficient in Kender weapons.
- ✦ Low-light Vision: Kender can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. They retain the ability to distinguish colour and detail under these conditions.
- ✦ +1 racial attack bonus with thrown weapons and slings.
- ✦ +1 racial bonus on all saving throws: Kender are unsurprisingly capable of avoiding mishaps.
- ✦ +2 racial bonus on Climb, Escape Artist, Hide, Jump, Open Locks, Move Silently and Pick Pockets checks: They are practically born a rogue.
- ✦ +2 racial bonus on Listen checks because of their keen hearing.
- ✦ +2 racial bonus on Bluff checks because of their innocent looks and manner.
- ✦ +4 racial bonus of saving throws against fear. (This bonus stacks with the kender's +1 bonus on saving throws in general.)
- ✦ Taunt: Kender can use Bluff to anger others, causing them to act irrationally. Kender can make a Bluff check to taunt anyone that can understand his or her language. They can get someone to attack, or remove their Dexterity bonus to AC (see the PHB, page 64 for more details on the skill).
- ✦ Automatic Languages: Kenderspeak and Common.
- ✦ Favoured Class: Rogue. Kender use the terms "scout" or "handler" since they consider terms like "thief" and "rogue" offensive. A multiclass kender favoured class does not count when determining whether he suffers an XP penalty (see PHB, page 56).
- ✦ Restricted Class: Wizard.

Minotaurs "Chosen Ones"

The violence of the minotaur race has its roots in their creation. Originally a clan of ogres living on the western coast of Taladas, the minotaurs were created when the Greygem escaped its bonds and spun crazily across the world. As it shrieked over villages of high ogre folk, the people underwent a painful transformation. They awoke in the morning as minotaurs. When these hapless man-beasts sought help from their ogrish brethren, they found enslavement instead. Eventually the minotaurs broke free, sailing crude ships to Ansalon to begin anew. However, they did not leave without exacting a price. They drenched the earth with the blood of ogres the night they left, devastating the lands and lives of their former masters.

Personality

Originally descended from the high ogrish races of Taladas, minotaurs see themselves as the heir apparent to the world of Krynn. The other races of the world are weak and riddled with dishonourable folk – a fallow field waiting to be cropped by Krynn's master race. The minotaurs will stop at nothing to conquer that which they believe to be theirs. Minotaurs, like most other races, believe themselves to be the chosen of the gods.


Minotaurs are an honour-bound race. They believe strongly in preserving their honour and emerging victorious in the struggle for dominance in Krynn. Their brutish heads belie the keen minds within; many are smarter than the average human.

Above all else, minotaurs value their honour. Without honour, they have no life. They live by a rigid code of honour, developed over the years in response to many hardships. This code embodies the minotaur way of life. Thus, minotaurs allow no exceptions to the code of honour. A minotaur will honour his word, no matter how painful the consequences might be. Only in cases where the security of the entire race hangs in the balance will a typical minotaur even consider breaking his word. Naturally, minotaurs do not lightly pledge such oaths.

Even the brigand minotaurs of Kothas and Mithas retain some sense of honour. (Ansalonian minotaurs are more vicious and backstabbing than their Taladan counterparts because they have suffered more under taskmasters.) Anyone who questions the honour of even an outlaw minotaur will likely get a Gaffhook in the throat.

Minotaurs adhere strictly to the rule of might: Might makes right. They believe that any problems they have can be solved with strength, cunning, and skill. The rule of might finds clear expression in the arena, where all minotaur legal cases are settled. If a defendant can keep himself alive in the arena against the champions of the minotaurs, he has proven himself innocent.





Minotaurs also believe very strongly in competition. Competition allows one to measure oneself against other minotaurs and against lesser beings.

Families are the building blocks of minotaur society. Each minotaur family represents the whole family of minotaurs throughout Krynn. Each family therefore safeguards the precious core of minotaur history and honour. Any just minotaur would die for his family, as for his nation.

Physical Description

These huge bull-headed humanoids stand at a hulking 7' tall. Their torsos and limbs are humanoid: rippling chests and humanlike arms, legs, and hands. Their feet, however, end in a cleft hoof. Their whole bodies are covered with a layer of short hair. Their fur ranges in colour from a whitish blonde to glossy black, although most minotaurs have only one colour of fur. Only after they reach the age of 110 do they start to show signs of mottling. Minotaurs live up to 150 years – more than either the bovines or humans who forms they share.

Minotaur horns grow to 24" long. These lengths are measured and cherished because minotaurs pride themselves on their horns. Horns symbolize a great and noble heritage that no other beast on Krynn can claim. Minotaurs rigorously wax and polish their horns to make them shiny and strong. Criminals are punished and exiled from minotaur society by having their horns sawed off. Such creatures are no longer considered minotaurs, but beasts akin to humans. Dehorned minotaurs have lost their pride and sullied their honour. By no means will a minotaur in good standing ever befriend one of these hornless, hapless creatures.

Relations

Minotaurs have an uneasy truce with every port city they trade with, particularly with the regions bathed in the Blood Sea. They actively trade with Ogres, the Dragonarmy and of course, Palanthas.

Alignment

Since minotaurs are such honour bound creatures, they are strongly lawful in alignment, though since they are transformed from ogres – most are also inherently evil. However like all of the races of Krynn exceptions do exist, though usually such minotaurs are outcasts among their own people.

Minotaur Lands

On Ansalon, minotaurs live in a sea-based culture on the two islands of Mithas and Kothas. Built on the rule of might, these lands are led by an emperor in Nethosak, capital of Mithas. The emperor's advisors are the Supreme Circle, a body of the eight most vicious and powerful minotaurs in the all of the land. Each member of the Circle has won his or her post by personal combat in the circus. They each serve a life term, which they defend by combat. Life terms usually last five to six years.

Because Ansalon minotaurs care little about architecture and aesthetics, their cities and towns are squalid. Most buildings are made of mud and rough planking. The streets between the buildings are dirt or gravel. Only the arena and circus have any grandeur about them, built of masoned granite and ringed with lofty seats. The rest of the town has only the taverns on each corner to commend it. (Minotaurs love strong drink and good fights.)

Religion

Like all races, minotaurs recognize all of the gods, however they rank Sargonnas as the highest among them and Kiri-Jolith and their war patron. However since the Ansalonian minotaurs are also a sea-faring race many of them also worship Zeboim. They view the gods of good, with the exception of Kiri-Jolith, as insufferably weak, like their followers.

Language

Minotaurs speak Ogre and Common, though some Ansalonian minotaurs also speak Saifhum and Solamnic.

Adventurers

Minotaurs are excellent seafarers. Since the time of their creation, they have been perfecting their sailing techniques, for both piracy and exploration. Although their ships remain somewhat crude, their navigation is top-notch. Minotaurs are also excellent combatants.

Minotaur warriors frequently hire out as mercenaries when they are not in the service of the minotaur emperor. Minotaurs also make skilled wizards and priests. They consider thieving beneath them, although they often engage in piracy and pillaging. Minotaurs also disdain the use of armour beyond leather, as they regard this as inherently cowardly, though nobles may occasionally wear breastplate or hide armour. Minotaur fighters almost always refuse to use shields, leaving their hands free to wield weapons with both hands.

Minotaur Racial Traits

Ansalonian minotaurs are somewhat different from the monstrous humanoids of other worlds: they are more intelligent and civilized

- ✧ +4 Strength, +2 Constitution, -4 Wisdom, -4 Charisma: Minotaurs are without doubt, the most physically powerful of all the PC races on Krynn. However, they are often insufferably arrogant, and they can easily alienate other races. Because they believe all non-minotaurs to be weak and inferior, they often underestimate the abilities of their foes.
- ✧ Large-Size: As Large-size creatures, minotaurs receive a -1 size penalty to Armour Class, a -1 size penalty on attack rolls, and a -4 size penalty on Hide checks, but they can use bigger weapons than humans use, and their lifting and carrying limits are twice of those of Medium-size characters. Armour for Large-size characters is also twice as expensive and heavier than for Medium-size characters.
- ✧ Minotaur base speed is 30 feet.
- ✧ Proficient with Minotaur weapons.
- ✧ +4 racial bonus on Listen, Search and Spot checks. Minotaurs have incredibly keen instincts.
- ✧ +2 racial bonus on Intuit Direction, Profession (Sailor), and Profession (Navigator) checks. Minotaurs are trained at birth to be excellent seafarers.
- ✧ +3 natural AC. Minotaur's thick hides grant them a natural AC bonus.
- ✧ Automatic Languages: Ogre [Minotaur] and Common. Bonus Languages: Saifhum, Solamnic and sometimes Elven [Silvanesti].
- ✧ Favoured Class: Fighter. Due to their culture, minotaurs make fearsome warriors and although rare, they aren't any worse than a human at wizardry. A multiclass minotaur's favoured class does not count when determining whether he suffers an XP penalty (see PHB, page 56).

Irda (High Ogre)

“First Born”

Elven bards say that elves were the first to waken upon Krynn. But elven bards lie. First, the ogres awoke. They breathed in the primal dawn, bathing themselves in its virgin light. First to rise from the ground, ogres became the masters of creation. Any they were beautiful. The Irdanaith, a mystical book known only to Irda, teaches the truths of creation. Irda refer to their mystical book, the Irdanaith, in all matters of history and faith. Only Irda have even seen or held this book, and no non-Irda even knows of its existence. In addition to the Irdanaith, Irda have an extensive oral history.

Personality

Irda have withdrawn from the world, for they feel it does not welcome them anymore. They consider humans and demihumans fragile, flighty, and transient folk who are hopelessly enslaved by their emotions. Many living Irda remember the Cataclysm and its lessons, but most living humans and demihumans were not even born until two centuries later. Understandably, Irda believe that the world belongs to alien folk now. However, those Irda who travel amidst the current folk of Krynn are often surprised by the rich variety and hearty nature of the people.

Although Irda harbour no animosity toward Krynn's other races, the feeling is not reciprocated. Humans still tell tales of the wicked and oppressive ogres who once enslaved them. These tales describe beasts that surpass even modern ogres in Evil and depravity. Demihumans hate Irda because they have ogre blood. Other ogres hate Irda because they betrayed their Evil natures. And every race distrusts Irda due to their shapechanging ability. Legends abound of Irda “child stealers,” who assume the shape of a child's parent only to swallow the child whole.

The absurdity of such stories does nothing to discount their effect in the minds of humans and demihumans. Some human prophecies even claim that Irda are harbingers of a second Cataclysm. Obviously, Irda shapeshifting skills come in handy when among the hostile folk of Ansalon. Even with their abilities, however, Irda are cautious and fearful.


Irda are completely undeserving of their reputation. Unlike their Evil ogre kin, Irda have chosen the path of Good. Because the gods of Evil sponsored them in creation, however the Irda struggle with the vestiges of Evil within them. Non-Irda often interpreted this inner struggle as arrogance or antagonism. It is, in fact the opposite. Irda are peace-loving and gentle folk who retreat from combat and avoid offending others.

Physical Description

Irda retain the beauty that ogres had in their creation. In their natural form, Irda stand about 6' tall, and are slender. They possess a dark loveliness that accentuates their cold beauty. Their drawn faces are regal and statuesque. Beneath drooping eyelids, they have keen eyes of silver. Their skin colour ranges from midnight blue to deep, sea green. Most Irda have black hair, but some have hair of white or silver. All keep their hair well trimmed and combed. Irda dress in simple clothing – linen smocks and silken gowns primarily. They adorn these simple garments with jewellery: peal brooches, simple bracelets, and thin necklaces of steel. They will not don garments made of wool, leather, or any product from animals, and they eat no meat.

Irda have deeply resonant voices, filled with rich melancholy. When they sing, audiences become immediately silent and listen tearfully. All Irda move with a native grace, their steps seem to be part of a silent dance. Rarely do they back into corners or step off balance. This fluidity of motion reflects the Irda's deep somatic





awareness, which comes from being shapechangers. After several years of practice, Irda can change at will in height and appearance (the form of any humanoid). Although each Irda has many faces, they typically perfect and use only two or three at a time. Over their 500-year life spans, however, Irda assume many different forms.

Relations

Apart from sporadic trading with other denizens of the Dragon Isles, Irda have no official relationships with the other races of Ansalon.

Alignment

As stated Irda turned from the path of Evil towards that of Good, hence many of them are good in alignment, though they have no specific leaning towards Law, Chaos, or even neutrality. Any evil Irda runs the risk of transforming over time into their brutish kin...

Irda Lands

The royal line of the Irda stretches back unbroken to the Age of Dreams and Igraine himself — the original high ogre who turned away from his evil kin. Irda pride themselves on their heritage and treat each other with respect and honour. A king or queen rules the island, and the court of nobility extends to even the most common of the Irda. This arrangement makes for happy citizens and stable monarchies.

Irda dwellings are as simple and elegant as their clothing. They do not build houses, but live in smooth, dry caves during inclement seasons and warm, lush valleys in the summer. They decorate their dwelling places with dried flowers and stalks and carefully avoid fouling their environments. Irda seek to live in harmony with nature, refusing to wear or eat any products from animals.

Their island home itself, part of the Dragon Isle chain, is protected by various magics. One permanent spell upon the island makes it appear merely a flat stretch of open sea. Not even Irda can find the island except when Solinari is in high sanction. Then, the homeland calls to them, directing their ship into harbour. If the ship does not reach the island before Solinari's high sanction ends, it will often become hopelessly lost at sea.

Religion

The Irda recognizes all of the gods of Krynn, but understandably tend to worship the good aligned ones (though many also worship the neutral Gods). However they hold particular reverence for Mishakal, for it was she who blessed them with the ability to change shape, thus enabling them to escape their enemies. Takhisis is particular feared, for it was she, the Irda turned away from.

Language

Irda speak Common and a dialect of Ogre, which is rune based. Many also learn Dragonspeak due to the location of their homeland.

Adventurers

Irda are inherently magical and rarely use weapons in combat; they are singular and contemplative, keeping to themselves much of the time. Irda possess the ability to shapeshift, an ability that they use often when travelling upon Krynn, for all other races fear them.

Irda Racial Traits

Irda present a fresh new race to players. They are not so outlandish as some other new races and yet they have new and interesting features and abilities.

- ✧ +2 Dexterity, -4 Constitution, +2 Intelligence, +2 Charisma: Irda are as graceful as elves but are incredibly weak of health. Highly intelligent and possess a strong personal magnetism that ables them to lead others and influence their demeanour.
- ✧ Medium-Size: As Medium-size creatures, Irda have no special bonuses or penalties due to their size.
- ✧ Irda base speed is 30 feet.
- ✧ +2 racial bonus on Knowledge [Arcane] and Spellcraft checks. Irda are highly learnt with magic and its nuances.
- ✧ Ogre Blood: For all special purposes and effects, an Irda is considered an ogre. Irda, for example, can use special ogre weapons or magic items with racially specific ogre powers as if they were ogres.
- ✧ Irda is capable of change its appearance at will as per the *Alter Self* spell with unlimited duration. This is a supernatural ability (Su). Irda can master up to three different shapes. When changing into a mastered shape the Irda must save vs. Will (DC 19) or suffer a -2 penalty to all attack rolls, saves, skills checks for five rounds. If the shape is a new or unfamiliar one the save is against DC 23 and the penalty is -4 for ten rounds.
- ✧ Bonus Spell: Because of their close relationship to magic, any Irda arcane spellcaster gains one additional spell as if he had a high attribute score. This is a Supernatural (Su) ability and stacks with any other bonus arcane spells the Irda may have.
- ✧ Automatic Languages: Ogre [Irda] and Common. Bonus Languages: Dragonspeak, Kenderspeak, Elven, Dwarven, etc. Due to their vast knowledge and lifespan Irda can learn virtually any non-secret language.
- ✧ Favoured Class: Sorcerer. A multiclass Irda favoured class does not count when determining whether he suffers an XP penalty (see PHB, page 56).
- ✧ Restricted Class: Barbarian. Irda are peaceful, calm individuals and although they make good rangers and love nature, they are too civilized and literate for a barbaric lifestyle.

Other Folk

Despite the influence the aforementioned races incur upon the world, Ansalon houses several other minor races.

These are covered fully in the *Creature Codex*.

What do goblins do for a living? Kill! Kill! And kill again! All goblins are vicious fighters with no sense of honour or justice, and they have no compunction about using anything as a weapon, no matter how dangerous it may prove to be.

Centaur are gentle folk, appearing as a cross between a powerful horse and a human of near-perfect frame. They freely associate with humans and demihumans, whom they consider less fortunate due to their dearth of legs.

Draconians are the twisted creations of dark magic used to mutate the eggs of Good dragons. There are five draconian sub-races: the auraks from the eggs of gold dragons, the baaz from brass dragons, the bozak from bronze dragons, the kapak from copper dragons, and the sivaks from silver dragons.

Dragons are unchallenged as the most powerful children of Krynn. These massive reptiles are covered with thick scales from their tail-tips to their toothy mouths. They have wings strong enough to bear them aloft and to produce a devastating blast of air.

Bakali are distrustful and suspicious, a trait that comes from their vulnerability to cold and the fragility of their eggs. They keep to themselves and avoid all the civilized races of Ansalon.

Huldrefolk may assume a variety of physical forms to manifest themselves in our reality. They may appear as a spectre-like figure of witch-fire, which is closest to their true natures.

Kyrie are a quiet, passive, generally peaceful folk, unless provoked. They have a fierce pride and low tolerance for invaders or trespassers, and will defend their nests and personal freedom with their lives, preferring death to subjugation.

Scions are dwarven stock with golden skin and eyes and silver hair with a bald circle on top. Not much is known of the personality of Scions except that they are dwarven folk with a phenomenal propensity for magic. Beyond this point, speculations abound.

To the surface dwellers of Krynn, shadowpeople are regarded as creatures of myth. Cherishing their privacy, shadowpeople seldom interact with other races, maintaining communities far from civilization. Shadowpeople are kind and benevolent and will unite with others in the cause of promoting good.

Thanoi are a brutal, barbaric, primitive, hostile race bent on destruction. Thanoi kill for the sheer joy of the battle. They are fiercely territorial and mercilessly slaughter trespassers. Thanoi sport themselves with the slaughter of the weak and innocent.



TABLE I.1: RACIAL ABILITY ADJUSTMENTS

Race	Ability Adjustments	Favoured Class	Restricted Class
Human	—	Any	—
Half-Elf	—	Any	—
Silvanesti Elf	+2 Dex, -2 Con	Wizard	Barbarian
Qualinesti Elf	+2 Dex, -2 Con	Fighter	Barbarian
Kagonesti Elf	+2 Str, +2 Dex, +2 Con, -4 Int*	Ranger	Wizard
Dwarf	+2 Con, -2 Cha	Fighter	Wizard
Gnome	-2 Str, +2 Dex, +2 Con, -2 Wis	Rogue	Wizard
Kender	-2 Str, +2 Dex	Rogue	Wizard
Minotaur	+4 Str, +2 Con, -4 Wis, -4 Cha	Fighter	—
Irda	+2 Dex, -4 Con, +2 Int, +2 Cha	Sorcerer	Barbarian

* A Kagonesti's starting Intelligence is at least 3. If this adjustment would lower the character's score to 1 or 2, his score is 3.

TABLE I.2: RANDOM STARTING AGES AND AGING EFFECTS

Race	Adulthood	Barbarian	Bard	Druid	Middle Age*	Old**	Venerable†	Maximum Age
		Rogue	Fighter	Monk				
		Sorcerer	Paladin	Priest				
Human	15 years	+1d4	+1d6	+2d6	35 years	53 years	70 years	+2d20 years
Half-Elf	20 years	+1d6	+2d6	+3d6	62 years	93 years	125 years	+3d20 years
Elf	110 years	+4d6	+6d6	+10d6	175 years	263 years	350 years	+4d% years
Dwarf	40 years	+3d6	+5d6	+7d6	125 years	188 years	250 years	+2d% years
Gnome	40 years	+4d6	+6d6	+9d6	100 years	175 years	250 years	+2d% years
Kender	20 years	+2d4	+3d6	+4d6	50 years	75 years	100 years	+1d% years
Minotaur	20 years	+1d6	+2d6	+3d4	40 years	70 years	130 years	+2d10 years
Irda	80 years	+4d6	+6d6	+8d6	150 years	350 years	550 years	+5d10 years

* -1 to Str, Con, and Dex; +1 to Int, Wis, and Cha.

** -2 to Str, Con, and Dex; +1 to Int, Wis, and Cha.

† -3 to Str, Con, and Dex; +1 to Int, Wis, and Cha.

TABLE I.3: RANDOM HEIGHT AND WEIGHT

Race	Base Height	Height Modifier	Base Weight	Weight Modifier
Human, man	4' 10"	+2d10	120 lb.	x (2d4) lb.
Human, woman	4' 5"	+2d10	85 lb.	x (2d4) lb.
Half-Elf, man	4' 7"	+2d8	100 lb.	x (2d4) lb.
Half-Elf, woman	4' 5"	+2d8	80 lb.	x (2d4) lb.
Elf, man	4' 5"	+2d6	85 lb.	x (1d6) lb.
Elf, woman	4' 5"	+2d6	80 lb.	x (1d6) lb.
Dwarf, man	3' 9"	+2d4	130 lb.	x (2d6) lb.
Dwarf, woman	3' 7"	+2d4	100 lb.	x (2d6) lb.
Gnome, man	3'	+2d4	50 lb.	x 1 lb.
Gnome, woman	2' 10"	+2d4	45 lb.	x 1 lb.
Kender, man	3'	+1d4	40 lb.	x 1 lb.
Kender, woman	2' 7"	+1d4	30 lb.	x 1 lb.
Minotaur, man	6' 5"	+2d10	200 lb.	x (2d4) lb.
Minotaur, woman	6'	+2d10	175 lb.	x (2d4) lb.
Irda, man	4' 10"	+2d10	110 lb.	x (2d4) lb.
Irda, woman	4' 10"	+2d10	85 lb.	x (2d4) lb.



Languages and Dialects

Although Common is the most spoken language on Ansalon, there is a great number of tongues in use by the people. Known dialects are alternate variants of the root tongue that may pose problems for regular people to translate. Ancient languages no longer used are not included in this brief linguistic atlas. Both oral and written form is used unless stated otherwise. Dialects appear in *italic* at the end of the description.

TABLE I.4: BRIEF LINGUISTIC ATLAS

Language	Alphabet	Description
Abanasinian	Common	Abanasinians
Abyssal	Infernal	Demons, chaotic evil outsiders
Aquan	Elven	Dirmenesti and Dargonesti elves, water-based creatures <i>Dargoi</i>
Auran	Dragonspeak	Griffons, kyrie, air-based creatures <i>Kyrie</i>
Celestial	Celestial	Good outsiders
Centaur	Elven	Centaur
Common	Common	Intelligent beings <i>Mercenary Talk</i>
Dragonspeak	—	No written form. Difficult to speak. Dragons, bakali and draconians. <i>Bakali; Draconian</i>
Druidic	Druidic	Druids (only). Secret language of the Druids
Dwarven	Dwarven	Rune based. Dwarves, Scions and other underground races. <i>Hylar; Daegar; Daewar; Neidar; Theiwar; Klar; Zakhar</i>
Elven	Elven	Elves. <i>Silvanesti; Qualinesti; Kagonesti</i>
Ergothian	Ergothian	Ergothian empire.
Estwilde	Common	Mountain barbarians
Gnomish	Common	Gnomes. Not really a different language. Just Common accelerated eight times with no spaces
Goblin	Dwarven	Goblins, hobgoblins and bugbears <i>Slig</i>
Gnoll	—	No written form. Gnolls
Gullytalk	—	Impossible to learn, as it's a highly evolving language.
Hammertalk	—	A series of brief or long strikes construct sentences
Hand Talk	—	Gestual language used by the Abanasinian barbarians.
Ice Barbarian	Common	Ice folk
Ignan	Dragonspeak	Fire-based creatures
Infernal	Infernal	Devils, lawful evil outsiders
Kalinese	Ergothian	Blood Sea ring
Kenderspeak	Elven	Kender. <i>Hylo; Kendermore</i>
Kharolian	Ergothian	Plains of Dust settlements and cities and the Kharolis mountain range
Khur	Khur	Desert nomads
Lemish	Solamnic	Lemish and surrounding lands.
Magius	Magius	Wizards
Nerakese	Ergothian	Taman Busuk lands
Nordmaarian	Ergothian	Nordmaar
Ogre	Ogre	Ogres, minotaurs and other large evil humanoids <i>High; Giant; Minotaur</i>
Plainsman	Ergothian	Plains barbarians
Saifhum	Ergothian	Sea barbarians
Solamnic	Ergothian	Solamnics, Knights of Solamnia.
Sylvan	Elven	Dryads, brownies, leprechauns
Terran	Dwarven	Xorn, earth-based creatures
Thanoi	—	Thanoi tribes. No written form
Undercommon	Elven	Nagas. Very rare.



TABLE I.5: RACIAL WEAPONS

SIMPLE WEAPONS – MELEE

Weapon	Cost	Damage	Critical	Range Increment	Weight	Type**	Race
Medium-size							
Katar	4 stl	1d6	×3	—	5 lb.	Piercing	M
Caff, dwarven*	8 stl	1d6	×2	—	4 lb.	Piercing	D
Crook Blade	3 stl	1d6	18–20/×2	—	5 lb.	Slashing	MB
Prybar, Dwarven*	2 stl	1d4	×2	—	6 lb.	Bludgeoning	D

SIMPLE WEAPONS – RANGED

Medium-size							
Bow, Pellet	50 stl	1d4	×2	90 ft.	4 lb.	Bludgeoning	MB

MARTIAL WEAPONS – MELEE

Small							
Bear claws*	6 stl	1d4	×3	—	1 lb.	Slashing	MB
Kala, Death's Tooth	3 stl	1d4	×3	—	2 lb.	Piercing	DB
Medium-size							
Teeth Chain*	1 stl	1d6	19–20/×2	—	3 lb.	Slashing	MB
Weighted Sash*	5 stl	1d6§	×2	—	4 lb.	Bludgeoning	DB

EXOTIC WEAPONS – MELEE

Small							
Bollik*	12 stl	1d4§	×2	10 ft.	4 lb.	Bludgeoning	K
Garrotte	-	1d4§	×2	—	—	*	DB
Medium-size							
Fang/Gaffhook*	5 stl	1d8	×2	—	5 lb.	Bludgeoning / Piercing	SB
Hopak * ‡	10 stl	1d6	19–20/×2	*	5 lb.	Bludgeoning / Piercing	K
Mandoll	5 stl	1d6	×2	—	2 lb.	Slashing	M
Sashik*	5 stl	1d6	×2	—	2 lb.	Bludgeoning / Slashing	K
Warhammer, dwarven	20 gp	2d6	×3	—	15 lb.	Bludgeoning	D
Warpipes*	8 stl	1d4	×2	10 ft.	5 lb.	Bludgeoning	MB
Whippik*	6 stl	1d3	×2	20 ft.	2 lb.	Piercing / Slashing	K
Large							
Clabard*	80 stl	2d6	19–20/×3	—	20 lb.	Slashing	M
Forpann*	25 stl	1d8	×3	10 ft.	15 lb.	Piercing	M
Kausin*	60 stl	1d8	×2	—	30 lb.	Bludgeoning	M
Sanguine*	6 stl	1d8	×3	—	9 lb.	Bludgeoning / Slashing	M
Shatang	4 stl	1d6	×3	20 ft.	8 lb.	Piercing	M
Tessto*	6 stl	2d6*	×2	5 ft.	12 lb.	Bludgeoning	M
Sword, Dwarven weighted*	80 stl	2d4	19–20/×3	—	15 lb.	Slashing	D

EXOTIC WEAPONS – RANGED

Weapon	Cost	Damage	Critical	Range Increment	Weight	Type**	Race
Small							
Bolas*	10 stl	1d6§	×2	10 ft.	3 lb.	Bludgeoning	PB
Bolas, barbed*	20 stl	1d6	×2	10 ft.	4 lb.	Piercing	PB
Hunting Stick, Plainsman	5 stl	1d4§	×2	20 ft.	2 lb.	Bludgeoning	PB
Throwing Blade	12 stl	1d6	×3	10 ft.	5 lb.	Slashing	DB
Throwing Stone	1 stl	1d6	×2	10 ft.	3 lb.	Bludgeoning	IB
Medium-size							
Crossbow, Ice*	150 stl	1d10	20/×3	60 ft.	10 lb.	Bludgeoning	IB
Arrows, elven (20 each)	10 stl	—	—	—	4 lb.	—	E

* See the description of this weapon for special rules.

** When two or more types are given, the weapon is both types.

‡ Double weapon.

§ This weapon deals subdual damage rather than normal damage.

Weapon Descriptions

Each race has, over time, perfected a small number of weapons. Any character is considered proficient with the weapons of her race. Unless stated otherwise, characters can also use weapons from other races, although they might not be automatically proficient with them. An expanded weapons list, containing these and the weapons from the core rules, is presented in Appendix One.

Adapted with permission from James O' Rance's work. PB – Plainsmen, MB – Mountain Barbarians, DB – Desert Nomads, IB – Ice Folk, SB – Sea Barbarians, E – Elves, K – Kender, M – Minotaurs, D – Dwarves, G – Gnomes. Humans and Half-elves have no racial specific weapons. Please note that since Minotaurs are Large they can use exotic weapons as martial weapons if they wield the weapon with both hands.

Arrow, elven: All races of land elves favour the long bow. They are master archers and huntsmen. So skilled are the elves with the bow that they have developed a variety of arrows that only they can master.

Armour piercing arrowheads are narrow and spiked, adding a +1 bonus to hit all forms of armour.

Blunt arrowheads of broad ironwood arrowheads causes subdual damage.

Forked arrowheads have razor-sharp, Y-shaped heads, that cut ropes and banners. When using for this purpose, forked arrows provide a +2 bonus to damage.

Leaf arrows have flanged arrowheads, which inflict greater damage, and add a +1 bonus to damage.

Singing arrows are fitted with a hollow metal bulb that gives a piercing shriek when fired. The sound can be heard up to a mile away. Singing arrowheads may also be filled with a flaming oil rag and used as a fire arrow.

Bear Claws: A pair of leathery gauntlets with iron spikes on the palm, humans in the Kharolis Mountains and Taman Busuk strap these weapons to their forearms. In addition to their normal slashing damage, bear claws can be used in a disarm attempt, and grant a +2 enhancement bonus to Climb checks.

Bolas: A bolas is a set of three weighted balls connected by leather cords. To attack, you whirl the bolas in a circle over your head and fling them at a target. The bolas connect with the opponent with a successful ranged touch attack: Disregard any armour, shield, or natural armour bonus of the target.

A character struck by bolas must make a Reflex save (with a DC equal to the attack roll of the bolas' wielder). If the saving throw fails, the target takes subdual damage and is considered pinned (see "Grapple" in Chapter 8 of the Player's Handbook for more information). The bolas can pin only a Tiny, Small, or Medium-sized target.

To escape the bolas, the pinned character must either break out (Strength check, DC 20), wriggle free (Escape Artist check, DC 20), or cut (or be cut) loose (5 hp and only slashing weapons do damage).

Regardless of the method, escaping is a full-round action. A target can take 10 or take 20 to escape if the

situation allows. If the saving throw succeeds, the target suffers normal damage but is not pinned.

Bolas, Barbed: The barbed bolas is similar to a normal bolas, except that its weighted balls are studded with hooked barbs.

The barbed bolas functions identically to the bolas except that its damage is not subdual damage. In addition, on any failed attempt to break or wriggle free, the grappled character takes an additional 1d4 points of damage.

Bollik: The bollik (bola belt) is a kender weapon. It is a webbed rope belt worn about the waist on a leather sash and buckle. The bollik hangs from a series of quick-release loops. The bollik can be tugged free with a simple snapping motion and can be re-laced in one minute.

On one end of the bollik, three weighted balls of leather hang on short strands of rope, forming a bola that can be thrown to entangle opponents (see above). When the bollik is used to flail at an opponent, these bola balls are kept safely tied to the large metal buckle.

Other uses for a bollik include threshing grain, climbing as a rope ladder, storing items in the pockets of the leather strap, and playing as a wind thrummer.

Bow, Pellet: A small sling pouch woven into the centre of the bowstring allows this shortbow to fire sharpened stones of flint, with a range greater than that of a sling. The bow is slightly curved to allow the stones to shoot past. The barbarians of the Taman Busuk and Kharolis Mountains favour pellet bows, as they are unable to craft large numbers of straight arrows from the twisted timber of their mountain homes.

Caff, Dwarven: This three-foot-long weapon combines a short pick and a gaff hook. The caff has a half pick head on one end and a leather thong on the other. It dangles from the belt of spelunking dwarves as the perfect tool for climbing, prying, and probing (+2 enhancement bonus to Climb checks). In addition to hooking upon ledges, the caff can be hooked around a climbing rail, allowing the dwarf to slide down.

Clabbard: This broad, six-foot-long sword is sized for minotaur warriors. Its cutting edge is backed by a serrated saw edge. A blood channel runs the length of the blade, making it easier to withdraw from an impaled foe. The saw edge can cut through leather and hide armours with ease and, in the hands of a master, can catch and break a foe's weapon (+1 enhancement bonus to hit in these situations).

Crook Blade: The curve of this traditional blade from the Taman Busuk makes it useful for chopping timber, digging, and fighting. The machete-like bend of the blade grants the blows leverage.

Crossbow, Ice: This miniature, hand-held catapult flings icicles and large ice bullets. Icicles and bullets shatter on impact, hitting all within 5' with shrapnel that does 1d4 points of damage.

Fang/Gaffhook: The fang is a modification to the gaffhook, a tool used for hauling fish into a boat. A fang is an iron rod with a spike on one end and a hooked blade below. The heavy rod can land a bashing blow and the



spike or hook can easily pierce. The hook may also be used to trip foes or as an aid in climbing rigging.

Forpann: This eight-foot, two-handed trident has a rope attached to its base, trailing a 10-foot-wide, weighted throwing net. The forpann can be thrown as a spear, or used to entangle foes within one range increment. Minotaur gladiators use the net to tangle their foes' weapons or feet, or to pin them.

Garrotte: Desert thugs use lengths of knotted cloth to strangle unsuspecting victims. This weapon must be used while flanking a victim with an exposed neck. Victims in combat who are aware of the attack may attempt a Reflex save with a +4 bonus to break free. Damage is rolled for each round the victim is garrotted. The victim suffers a cumulative -1 penalty to all checks per round. Creatures immune to critical hits are also unaffected by this weapon.

Hoopak: The hoopak (kender sling-staff) is a common kender tool in the Rainward Isles. A hoopak is a double weapon; this five-foot, ironwood staff has a short iron spike attached to its tip, allowing it to be wielded as a bo stick and a short spear. You can fight with it as if fighting with two weapons, but if you do, you incur all the normal attack penalties associated with fighting with two weapons: A one-handed weapon and a light weapon (See the "Attacking with Two Weapons" section in Chapter 8: Combat of the Player's Handbook). A creature using a double weapon in one hand, such as an ogre, can't use it as a double weapon.

The other end of the staff is forked and laced with gut. A stone may be flung by either planting the iron-shod end of the hoopak in the earth and bending the staff back to fling the stone, or whirling the hoopak overhead as a traditional sling-staff (treat the hoopak as a sling with a range increment of 80 feet). The hoopak acts like a bullroarer when whirled in the air, creating a low thrumming sound.

Hunting Stick, Plainsmen: These bent, flat hunting sticks have a bevelled inside edge and one long end. A proficient wielder holds the long end and flings the stick to clip an opponent in the head or leg and bring it down, dealing subdual damage. The hunting stick will return to its thrower on a miss. To catch a returning hunting stick, the character must make an attack roll (as though he were throwing the stick) and hit AC 10. Failure indicates that the hunting stick lands 10 feet away from the thrower in a random direction.

Kala, Death's Tooth: This short-handled, straight-bladed sickle serves as a hoe and harvester. It doubles as a knife and hides easily in one's sash. Desert thugs and assassins use it most.

Katar: This minotaur weapon is a cross between a dagger and a sword. The blade is six inches long on an H-shaped hilt. The gladiator grasps the hilt at the crossbar, and two side-hilts guard the hand and wrist. The blade may be used to punch or slash a foe, or catch and turn a foe's weapon.

Kausin: This six-foot-long minotaur "whipping rod" is a chain of six iron bars linked together and attached to a

guarded handle. It functions like a flail but has reach. The kausin inflicts x2 damage to wooden and stone walls.

Lajang: This seven-foot-long polearm holds a recurved crescent blade at each end of its shaft. A lajang is a double weapon. You can fight with it as if fighting with two weapons, but if you do, you incur all the normal attack penalties associated with fighting with two weapons: A one-handed weapon and a light weapon (See the "Attacking with Two Weapons" section in Chapter 8: Combat of the Player's Handbook). A creature using a double weapon in one hand, such as an ogre, can't use it as a double weapon.

The lajang's shaft is used to parry attacks or bludgeon foes, whilst the blades can slash on a forward or backward stroke, catch and turn weapons, pin or trip foes, and impale targets on double prongs. In the hands of a Large-sized character, a lajang can be hurled like a spear.

Mandoll: The mandoll is a minotaur cestus: An iron gauntlet with spikes on the knuckles and a dagger blade along the back of the thumb. This gladiator's weapon requires close fighting and can inflict bruising or draw blood at the wielder's discretion. It is traditionally used in conjunction with a katar.

Prybar, Dwarven: This flat bar has bent bevelled edges to wedge and pry things open. It is not intended to be a dwarf's primary weapon, but grants a +2 enhancement bonus to Strength checks to open doors and chests.

Sanguine: This seven-foot-long minotaur weapon has a serrated spearhead at both ends of a staff, and a small buckler with a razor-edged crescent at its middle. In the hands of a master the sanguine can be used one- or two-handed to parry attacks, trip, slash, bludgeon, or impale foes. It cannot be thrown.

Sashik: The sashik (kender sash-whip) is a beaded, weighted sash of laced rope. Worn across one shoulder, the sashik bears weighted pouches on one end. The mesh of the sashik is coarse and netlike, and can be surprisingly effective as a scourge. Two-dozen large wooden beads that line one end of the sashik may be pulled loose and thrown. The sashik can also be used as a small fishing net or a musical instrument.

Shatang: Shatang are five-foot-long barbed throwing spears. A minotaur fights with one in each hand; gladiators often wear a rack of four shatangs strapped to their backs.

Teeth Chain: Favoured by the Plainsmen, a handle is attached to one end of this heavy chain. Each link in the chain has a small barb that catches and rends flesh. Victims must make a Fortitude saving throw (DC equal to 5 + damage inflicted) or be reduced to a partial action in the next round due to the gouging pain.

Tessto: The tessto is a six-foot-long studded club with a loop of rope at its hilt. Using this weapon requires great strength; in the hands of a character with Str 15+, the tessto has a 10-foot reach. A cunning warrior can use the tessto defensively by spinning it around like a baton, and using its loop to snag feet, hands, or heads.

Special and Superior Items

Flasks, Ice: These flasks of hollowed bone contain salt water, ash, and oil and are kept warm beneath one's furs. The flask breaks on impact soaking the victim. When used in below-freezing climates the water freezes and deals 1d2 cold damage per round until donning warm clothes.

Grenade, Ice: These metal spheres contain water and are stored beneath furs to keep them from freezing. When exposed to subzero temperatures and a high wind chill, the water freezes in 1 round, bursting the sphere and pelting those in a 3' radius. Other targets within 8' are hit with a -2 penalty for 1d4 points.

TABLE I.6: GRENADELIKE WEAPONS

Weapon*	Cost	— Damage —		Range	
		Direct Hit	Splash	Increment	Weight
Ice (Flask)	10 stl	1d4	1 pt**	10 ft.	1 lb.
Ice Grenade	15 stl	3d4	1d4**	10 ft.	3 lb.

* Grenadelike weapons require no proficiency to use. See text for full details on using these weapons.

** Grenadelike weapons deal splash damage to all creatures within 5 feet of where they land.

Throwing Blades: This three-bladed weapon folds down to the size of an axe blade and is used like a throwing axe. Due to the blade's sleek shape it can generally be thrown farther than most thrown weapons.

Throwing Stones: The Ice Folk pack snow and ice around a core of stone and shape an icy handle to create a club of ice that can be hurled up to 150 feet. A character with the Precise Shot feat can hurl an Ice Folk throwing stone so as to strike the unprotected head of an opponent. When an opponent takes a blow to an unprotected head, he suffers an amount of subdual damage equal to the normal damage rolled.

Warhammer, Dwarven: A dwarven warhammer is too large to use in one hand without special training; thus, it is an exotic weapon. A Medium-size character can use a dwarven warhammer two-handed as a martial weapon, or a Large creature can use it one-handed in the same way.

Warpipe: This weapon doubles as a smoking pipe. Tribesmen in the Taman Busuk smoke black root, a mild intoxicant, during peacetime and swing this pipe like a club in war. It also functions as a blowgun (see above), firing a small dart that inflicts 1 point of damage and is usually coated in poison.

Weighted Sash: The traditional sash of the Khur nomads can be crafted to contain metal weights in either end, allowing it to be used as a subdual or entangling weapon. Because a weighted sash 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 whip to avoid being tripped.

When using a weighted sash, you get a +1 bonus on your opposed attack roll when attempting to disarm an opponent (including the roll to keep from being disarmed if you fail to disarm your opponent).

Weighted Sword, Dwarven: The blade of this dwarven sword is heavily weighted towards the end. This prevents effective use of the weapon by those who do not have special training; thus, it is an exotic weapon. The sword grants a +1 bonus to your opposed attack roll when striking an object or an opponent's weapon.

If an attack with a weighted sword misses, the character must make a Strength check (DC 10) to control his momentum. If he fails, either the sword flies from his hand and lands five feet from the character, or the character is reduced to a partial action on his next turn.

A Large character can use a dwarven-weighted sword as a martial weapon.

Whippik: The whippik (kender whip-bow) is a thin wand of ironwood that holds a short length of looped catgut on its end. It looks much like a riding crop. The whippik is a popular tool among female kender, who use it to whip enemies, snare game and fish, or launch darts (range increment 30 feet).



CHAPTER TW



hen the gods gave life to the stars— the sparks from Reorx's forge— they established destinies for their new folk. Some were born to be warriors like the war-god Kiri-Jolith. Others were destined to be wizards,

following the paths of Solinari, Nunitari, and Lunitari. Still others would become priests in the line of Majere or rogues in the style of Branchala.

*— World Book of Ansalon
Tales of the Lance boxed set*

The people of Ansalon live and die by their work. Most rise before the glowing orb awakens and take their well deserved rest after it has slipped behind the mountains or the sea. Others are more privileged, at least when it comes to wealth, and rule over a castle, town, a city-state or even large stretches of land. Another sect of Ansalonian society deals in commerce, although they fare a little better than commoners most won't acquire enough wealth to retire before their years on Ansalon have gone out.

In Ansalonian society one can find yet another faction of people, the adventurers. Rare by any standards they wander the face of Ansalon in search of adventure, wealth, power or even fame. These are the ansalonian heroes of Krynnish lore. These are the legends bards sing about. This chapter contains all the PC and NPC classes available to ansalonian people as well as Templates and Prestige Classes. Table 2.1: Deities was compiled and presented by James O' Rance and is adapted here with permission.

Classes

Heroes can select the following classes as their starting class or multiclass into later on. Some Templates can be applied to certain standard classes as noted in each Template's description.

Barbarian

Ansalonian barbarians follow the rules presented in the PHB page 24. Human members of this class usually come from the Estwilde mountain range or Icewall glacier. Elven barbarians hail mostly from Southern Ergoth as the Kagonesti are much less civilised than their Silvanesti or Qualinesti cousins, in fact this class is restricted for them. Dwarven barbarians are usually from the Neidar clan and they are deeply scorned upon by their mountain brothers. Kender or Gnome barbarians are rare at best. Irda are too civilised and peaceful for a barbaric lifestyle thus they are also restricted.

Barbarians commonly revere nature as a whole and a select few worship Habbakuk, Chislev or Zeboim but others are devoted to more martial deities such as Kiri-Jolith or Sargonnas.

Bard

Ansalonian bards follow the rules presented in the PHB page 26 with a few changes. Although anyone that plays a musical instrument can be called a bard, only those that have studied under a master bard or directly in the Bardic College in Ergoth use the class presented in the PHB. True bards are rare. Their powers come from Branchala thus the magic they wield is divine (instead of arcane) and their spells with somatic components are no longer affected by armour. Since they are watched over by the Bard King, bards must be Good or Neutral but never Evil. Bards must pay tribute to Branchala and pray for spells. Bards usually come from human or half-elf stock although Qualinesti elves and Kender bards are not uncommon.

Druid

Ansalonian druids follow the rules presented in the PHB page 33 with a few exceptions. Ansalonian druids must worship a true god of Krynn. Their choices are determined by alignment. Druids of Good alignment worship Habbakuk. Neutral aligned druids usually worship Chislev or Zivilyn and Evil druids pay respect to either Morgion or Zeboim.

All work in secret and way from Ansalon's populace. They usually convene in small circles and safeguard their holy places. All druids have nature in common and they understand a balance of forces is necessary for the world to thrive thus three druids of all three moral alignments would prefer to work together than to battle each other.

Fighter

Ansalonian fighters follow the rules presented in the PHB page 35. They are the most common of the standard classes and many NPCs are also of this class. Fighters can be found everywhere. From the captain of the Palanthas Militia to the Thane of the Hylar, fighters are experienced warriors both in the theory of warfare and on the field of battle. All races have their fighters for these are dark times where peace is even more precious than steel, at least for some. Some fighters pay respect to at least one deity, even non-believers. Better to be safe than sorry is a common explanation. Others are more sceptic and prefer to rely on the sharpness of their sword than on divine intervention.

Monk

Ansalonian monks follow the rules presented in the PHB page 37. Monks are rare. Ansalonian monks usually worship Majere, master of mind but followers of Mishakal, Gilean, Zivilyn and Chemosh have been known to achieve the enlightened state of monks. Monks can spring out of nowhere but they are usually under the tutelage of a master until they become masters themselves. They usually cooperate with the church of their patron deity aiding any way they can and since they have a great many number of skills and talents, monks are always welcome. They sometimes build monasteries to teach the ways of the mind to others.

Like Paladins, monks that multiclass into a Priest of their patron deity can later advance as a monk. This is an exception to the rule on page 40 of the PHB.

Paladin

Ansalonian paladins follow the rules presented in the PHB page 41 with a few exceptions. They must devote themselves to a single Good deity with the exception of Solinari. Paladine and Kiri-Jolith are the most obvious and preferred gods. Paladins on Krynn are even more rare than in other worlds. In Krynn, despite the continuous conflicts and Takhisis influence, the gods of Good have preferred to trust in their priesthods and worshippers. Any person would be truly honoured to meet a paladin and at the same time afraid, for the need to bestow divine protection to a champion of Good means even greater Evil is loose.

Most paladins are capable of gaining levels in the priesthood of their deity before returning to the way of the paladin and gaining new levels as paladin. This is an exception to the rule on page 43 of the PHB. The character may add levels of paladin and of respective patron deity's priest without penalty. Violating these expanded limits ends the paladin's development as a paladin, as described in the normal rules.

Priest


Ansalonian priests follow the rules presented in the PHB page 29 for clerics with some major differences. Unlike the clerics of the core rules, priests must worship one of the true gods in order to receive their powers and spell casting ability. It is simply impossible for a person to gain divine power (such as divine spells) without a patron deity. The priest may not have more than one patron deity at a time, although it is possible to change the patron deity if the

TABLE 2.1: DEITIES

Deity	Alignment	Domains	Typical Worshippers
Mishakal	Lawful Good	Healing, Luck, Mercy*, Protection	Monks, paladins, rangers
Kiri-Jolith	Lawful Good	Law, Protection, Strength, War	Fighters, knights, paladins, rangers
Paladine	Lawful Good	Good, Law, Protection, Sun	Knights, paladins
Solinari	Lawful Good	Good, Knowledge, Magic	Sorcerers, wizards
Branchala	Neutral Good	Luck, Good, Song*	Elves, kender, bards, rogues
Habbakuk	Neutral Good	Air, Sun, Travel, Water	Elves, druids, knights, rangers
Majere	Neutral Good	Animal, Knowledge, Mind*, Protection	Monks
Chislev	Neutral	Animal, Healing, Plant, Protection	Barbarians, druids, rangers
Gilean	Neutral	Knowledge, Magic, Protection	Monks, wizards
Lunitari	Neutral	Knowledge, Magic, Transformation*	Rogues, sorcerers, wizards
Reorx	Neutral	Earth, Law, Strength, War	Dwarves, gnomes, kender, fighters
Shinare	Neutral	Knowledge, Law, Luck, Protection	Gnomes, bards, fighters, rogues
Sirrion	Neutral	Chaos, Fire, Knowledge, Luck	Gnomes, sorcerers
Zivilyn	Neutral	Knowledge, Plant, Sun, World*	Druids, monks
Chemosh	Lawful Evil	Death, Evil, Plant	Monks, wizards
Nuitari	Lawful Evil	Evil, Knowledge, Magic	Sorcerers, wizards
Sargonnas	Lawful Evil	Destruction, Fire, Strength, Trickery	Minotaurs, fighters, rogues, wizards
Takhisis	Lawful Evil	Evil, Healing, Trickery, War	Draconians, dragons, ogres, fighters
Morgion	Neutral Evil	Destruction, Evil, Healing	Druids, rangers
Hiddukel	Chaotic Evil	Chaos, Knowledge, Trickery	Barbarians, fighters, rogues
Zeboim	Chaotic Evil	Animal, Chaos, Water	Ogres, barbarians, sailors

* Denotes a new domain available only to Ansalonian priests. More information on domains is available on Chapter Four.





priest has a change of heart. Priests cannot multiclass into another class that requires a patron deity, unless the priest's previous patron deity is an acceptable choice for the new class.

Before the Cataclysm most priests belonged to the Holy Orders of the Stars, the three churches dedicated to the three pantheons of gods present in Ansalon. Because of the Cataclysm and the dark times that followed it, true faith was lost. It would be quite a while before any true priest walked Ansalon.

The first were the dark priests of Takhisis followed by the rest of the pantheon. Next, the gods of grey manifested their will to a select few. The knowledge of the true faith is a power to be reckoned with and the gods of Evil know this thus they have hidden the truth from the people of Ansalon. The gods of grey have apparently decided not to intervene. Let us hope the knowledge of true healing and the power of Good return to the people of Ansalon soon.

Unlike clerics on other worlds, priests must be of the same moral (Good vs. Evil) alignment of their deities thus a Good priest must worship a Good deity. Depending on the deity, priests may or may not be able to channel divine energy to turn or rebuke undead. In the table below is the relevant information for priest characters. More details are provided in *Chapter Four: The Realms Above* and *Chapter Six: Characters & Organizations*.

Priests can change churches and can even change orders in some occasions. If the priest changes to another deity of the same pantheon, for instance, a Priest of Paladine changing to a Priest of Mishakal, the character loses a level of experience. If changing to a god of another pantheon, for example a Priest of Paladine changing to a Priest of Gilean or even Takhisis, loses two levels of experience.

Ranger

Ansalonian rangers follow the rules presented in the PHB page 44 with a few exceptions. To receive divine spells rangers have to pay tribute to a nature deity. Its choices are determined by alignment. Good rangers worship either Habbakuk or Branchala. Neutral rangers usually choose Chislev or Zivilyn and Evil aligned rangers fall under the protection of Zeboim or in some extreme cases Chemosh or Morgion. Most rangers go through their entire life without casting a single spell; some do not possess enough wisdom and concentration to do so, others just fail to notice the omens and signs from a nature deity. Signs that declare the ranger has been faithful and devoted enough for the deity to bestow its divine influence upon the ranger. A few seek priests of their chosen deities to learn more about the god they trust and revere and thus learn how to tap into the god's power.

Rogue

Ansalonian rogues follow the rules presented in the PHB page 46. Throughout Ansalon some people just don't fit in or they like to prevent other people for getting severe back problems and relieve them of any extra loot... erm weight they might be carrying. Rogues are second only to fighters in terms of number. They are especially prevalent in the Eastern part of the continent, most hail originally from Sanction or the Blood Sea ring but can be found anywhere, from Palanthas to Flotsam.

Few rogues pay tribute to the true gods. Instead they trust on their skill, personal resolve or, when all else fails, blind luck to get the job done. Others, worship Branchala or Hiddukel depending on if they're Good or Evil respectively.

Sorcerer

Ansalonian sorcerers follow the rules presented in the PHB page 48 with some major differences. First and foremost, sorcerers are very rare. They don't just wield magic, they comprehend it intimately. Unlike wizards, sorcerers don't need the moons to focus the arcane energies, they manipulate them directly. As such they don't prepare their spells before hand, they mould the arcane energies to do their bidding when they cast the spell. Because sorcerers don't use spellbooks they store in their minds their most advantageous spells. Since there's only so much a human or demihuman mind can accumulate this arcane knowledge and understanding, sorcerers are limited to the number of spells they know but as they rise in experience they are able to expand their knowledge and store more and more arcane spells in their minds.

Because of their peculiar way of casting spells (and no doubt because of their increased casting ability per day as well) they are perceived as a threat to the conclave and to all Wizards of High Sorcery. A few extremists even go as far as labelling them heretics because of sorcerers' way of circumventing the gods' of Magic influence on the Art. Like "common" renegades they are hunted down but most are destroyed since they don't possess the capability (or will) to learn High Sorcery.

Sorcerers are also rare because it takes very special circumstances for someone to acquire the gift. Sorcery comes from exposure to wild, chaotic magic or a high amount of high sorcery. Some races are so inherently magical that all members of that race may become sorcerers. A couple of examples are Dragons or the Irda. Certain individuals when exposed to powerful chaotic artefacts may develop the ability to use this wild magic as they see fit, the Greygem has reportedly changed its users beyond understanding and many are the warnings in the conclave's arcane library in creating Talis Decks of Wild Magic.

Some wizards have even gone so far as to continuously cast spells upon themselves or their surroundings for long periods of time in hopes that

enough magical energies surround them so they can capture the essence of magic within themselves long enough for them to mildly understand it. Whether these and other theories are true we shall never know.

A few sorcerers unable to completely understand their powers attribute to divine influence and commonly worship a deity. Of these, most pay respect to the three moon gods.

Due to their wielding of primal, chaotic magic a Sorcerer must roll a caster check every time she casts a spell even for targets with no spell resistance. On a natural roll of 1 the DM should roll on the table below for the resulting effect. Unless stated otherwise the spell being cast functions normally. Also, if a continual effect is rolled on the table below, the effects lasts for one hour.

TABLE 2.2 WILD MAGIC SURGE

d%	Effect
01-05	Caster becomes target of spell, or origin of area of effect.
06-10	Caster's face is blackened by a small explosion.
11-12	Caster develops allergy to his magical items; cannot control sneezing until all magical items are removed. Spells with voice components cannot be cast.
13-15	Caster falls madly in love with target until a <i>remove curse</i> is cast.
16-20	<i>Wall of Fire</i> encircles the caster.
21-22	Caster hovers 20 feet.
23-25	Caster ages 10 years. <i>Restoration</i> removes it.
26-30	Caster becomes invisible.
31-35	Music fills the air.
36-38	One magical item within 30 feet of caster (randomly chosen) is permanently drained.
39-40	One normal item within 30 feet of caster (randomly chosen) becomes permanently magical.
41-50	Caster and target exchange places.
51-60	Spell fails but is not wiped from caster's mind.
61-65	Sudden change in weather (temperature rise, snow, rain, etc.).
66-70	Spell functions; any applicable saving throw is not allowed.
71-73	Spell appears to fail when cast, but occurs 2 rounds later.
74-80	1,000 lbs. of nonliving matter within 10 feet of target vanishes.
81-83	<i>Fireball</i> (as if cast by 5th level wizard) centres halfway between target and caster.
85-87	Target turns to stone.
88-90	Everyone within 10 feet of caster receives the benefit of a <i>heal</i> .
91-95	Spell is cast as if the caster is 2 levels higher.
96-99	Spell is cast as if the caster is 3 levels higher.
100	Spell is cast as if the caster is 4 levels higher.

The wild surge should be rolled and not chosen. That's the point of using chaotic magic. If a particular effect cannot

be applied to the situation re-roll. For instance, if the target is a golem and is turned to stone (85-87) re-roll.

Wizard

Ansalonian wizards follow the rules presented in the PHB page 52 with some minor differences. The grand majority of wizards on Ansalon are either Wizards of High Sorcery or applicants waiting to take the Test so they can enter the Order of their choosing. More information on the Conclave of High Sorcery and the three Orders of magic is presented in *Chapter Six: Characters & Organisations*.

A rare few never wished to take the Test or belong to the Conclave, others fell out of the laws and regulations enforced by the Conclave. All are branded Renegades Mages and all are hunted down by the Conclave. Some are forced to take the Test if they haven't and join one of the Orders, the others, which were once Wizards of High Sorcery are destroyed.

Some wizards pay tribute to their Order's patron god of magic and sometimes other gods of that pantheon as well. But most wizards explain that studying the Art and researching new spells is high enough tribute to their gods.

A wizard character may or may not intent to take the Test. Until the wizard reaches 3rd level, the conclave doesn't take an interest in him and most wizards are content to dabble a bit in the Art and not advance further. If after advancing to 4th level a wizard still hasn't taken the Test, the Renegade Mage template (see below) is automatically applied to the character. The template will remain until after the Test is completed.

Once the Test is taken and completed the wizard joins one of the three Orders of High Sorcery. Often this choice is dictated by the character's moral alignment. The Order the character joins will detail which schools of magic are restricted to the wizard and which moon will directly affect his spells.

The Order of White Robes is under the protection of Solinari and the magic school of Abjuration. They are unable to learn 4th level or higher spells from the schools of Illusion and Necromancy.

The Order of Red Robes is watched over by Lunitari, master of Illusion. Its members cannot learn spells from the Abjuration and Necromancy schools of 4th level or higher.

Finally, the Order of Black Robes is ruled by Nuitari. The black moon bestows the school of Necromancy to its wizards although access to 4th level or higher spells from the Abjuration and Illusion schools of magic is denied.

Wizards of High Sorcery can be specialists although because of the three gods' special restrictions upon their members Abjurers must join the Order of White Robes, Illusionists must follow the Order of Red Robes while Necromancers must belong in the Order of Black Robes.

It is possible for a wizard to change orders during her career. There are consequences though. A wizard immediately loses two levels of experience and the wizard's abilities are not affected by any moons until after



a month has passed after her change. Then the moon of her new order begins to affect her abilities. Also, because of the new moon's restrictions upon which schools of magic its wizards can cast, after changing orders, the wizard will find himself unable to cast 4th level or higher spells from his spellbook because of the new school restrictions.

All Wizards of High Sorcery receive special benefits not available to Renegade Mages and thus are denied when the Renegade Mage template is applied. The benefits detailed below are cumulative with the features present in Table 3-20: The Wizard found on page 52 of the PHB.

- ✦ **Level 3:** Declare moral alignment, pledge loyalty to an order and take the Test.
- ✦ **Level 4:** The chosen order's patron moon begins to affect the wizard's spells. (See Table 2.2 Moon Phase Effects).
- ✦ **Level 6:** Can rent a suite in the Tower of Wayreth with access to a laboratory for 100 stl per month.
- ✦ **Level 8:** Can have access to the arcane library in the Wayreth Tower for 200 stl per month. If a wizard spends two weeks per level studying in the library he can research three instead of the usual two spells when he reaches the next level of wizard.
- ✦ **Level 10:** The wizard can acquire most minor magic items present in the DMG (DM's discretion). All items are 10% more expensive than bought elsewhere.
- ✦ **Level 13:** The wizard can buy medium magic items with a 10% price increase.
- ✦ **Level 16:** The wizard can now buy major magic items with a 10% price increase.

Magic Item Vault

The Conclave is always eager to buy any magic items wizards want to part with for they want to control any and all magic on Ansalon. The Head of the Conclave may grant access to the vault to wizards that show responsibility. Please note that this is not an excuse for letting players peruse the DMG, instead, ask the players what exactly is they are looking for and let the Conclave wizard in charge of the vault suggest a few items that fit the player's desires. Even then, it's still up to the character to research and identify the exact properties of the item. Don't be afraid to throw a few cursed items if the characters begin to abuse this privilege.

The Moons of Magic

Each of the three Orders of High Sorcery receives its powers from one of the three magic moons. Wizards of the White Robes gain power from Solinari, Red Robes from Lunitari, and Black Robes from Nunitari. The phase and alignment of a specific moon affects the power level of a given order. For example, Lunitari in low sanction provides penalties to Red Robes, but does not affect the other two orders. Only Wizards of High Sorcery of 4th level and above are affected by the lunar phases and alignment.

TABLE 2.3 MOON EFFECTS

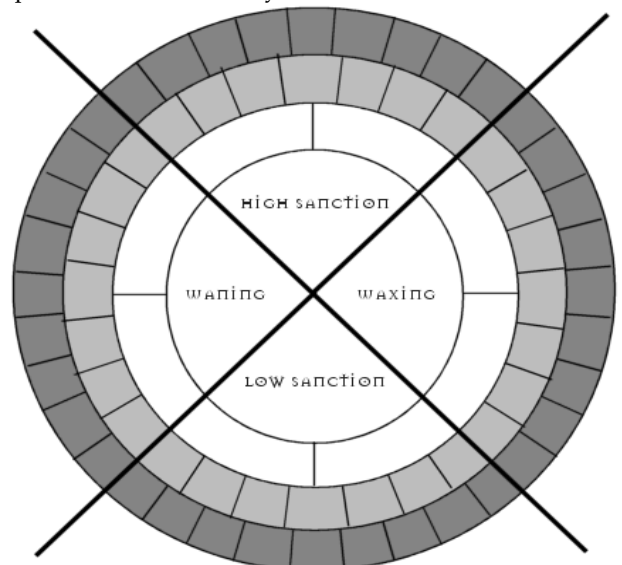
Moon Phase	Modifier to Spell DCs	Additional Spells	Caster Level
Waxing	0	+1	Normal
High Sanction	+1	+2	+1
Waning	0	0	Normal
Low Sanction	-1	0	-1

Moons Aligned	Modifier to Spell DCs	Additional Spells	Caster Level
Sol with Lun.	+1	+1	+1
Nuit with Lun.	+1	+1	+1
Sol with Nuit.	+1	0	Normal
All Three Moons.	+2	+2	+1

Only wizards of 6th level or higher and with Intelligence of 15 or greater receive high sanction bonuses. Others default to the waxing bonuses. The additional spells can be of any level that the wizard can cast. Effective level is only applied in the class level dependent factors of a spell such as duration or damage inflicted.

Note that all alignment effects are cumulative with all phase effects. Thus, when all three moons are aligned in high sanction, a wizard would gain a +3 saving throw, +4 spells, and +2 effective levels. This singular event is called the Night of the Eye — the three moons line up in front-to-back order (Nuitari, Lunitari, and Solinari), resembling a huge white eye with a black pupil and a red iris. It is a terrifying sight. Most nonspellcasting folk fear this night, for it sets all magic at its peak.

Use the following chart to determine the moon cycles. The outer ring represents the cycle of the largest and farthest moon, Solinari, whose orbit is shown divided into 36 days. The second ring represents the cycle of the second largest moon, Lunitari, whose orbit takes 28 days. The inner ring represents the cycle of the smallest and nearest moon, Nunitari, whose orbit takes only 8 days. To determine alignment, find the moons' relative positions and phases on a given day, and then add (or subtract) an equal number of days on each track to determine the positions on another day.



Templates

Templates are modifications to certain classes. They have requirements like Prestige Classes but a character needs not multiclass into a Template to get it. Once the requirements are met, the Template is automatically applied to the character changing some class features. Sometimes a character can acquire and lose a Template more than once as long as the requirements are met.

Renegade Mage

Renegades are those arcane spellcasters that operate beyond the jurisdiction of the Conclave.

Requirements

To qualify to become a Renegade Mage, a character must fulfil all the following criteria.

Class: Wizard or Sorcerer

Special: Taking a level of Sorcerer and being discovered by the conclave or advancing to 4th level as a wizard and failing to take the Test of High Sorcery or disobeying the laws and will of the Conclave of High Sorcery.

Ex-Renegade Mage

Take the Test for those who haven't already and joining one of the orders of magic. Repenting for their chaotic behaviour if the offence was light.

Changes to Base Class

When this template is applied the wizard or sorcerer is being hunted down by the Conclave. There is a chance that a Wizard of High Sorcery will recognise and report the renegade or try to apprehend him herself. This chance is determined by the DM. Sorcerers with this template do not suffer changes to the base class features. Wizards who haven't taken the test continue to follow the Table 3-20: The Wizard found on page 52 of the PHB. Wizards of High Sorcery who are branded renegade lose the following benefits:

- ✂ Patron moon god no longer affects the wizard's abilities.
- ✂ No longer has access to the Tower of Wayreth thus also losing access to the arcane library and magic item vault.

Wizards of High Sorcery who are branded renegade gain the following benefits:

- ✂ They no longer have restricted magic schools.
- ✂ Abjuration, Illusion and Necromancy specialists are no longer bound to Good, Neutral or Evil alignment respectively.

There is no hard and fast rule on how many times this template can be acquired but the Conclave would be hard pressed to tolerate more than a couple of minor offences.

Heathen Priest

Heathens are prophets of false gods and thus they receive no divine help. Sometimes a priest of a true god commits a serious offence losing her powers granted by her deity - effectively becoming a heathen until she repents.

Requirements

To qualify to become a Heathen Priest, a character must fulfil all the following criteria.

Class: Priest

Special: Straying from the narrow path laid down by the deity and committing a grave offence or worshipping a false god.

Ex-Heathen Priest

Atone for one's sins. Begin to worship one of the true gods of Ansalon. Those heathen priests of false deities lose a level when they begin to worship a true god. Their new patron deity must be of the same moral alignment as they are, for instance a Good Heathen Priest can only convert to a priest of the Order of Good.

Changes to Base Class

When this template is applied the character is denied the following abilities:

- ✂ Divine spellcasting.
- ✂ Turn or rebuke undead.
- ✂ Any granted powers bestowed by Domains.

Knight of the Crown

Knights of the Crown are the lowest order of the Knights of Solamnia. They are warriors who join the knighthood. For more information see *Chapter Six: Characters & Organisations*.

Requirements

To qualify to become a Knight of the Crown, a character must fulfil all the following criteria.

Class: Fighter, Ranger or Paladin

Base Attack Bonus: +2

Alignment: Lawful Good

Special: Must be sponsored by an established Knight of Solamnia (at least 5th level)

Ex-Knight of the Crown

A knight may cease to be a knight of the crown in two situations. Either he has advanced to the Order of the Sword or has disgraced himself and lost his honour. In both instances the benefits bestowed by this template remain.

Changes to Base Class

All who wish to become Solamnic Knights must first enter the knighthood as squires of the Knights of the Crown,



regardless of which order the knight intends to eventually join. Knights of the Crown receive the following benefits:

- ✂ Ride & Diplomacy are class skills.
- ✂ +2 competence bonus to Ride and Diplomacy checks.

And the following disadvantage:

- ✂ -4 penalty to Gather Information outside of Sanctrist until 352 AC and only in Evil-controlled lands after 352 AC.

Knight of the Sword

Knights of the Sword are the second order in the hierarchy of the knighthood. Every knight has been a Knight of the Crown and decided to advance further. For more information see *Chapter Six: Characters & Organisations*.

Requirements

To qualify to become a Knight of the Sword, a character must fulfil all the following criteria.

Class: Knight of the Crown and Priest

Base Attack Bonus: +5

Alignment: Lawful Good

Special: Must seek out an established Knight of the Sword (at least 7th level) to apply to the order. In addition, each candidate for the Order of the Sword must complete a quest that promotes the cause of the order. The quest must be a witnessed (or otherwise verifiable) deed of heroism that exemplifies knightly honour and goodness. The quest must include a 30-day and 500-mile journey, the restoration of something that was lost, single combat with an evil and equally matched (same level or HD) opponent, and three tests of wisdom, one of generosity, and one of compassion.

After the quest is completed, the knight appears before the Knightly Council, telling of the quest and presenting evidence. If the presiding High Clerist (level 11) finds the tale and deed acceptable, the candidate takes the Oath. If the High Clerist is not present, another high-ranking Sword Knight (level 9 or above) can preside. Otherwise, the matter is tabled until a lawful council can convene.

Ex-Knight of the Sword

A knight may cease to be a knight of the sword in two situations. Either he has advanced to the Order of the Rose or has disgraced himself and lost his honour. Only knights who advance to the Order of the Rose retain these benefits.

Changes to Base Class

Knights of the Sword are knights who are given a specific training effectively turning them into Priests. Once the character is accepted to the Order, this template is applied immediately after the character multiclassed into a priest. The levels of priest determine the levels of Knight of the Sword. The priest can only be a Priest of Paladine or Kiri-

Jolith. Regardless of which deity is worshipped and which domains are chosen the Knight of the Sword receives the following abilities:

- ✂ **Level 3:** *Divine Favour* as a Spell like ability usable twice per day.
- ✂ **Level 6:** *Consecrate* as a Spell like ability usable twice per day.
- ✂ **Level 9:** *Shield Other* as a Spell like ability usable twice per day.
- ✂ **Level 12:** *Magic Circle Against Evil* as a Spell like ability usable twice per week.

And the following disadvantages:

- ✂ Must choose Law as one of its two Domains.
- ✂ -4 penalty to Gather Information outside of Sanctrist until 352 AC and only in Evil-controlled lands after 352 AC.

Prestige Classes

These prestige classes represent some organisations or lifestyles present in Ansalon that require previous knowledge and skill before attaining membership or training.

Arcane Archer

Ansalonian arcane archers follow the rules presented in the DMG page 28. They are mostly of Silvanesti stock but Qualinesti arcane archers are not unusual.

Assassin

Ansalonian assassins follow the rules presented in the DMG page 29. There are few assassins in the western lands but the cities of Sancton, Flotsam and Balifor crawl with these vile individuals. It is unknown whether the Palanthas thieves' guild employs assassins in their ranks.

Blackguard

Ansalonian blackguards follow the rules presented in the DMG page 30. Blackguards are even rarer than Paladins. The Evil gods have apparently decided not to bestow their unholy power to a single individual and, like the gods of Good, prefer to rely on their priests and loyal minions. If a blackguard would challenge the Good nations of Ansalon, great peril and misery would surely befall the continent.

Dwarven Defender

Ansalonian dwarven defenders follow the rules presented in the DMG page 32 with some minor differences. They are usually Good and come from the Hylar clan. They cooperate with Knights of Solamnia and other Good knightly orders in defending Dwarven kingdoms and the territories near them.

Loremaster

Ansalonian loremasters follow the rules presented in the DMG page 34. Before the cataclysm, Ansalon had several individuals would had the power to true knowledge. Many worked in the Great Library of Palanthis, while others taught at the University. Still others carried the knowledge with them everywhere they went. Now, during these dark times where enlightenment is lacking loremasters are few and far between. Perhaps Chisel Loremaster, Supreme Historian of Dwarvenhood is a member of this exclusive group of individuals.

Knight of the Rose

This is the last and highest ranking order of the Knights of Solamnia. An applicant must serve for quite some time in the orders of the crown and sword before entering the order of the rose. For more information see *Chapter Six: Characters & Organisations*.

Hit Die: d8.

Requirements

To qualify to become a Knight of the Rose, a character must fulfil all the following criteria.

Template: Knight of the Sword

Alignment: Lawful Good

Base Attack Bonus: +8

Spellcasting: Ability to cast 2nd-level divine spells.

Special: Although rare, females have been known to join the knighthood as well as non-humans. Humans and Half-elves are the predominant members. An applicant must appear before a Rose Knight Council at which a high-ranking Knight of the Rose (at least 4th level) presides. To join the order, a supplicant must appear in council before the presiding Grand Master. There, the Knight must tell the tale of his family and lineage, as well as his deeds of honour. Afterward, the Council meets in private and determines whether to accept or reject the petition. Until 351 AC applicants have to present evidence of their royal blood.

A candidate who passes these examinations is assigned a quest to prove loyalty to the order and its cause. The quest must include a 30-day and 500-mile journey, the restoration of something that was lost, defeat of an evil and more powerful opponent, and one test of wisdom, three of generosity, and three of compassion. The completion of these tasks must be witnessed or evidenced. A candidate who returns and tells of the quest is judged before a council of the Order of the Rose. If the quest and candidate are found fitting, the person becomes a Knight of the Rose.

Class Skills

A Knight of the Rose's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Knowledge (religion) (Int), Ride (Dex), and Sense Motive (Wis).

Skill Points at Each Level: 2 + Int modifier.

Class Features

All of the following are class features of the knight of the rose prestige class.

Weapon and Armour Proficiency: Knights of the Rose are proficient with all simple and martial weapons, with all types of armour, and with shields. Note that armour heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble.

Fear Immunity: Rose knights are immune to all kinds of fear. This is an extraordinary ability.

Leadership: At 2nd level, Rose Knights gain the leadership feat for free. This is an extraordinary ability.

Divine Magic: At 3rd level a rose knight may pray for an extra spell of any level. At 5th level this ability grants two spells of any level, at 7th level this ability bestows three, and at 9th level this ability is raised to four. Alternatively, the rose knight can use this ability to augment the number of times per day he can turn undead by the listed modifier. This is a supernatural ability.

Aura of Courage: Beginning at 4th level, the rose knight radiates a benign aura that causes allies within 10 feet of him to receive a +2 morale bonus on all attacks, skill checks and saving throws. Aura of Courage is a supernatural ability.

Illusion Immunity: Starting at 6th level, the rose knight automatically sees through all illusions of 4th level or lower. This is a supernatural ability.

Damage Reduction: At 8th level the Rose Knight gains yet another divine ability: the knight is able to ignore the first five points of damage of any source per round. This is a supernatural ability.

Greater Illusion Immunity: At 10th level, the rose knight cannot be fooled by any illusion short of one created by a deity. This is a supernatural ability.

TABLE 2.4: KNIGHT OF THE ROSE

Class Level	Base				Special
	Attack Bonus	Saving Fort	Saving Ref	Saving Will	
1	+1	+2	+0	+2	Fear Immunity
2	+2	+3	+0	+3	Leadership
3	+3	+3	+1	+3	Divine Magic +1
4	+4	+4	+1	+4	Aura of Courage
5	+5	+4	+1	+4	Divine Magic +2
6	+6	+5	+2	+5	Illusion Immunity
7	+7	+5	+2	+5	Divine Magic +3
8	+8	+6	+2	+6	Damage Reduction 5/-
9	+9	+6	+3	+6	Divine Magic +4
10	+10	+7	+3	+7	Greater Illusion Immunity



CHAPTER THREE



urse the High Priest of Istar for his pride! Trying to command the Gods, he called down their wrath. Krynn was punished with fire and flood, and much is forever lost. The greatest loss was knowledge of the Gods

themselves— the world of Krynn has sunk into blasphemy these many generations, and clerics have lost the power to heal.

Mankind's separation from the True Gods opened the door to renewed evil. Dragons are once again in the world. They are commanded by human Dragon Highlords, and assisted by strange creatures called Draconians.

The Dragonarmies have now conquered much of Krynn, and soon all the lands will be under their sway. Evil, it seems, may soon triumph over good.

Through my Crystal Globe of Wisdom, I send my spirit to gather knowledge. And so I have found a glimmer of hope.

*—From the Iconochronos of Astinus of Palanthas, Lorekeeper of Krynn
In the 351st year Alt-Cataclian*

This chapter presents the timeline of Krynn as detailed by Astinus in his *Iconochronos* as well as passages from that tome as well. The purpose of History is to learn of the past so that one does not repeat the same mistakes in the future. Future expansions will advance this timeline further still.

The Age Of Starbirth

Before the Beginning, there is Chaos. Then, out of the Chaos comes thought and being — the High God. Into the Beyond, the High God calls. Paladine and Takhisis answer the High God's call, and Gilean serves the Balance between Good and Evil.

Together the three gods summon helpers. Among their companions is Reorx, who forges a mighty hammer and smites the Chaos. The sparks that fly up from the hammer light the heavens as stars! Reorx then shapes the great globe of Krynn and a sun to light it. Paladine and Takhisis give birth to the First Born Five dragons, but the Dark Queen corrupts them. Grief-stricken Paladine breathes life into statues of precious metals to form metallic dragons.

The gods, the dragons, the beasts of the world, and the light and the dark themselves make war over Takhisis's treacheries. Chaos swirls at the corners of the world, threatening to unmake it. When the gods see the harm they cause their world, they withdraw, light gods to light, dark gods to dark, and grey gods to grey. There they agree to stay. They live and love for countless eons; thus are born the lesser gods, their children.

In the silence that follows, there comes the sound of chimes, of heavenly singing. The gods ponder it, and see that the stars live. They shine like the gods themselves, shine as pieces of the gods. And the gods covet these countless spirits and battle erupts again in the All Saints War. Hearing the battle, the High God returns from the Void. And the High God knows wrath. From the fire of wrath, the High God forges the Balance: each family of gods could gift the spirits with one gift. Afterward, the gods must let the spirits be. Ultimately, the gods of light give the spirits physical bodies, the dark gods curse them with mortality, and the grey gods give them free will.

And so, the peoples of the land are formed. Stony ogres there are, cold and beautiful, strong but hollow. Wooden elves rise like living trees, tall and regal, graceful, solitary, and proud. And, least of all, there are creatures of clay — humans, short and common, simple and bestial. The humans have the capacity to destroy, and to love. These are the children of the world.

The Age of Dreams

The Age of Dreams is also called the Second Age and it's the first to be recorded in song. All dates are approximate, and are referenced by Pre Cataclian reckoning, meaning "Pre-Cataclysm."

The Foundation Time

9000-8500 PC: Ogres claim Krynn's mountains, elves withdraw to the forests, and humans take the plains.

Ogres, first to awaken, claimed the mountains. From that lofty perch they gazed upon the world. Elves withdrew to the forests and there they lived in quiet harmony, pondering the world. But to humans fell the plains, and there, exposed to savage winds and rains, they grew savage themselves.

8700 PC: Reorx chooses a group of humans to take to a northern land and teach his craft.

Reorx gathered to himself humans who worshipped the hammer, who were filled with creation. With these humans, Reorx retired to a northern land. The clay folk would assist Reorx in his heavy labours.

8500-5000 PC: Ogres build an empire with human slaves.

Ogres set themselves to ordering the land. They seized and enslaved the humans to be their hands in toil. By human sweat and blood, the ogres built a mighty nation of cold stone. The elves watched as order grew.

6320-5980 PC: Igraine's heresy; slave revolts begin.

Inspecting one of his mines, a governor named Igraine is almost killed by a cave-in. He ordered the mine sealed, trapping his daughter inside. A human saved his daughter, which taught Igraine compassion. He sentenced the human to death for disobeying his orders, but does not carry out the sentence, and gives his human slaves more freedom in return for better yields. Other ogres learn of his heresy, they chase him out of the realm. Eadam, the saviour of Igraine's daughter, leads the humans in revolt and covers Igraine's escape. Igraine's followers become known as the Irda and vanish from the continent.

6000-5000 PC: As ogres embrace cruelty, humans rise up to slay their masters. Ogre civilization falls.

As ogres embraced cruelty and vengeance, humans asserted their independence. The humans rose up to slay their masters. Civilization fell and barbarism reigned.

5000-3000 PC: Elves seek to build their own civilization in a wood already home to the chromatic dragons.

Elves discovered the value of cooperation, and together they sought to create their own civilization in the southern enchanted woods. Yet this was homeland to the dragons. Over time, they mustered for war.

The Time of Light

4000 PC: Elves, under Silvanos, prepare for war against the dragons. Meanwhile, the god of the Forge curses his proud; many consider this the birth of the gnomes.

Silvanos convened the first Sinthal-Elish, the elven council of high ones. He tells the elven assembly that they can create a civilization like the ogres' but without all the evils. The many elf families unified for the first time, swearing an oath of allegiance to Silvanos. Balif, son of the second largest family, was made Silvanos's lieutenant. The elves prepared for war.

Reorx becomes angered at his chosen ones who have become too prideful. He curses them to spend their lives tinkering and shapes them into a short people: the birth of the gnomes.

3500-3350 PC: First Dragon War; the three gods of magic exiled for interfering; creation of the Graygem.

Elves allied to drive dragons from their chosen lands, but the opposition was fierce. The three gods of magic gifted the elves with five magical stones, which captured the dragons' spirits. The elves buried these stones deep in the tallest mountains of the land. The gods of magic were exiled for their interference.

The banished gods of magic had Hiddukel trick Reorx into creating a Graystone. They said this stone would remind them of faraway Krynn, from whose lands they were forbidden. Reorx did so, setting the stone on the moon of Lunitari. There, in secret, the gods of magic filled the stone with their essence.

3350 PC: Silvanesti is founded. Meanwhile, the gods of magic re-enter the world through the Graystone.

The second Sinthal-Elish was held, once again pledging allegiance to Silvanos. The Kingdom of Silvanesti was decreed and all the elven families were granted lands. The elves copied the ancient and long-lost civilization of the now-barbaric ogres.

The plans of the gods of magic entered a second phase. They asked Hiddukel to trick one of Reorx's chosen (Milgas Kadwar) into stealing the powerful Graystone from the surface of Lunitari. Milgas fumbled, dropping the stone from the sky onto Krynn. With it, magic re-entered the world.

3100 PC: The Graystone releases wild magic. Some of the chosen chase it and are transformed into Scions.

Reorx punished and deformed his chosen folk for their pride and commanded them to recapture the Graystone. They fled their homeland and followed the Graystone. Wild magic was released into the world into the hands of some reborn chosen. They became the dwarven mages called Scions, golden-eyed, silver-bearded masters of wild magic.



3100-2900 PC: The chosen kill most Scions, and then retreat to caves that dwarves will later call Kal-Thax.

Fleeing the Graystone's chaos, the other chosen hid in caves in the bluffs of Ansalon. There they built the first dwarven kingdom: Kal-Thax.

3051 PC: Gargath captures the Graystone, which alters the forms of all present at the siege of his tower. Birth of minotaurs, dwarves, kender, goblins, and other races.

A ruler named Gargath captured the Graystone and bound it between two god-gems given him by Zivilyn. The chosen demanded its return and lay siege to the tower. Gargath recruited men and stubborn ogres to defend his prize. Elves fascinated by magic; joined the chosen to reclaim the stone. The War machines of the Chosen Ones dislodged the god-gems and released the Graystone. When the stone was freed, it escaped, but not before touching those present and changing their forms to reflect their natures. Thus, goblins, minotaurs, and kender came into being. Onward the Graystone wandered, changing the world as it went. The Graystone escapes to the west, pursued by the gnomes to Sancrist, where they settle. As it passes the oceans, the Graystone forms elven fishermen into the Dimernesti and elven sea merchants into the Dargonesti.

2900-2700 PC: Dwarves delve Thorin ("New Hope"); Scions tutor folk touched by the Graygem.

Seeking to escape the Graystone's ravages, the chosen — now dwarves — became masters of mining. They leave Kal-Thax, where the thane of the Calnar travels south to the Khalkist Mountains, where he names their new home Thorin (New Hope). They abandoned Kal-Thax for all time. The remaining Scions council the peoples changed by the Graystone in the disciplines of wild magic.

2750 PC: Balif Dies. The kender hero Balif, a close friend of Silvanos, dies. Balif, who might have been present at the siege of Castle Gargath, founded the kender nation in Balifor.

2710 PC: Dwarves discover the dragon stones from the First Dragon War and return them to the surface.

The Calnar dwarves found the five magical dragon stones that the elves had buried deep in the Khalkist Mountains after the First Dragon War. Hating magic due to the Graystone, the dwarves returned the stones to the surface.

2700 PC: Minotaur Kingdom. A force of minotaurs founds Mithandrus, land of the bull.

2690-2645 PC: The Second Dragon War; release of wild magic; formation of the Lost Citadel.

Takhisis' followers recovered the dragon stones, released the spirits contained within, and reunited them with their stony forms. The dragons struck south at Silvanesti with armies of lizard people. Three elf sorcerers, with the guidance of a Scion ordered the ground to swallow the dragons for all time; it does so, but thousands died as a result of the uncontrollable magic. The three sorcerers, hiding in a tower, petitioned the gods of magic to help them. The gods transported the tower into the Beyond, where it became the Lost Citadel. The gods of magic flung the five dragon stones into the sky, where they became the heads of Takhisis' five-headed dragon. Silvanesti closed its borders to repair itself.

2645-2550 PC: Birth of Orders of Magic and conception of Towers of High Sorcery.

The three lost mages created the laws of magic. They guided their brethren to build five bastions of magic in remote regions to shelter all mages. Thus, the Towers of High Sorcery were built.

2640 PC: Thorin Closed.

Ashamed for causing the Second Dragon War, the dwarves withdrew from the rest of the world. They sealed their doors to the world.

2600 PC: A barbarian chief unites human tribes into the Empire of Ergoth, destroying all who won't yield. Hylo founded.

Barbarian chieftain, Ackal Ergot, united Khalkist barbarians after the war to build their own kingdoms. They pillaged the abandoned ogre homes and, with their booty, founded Ergoth. He absorbed plains tribes into his nation if they yielded or destroyed them if they didn't. Ergoth's borders expand from the Kharolis Mountains in the south to the northern shore of Ansalon, halting only with the death of Ackal Ergot.

The second kender nation was founded when an entire kender clan was trapped in the first floating citadel (one design for the Towers of High Sorcery). It crashed against the Sentinel Mountains in northwest Ansalon.

2500-2200 PC: Ergoth expands; trade with elves leads to intermarriage and half-elves. Gully dwarves appear.

The nation of Ergoth stretched from the southern Kharolis Mountains to the northern shore. These brutal barbarians tried to learn the ways of civilization. Skirmishes broke out with dwarven neighbours and an uneasy truce resulted. The Aghar race of dwarves appears and is outcast by dwarvenkind. Emperor Ackal Dermount annexed Hylo. Ergoth expanded to the borders of Silvanesti and trade began with elves. Some elves intermarried with humans and the first half-elves are born.

2515 PC: Silvanos dies; border relations became strained among humans, half-elves, and elves.

The venerable elf Silvanos died and was buried in a crystal tomb. His son Sithel assumed command and ordered the construction of a tower, the Palace of Quinari, in memory of his father. All of Silvanesti counted their leader's death as the end of an age. Sithel didn't have the patience of Silvanos, and so begun the elves' rejection of the other races of the world. Tensions along the Silvanesti-Ergothian border increased.

2150-2000 PC: Dwarves found Thorbardin; Thorin declines, becoming known as Thoradin.

Hylar dwarves migrated from Thorin to the southern Kharolis Mountains, near the supposed site of Kal-Thax and, after a time, began delving a new home. They met the warring thanes of the Daewar, Daergar and Theiwar, and build a new kingdom under the mountain. Active trading with Ergoth is established. Thorbardin ("Best New Hope"), replaces the declining kingdom of Thorin, which is now known as Thoradin ("Lost Hope"). Thoradin was in decline, becoming isolated from the outside world.

2308 PC: Twin elven princes, Sithas and Kith-Kanan, are born in Silvanesti.

Nirakina, Sithel's wife, gave birth to Sithas and Kith-Kanan, twin sons. Sithas was the older by minutes, followed by Kith-Kanan.

2192-2140 PC: The slaying of the elf Speaker leads to the Kinslayer War.

Sithel journeyed to the outpost of his son Kith-Kanan to assess the half-elf problem. Sithel was accidentally slain by humans hunting on the western border of Silvanesti in the presence of both Kith-Kanan and Sithas. Sithas became the Speaker of the Stars, naming Kith-Kanan his general and declaring war on Ergoth. The Kinslayer War began.

Ergothians, under General Giarna, resisted the elves attempts to drive them from the borders of Silvanesti, while half-elves were forced to take sides. The battles were interrupted for short times by starvation and wild storms. Kith-Kanan married Suzine des Quevalin, a human relative of Ember Quevalin V of Ergoth, greatly angering Sithas. The forty-year Siege of Sithelbec, which eventually destroyed the elven city, is broken only when Suzine attempts to assassinate her former lover, General Giarna. He proved himself to be invulnerable to attack and she slayed herself, causing both sides to be ravaged by fierce winds and fire storms, killing thousands. The elves and humans negotiated a truce after being judged by the gods in such a way.

2140-2100 PC: The elf faction loyal to Kith-Kanan declares independence from Silvanesti.

Kith-Kanan's followers, the Western elves, moved for social change. Sithas granted Kith-Kanan land to the west, where he and his Wildrunners may create their own kingdom.

2128-2073 PC: Disputes between Thorbardin and declining Ergoth result in the War of the Mountain.

Thorbardin and Ergoth warred over mineral rights on the borders of their two nations.

2073 PC: Kith-Kanan engineers the Swordsheath Scroll peace treaty between the elves, dwarves, and Ergoth.

Kith-Kanan negotiated the signing of the Swordsheath Scroll, a peace treaty between the elves, dwarves, and Ergoth. Elves were granted a large enchanted forested area as a buffer between dwarves and humans. The land was renamed Qualinesti, and was populated by the discontented western elves led by Kith-Kanan. Ergoth agreed to stop mining the Kharolis Mountains and the dwarves relaxed trade restrictions under their first king, Derkin Lawgiver.

2072 PC: Thorbardin's dwarves forge a replica of the hammer of Reorx, presenting it to Ergoth as a peace offering. It later will be called the Hammer of Kharas.

Thorbardin dwarves forged a hammer in the image of the Hammer of Reorx. They presented this greatest dwarven gift to Ergoth as an offering of peace. The hammer was passed from nation to nation annually, reinforcing the peace agreement between them.

Many years later, this hammer will forge the legendary Dragonlance of Huma Dragonbane. Eventually, it will be known as the Hammer of Kharas, a hero of the Dwarfgate War who protested the bloodshed and takes the Hammer from Thorbardin with the prophecy that only a righteous leader can reclaim it to reunite the divided dwarven thanedoms.

2050-2030 PC: Kith-Kanan and his elves migrate west to their new homeland: Qualinesti.

2009 PC: Thoradin has vanished inexplicably.

Thoradin vanished inexplicably; whether from a black flame, which caused their deaths, or from an earthquake which sealed the gates, none could be certain.


The Time of Knights

2000-1900 PC: Humans, dwarves, and elves erect the fortress of Pax Tharkas, a monument to peace.

Ergoth and all nations prospered. Kith-Kanan strengthened the peace by convincing men, dwarves, and elves to join together to erect the fortress of Pax Tharkas. This fortress became a monument to the peace. The benign and just reign of the Quevalin line began in Ergoth.

1900-1750 PC: Brutal emperors reign in Ergoth, exploiting citizens to the point of rebellion.





A military coup ended the just rule of Quevalin line of Ergoth, placing Emperor Macqui Hellmann on the throne. He and his successors exploited Ergoth's resources to the point that, after much abuse and taxation, the eastern counties revolted. Small but brutal battles crushed all resistance.

1812 PC: Vinas Solamnus becomes Praetor, or head general, and commands the imperial guards in Ergoth's capital.

1801 PC: Solamnus marches east to crush a rebellion.

Solamnus marches east with an immense army to crush a rebellion in the lands of Vingaard. He wins the initial battles.

1800 PC: Solamnus and his army join the rebels.

In this year, which is called the Year of Waiting, Solamnus examined the rebels' cause, trying to avoid another massacre. He discovered that the corrupt Ergothian Empire had driven the desperate people to rebel. Solamnus and most of his army joined the rebel forces.

1799-1791 PC: In the Rose Rebellion, Solamnus wins the rebels independence from Ergoth.

Nations of eastern Ergoth rallied to Solamnus as their saviour. Patiently, Solamnus trained an army in secret while turning back Imperial forces. In 1791 PC, Solamnus marched south to Daltigoth, outmaneuvering Ergothian forces and laying siege to the capital for the duration of the winter. In the spring Emperor Emann Quisling finally sued for peace, granting the northern and eastern states, including Hylo, independence. The majority of the western provinces remain loyal to the crown. Solamnus honoured and signed the Swordsheath Scroll with the dwarves and elves.

1775 PC: A divine vision leads Solamnus to found the Knights of Solamnia, protectors of the world.

During his Quest for Honour, ruler Vinas Solamnus received a vision from Paladine, Kiri-Jolith and Habbakuk. He founded an order of knights who would fight for the cause of Good and become guardians of the world. The Knights of the Crown, Sword and Rose will fight for the cause of Good for the duration of their existence.

1750-1300 PC: New nations arise from ruined Ergoth.

Sancrist, Solamnia, and Istar arose from independent city-states. Palanthis, Caergoth and Lemish rose in importance. Solamnia prospered and Ergoth declined. The Silvanesti withdrew from the world.

1600-1560 PC: The minotaur hero Ambeoutin founds a nation of brutal honour in northeastern Ansalon. Upon his death his sons Mithas and Kothas divide the realm.

1480 PC: The realm of Istar develops into a nexus for world trade, while Solamnia remains a military power.

Istar grew from a confederation of city-states in the east. Unaffected by the recent wars, Istar became a nexus for world trade. Solamnia became the major military power, and the world looked to it to safeguard the peace.

1399-1010 PC: Takhisis seeds the mines of Thoradin with dragon eggs, returning her children to Krynn.

With her dragon children buried, the Dragon Queen began a new plot. Calling on the aid of the lizard people, she seeded the mines of Thoradin with dragon eggs, which folk believed to be rare gems. Collectors bought the eggs, which hatched in their possession. The owners were devoured by the wyrmlings. Over 350 years, these eggs seeded wyrmlings across the globe. By the time they were discovered, hundreds of mature dragons had returned to Krynn.

1060-1018 PC: The Third Dragon War; mages create five Dragon Orbs, which call the dragons to their doom.

Scores of mature dragons, aided by bakali, ogre and minotaur ground troops, attacked Ansalon. They conquered many small kingdoms, eventually turning their attention to Solamnia and Vingaard Keep, the Knights' stronghold. The forces seemed evenly matched for a time. The Good folk of Ansalon endured the attacks from the skies, barely clinging to life. Ansalon hung in the balance.

Wizards of High Sorcery (including Fistandantilus) unite at the Tower of High Sorcery in Palanthis, where they created the Dragon Orbs on the Night of the Eye. The orbs were imbued with a shadow spirit, which called the dragons to their doom.

1018 PC: Huma Dragonbane and his beloved Gwyneth—really the silver dragon, Heart—find the first dragonlances. Takhisis herself falls to a lance and swears to depart with her dragons.

The young Solamnic Knight of the Crown Huma Dragonbane met and fell in love with one of the Knights' healers, Gwyneth, a mysterious elf woman who was really the silver dragon, Heart. With the guidance of Paladine, they travelled to the Dragon Mountain and discovered the dragonlances, forged with the Hammer of Kharas and rode into battle. These lances inflicted heavy losses on the chromatic dragons and their armies. Their victories rallied the other Good dragons; they produced more lances.

Using his slain friend Magius's staff, Huma destroyed the renegade mage Galan Dracos but not before he was able to bring the Dark Queen into the world. At last, Takhisis herself fell before the enchanted weapon, and she agreed to retire from Krynn, taking all other dragons with her if someone would only remove the lance. Kaz, Huma's minotaur companion removes the lance from Takhisis and she and her dragons depart from the world. Huma and Gwyneth died as Takhisis departed. The Bakali—the lizard people—were not seen again.

The Age of Might

The Age of Might is also called the Third Age and it was reasonably well recorded both by bards and historians. All dates are approximate but trustworthier than in the Second Age, and are referenced by Pre Cataclian reckoning, meaning “Pre-Cataclysm.”

1000 PC: Kender treaty. Hylo allies with Solamnia.

1000-800 PC: Istar dominates world trade. Dwarves reopen Thoradin, driving out a few ogres.

Istar remained untouched by the Dragon War’s ravages. Its trade standards now have become the de facto standard throughout the world.

Dwarves of Thorbardin reopen Thoradin and rid the city of the occupying ogres. Its proximity to Istar makes it a major manufacturing and supplier centre of metals, coins, and tools.

980 PC: Dwarves found the kingdom of Kaolyn.

In gratitude for their help during the Third Dragon War, Solamnia granted the dwarves of Thorbardin mining rights in the Garnet Mountains. The dwarves delved the city of Garnet and set up a kingdom there. They called their provincial kingdom Kayolin.

967 PC: Thorbardin begins work on the city of Zakhalex, also called the Life-Tree.

The dwarves of Thorbardin began delving the city of Zakhalex (also known as the Life Tree). Built inside of a stalagmite over the underground Urkhan Sea, the magnificent city is accessible only by boat.

948 PC: Thorbardin founds Hillow, an outlying hill dwarf kingdom. It will be home to hero Flint Fireforge.

940 PC: The elven nations grow more isolationists.

910-825 PC: Ogre wars with Thoradin end with Solamnic intervention.

Ogres expunged from the delving at Thoradin united to overthrow the dwarves, who appealed to the Knights of Solamnia for assistance.

850-727 PC: Years of Istaran military action result in the Kendermeld, or Kender Tax.

Istar aggressively imposed and enforced trade standards on neighbouring nations, including the kender of Balifor. The riled kinder began a trade war. After years of attempted military actions and lawsuits against the kender, Istar admitted defeat and signed an agreement known as the “Kender Tax”, or Kendermeld exempting them from taxes and trade standards.

673-630 PC: After a skirmish with the elves leads to a blockade, Istar learns the value of treaty over force.

Istar expansion threatened Silvanesti naval merchants. Several sea skirmishes resulted in blockading of Istarian ports. With the aid of Solamnia as peacemakers, the elves persuaded Istar to add its signature to the Swordsheath Scroll. This signing was called Elfmeld.

530-522 PC: Ogres threaten trade routes briefly. Thoradin signs exclusive trade agreement with Istar.

Ogres from the Khalkists nation of Kernen, threatened major trade routes among Istar, Thoradin, and Solamnia. The dwarves of Thoradin united with Istar and the Knights to drive back the invaders. The dwarves added their signature to the Swordsheath Scroll with Istar resulting in the Dwarfmeld.

490-476 PC: Solamnics drive back the barbarians raiding Istar's caravans and sign the Greatmeld.

Solamnia became more dependent on Istarian trade, currency, and ideals. Repeatedly, they joined the eastern nation in alliance. Barbarian tribes from Khur, Nordmaar and Estwilde, resenting the Istarian trade routes, raided caravans. Istar branded the barbarian tribes as “pagans, brigands, and villains”. Solamnia joined Istar in warring against the barbarians. Solamnia re-signed the Swordsheath Scroll with Istar which was called the Great Meld.

460-280 PC: Istar, the centre of commerce, tax, and art, rules all Ansalon during a period of peace.

280 PC: Claiming to be the moral compass of the world, Istar installs a Kingpriest.

Claiming to be the moral and religious centre of the world, Istar set up its first Kingpriest. Solamnia approved the effort to promote Goodness throughout the lands. In their “superiority”, the Istarians got caught up in the affairs of the world instead to those of the spirit and repeated the error of the ancient ogres: they suppressed the individual in favour of the good of the corrupt priesthood. Silvanesti grew increasingly antagonistic toward the arrogance of Istar; few others noted the signs of doom.

260-212 PC: The finest artisans in the world build the Temple of Istar to the glory of the Kingpriest.

250-100 PC: Kingpriest represses dissenters. Elves, disgusted at human arrogance, withdraw to their woods.

Istar began to repress independence and anyone who did not agree with the policies and divinity of the Kingpriest. The elves, reaching a breaking point in their disgust with the arrogance of humans, withdrew into their forests and barred commerce with the outside world.



118 PC: The Proclamation of Manifest Virtue; loss of Istarian clerical magic.

The Kingpriest declared that Evil in the world was an affront to both gods and mortals. A rigid list of evil acts was created and those guilty of offences faced execution, duty in the gladiatorial arena or confiscation of property. Priests of Istar began to lose access to high-level spells. These priests became the Kingpriest's enforcement squad.

94 PC: The Kingpriest begins exterminating "Evil" races.

An addition to the Proclamation of Manifest Virtue by the Kingpriest makes it an offence to be an inherently evil creature and bounty hunter receive high bounties for members of these races.

80-20 PC: Istar is now the centre of religion. Wizards, perceived as threats to the Kingpriest, are hunted criminals.

Istar claimed itself the centre of religion, and all aspects of Istarian life required the approval of the priesthood. While the status of Istarian clergy rose, wizards were hunted as ungodly and uncontrolled. The priesthood lost all of its miraculous abilities.

41 PC: The Kingpriest plots his ascension to godhood.

19 PC: Siege of Towers of High Sorcery leads to two towers' destruction. Kingpriest exiles mages but claims Istar's tower. Tower at Palanthis is cursed.

Encouraged by the Kingpriest, the people of Krynn laid siege to the Towers of High Sorcery in the Lost Battles. Two of the towers nearly fell into the hands of the uninitiated. Unwilling that novices should unleash the fury of magic, mages destroyed the towers in Daltigoth and the Ruins. Fearful of rampant, unordered magic wielders that might arise if all five towers were destroyed, the Kingpriest granted the mages safe passage to exile if they left the remaining towers intact. The Kingpriest took the Tower of Istar for his abode.

The Tower in Palanthis was cursed by a Black Robe who flung himself off the ramparts, impaling himself on the silvery gates declaring that none would occupy the Tower until the "Master of the Past and the Present" returned. The Tower at Wayreth remained with the wizards as it was too remote to be of any use to Istar.

6 PC: The Kingpriest issues the Edict of Thought Control: Evil thoughts equal Evil deeds.

The Kingpriest asserted that evil thoughts equated to evil deeds. The priesthood used renegade mages to cast detect thoughts spells at random on all Istarian subjects. A reign of terror and degeneration ensued.

1 PC: Kingpriest tries to elevate himself to godhood; deities call their true priests home. Lord Soth, given the chance to prevent the impending Cataclysm, refuses.

The Kingpriest tried to elevate himself to godhood and command the other gods. He used their gifts to the world to control them. The gods were wrathful. True priests disappeared from the world. The gods sent thirteen signs to warn the people of the coming Cataclysm. The Solamnic Knight Lord Soth, although given the chance to save Krynn from the Cataclysm, refused. On the thirteenth day of Yule, the third of the New Year, the sky burned and a fiery mountain fell from the heavens. It dragged Istar to the depths of the ocean.

0: The Cataclysm. A scroll penned by Bertram, Astinus' assistant details the thirteen omens and physical signs of the cataclysm upon Krynn:

- ✂ The gods shall withdraw their hands from the world, and man shall face his doom alone.
- ✂ The sky shall lament and beat the earth with its tears and cries of anguish.
- ✂ Fear shall visit the land.
- ✂ Light shall be devoured. Hope shall flee.
- ✂ Darkness and despair shall be rekindled.
- ✂ The flame shall die on the hearth.
- ✂ The plains will be cleansed.
- ✂ Brother shall turn against brother.
- ✂ Knowledge shall be veiled.
- ✂ Our children will bleed for our sins.
- ✂ Nature shall turn against man in outrage.
- ✂ The bounty shall end, and the blood of the land will wash the blot from the earth.
- ✂ Finally, the very earth shall awaken!

"The sky turned a sickly green; a cyclone pelted the city of Istar with a rain of marble for a week, destroying part of the Temple of Istar. A pall spread over Balifor and Hylo, sending the fearless kender covering in terror. The sky at night was black as Nunitari, and extinguished the bright candles of Lunitari and Solinari.

The black flame, destroyer of life, awakened once again in the halls of Thoradin. Firewood in Solamnia failed to light in the hearth. Brush fires raged across the plains of Abanasinia. Lord Soth broke from the Solamnic Knights, who pursued, laying siege to Dargaard Keep.

A white mist made it impossible for the scribes at the Great Library in Palanthis unable to see their work. The trees of Silvanesti wept blood. Herds of animals rampaged across Qualinesti.

Red tides washed through the streets of northern ports; no fish were caught. The Lords of Doom near Sanction in the Khalkist Mountains and many other dormant volcanoes rained fire upon the land."

The Age of Despair

A fiery mountain is launched upon Istar, driving it to the depths of the newly created Blood Sea. The Temple of the Kingpriest itself is transported to the Abyss. Ergoth is split from the main continent and into two islands; central Ansalon is flooded created New Sea; the seaport of Tarsis in the south is stranded in the centre of what will become known as the Plains of Dust. Balifor is inundated with water, which recedes creating a desert. All creatures hide in mortal terror. The Cataclysm marks the beginning of the Fourth Age. Dates are referenced by Alt-Cataclian reckoning-after the Cataclysm.

The Time of Darkness

1-300 AC: Famine and plague of the Shadow Years; persecution of the Knights of Solamnia; appearance of Zakhar dwarves in Thoradin; beginning of the Seeker movement.

3-140 AC: Takhisis finds Temple of Istar in the Abyss.

The Temple of Istar was not destroyed, but gated to the Infernal Realms where Takhisis found it. For years she pondered the possibilities, sending agents abroad through Krynn to gauge the opportunities in the world.

39 AC: The Dwarfgate War ensues when the dwarves of Thorbardin bar their gates against refugees.

The men and hill dwarves of Xak Tsaroth fled southward, seeking refuge in Thorbardin. The mountain dwarves barred their gates and turned back the refugees with sword and spear. Then the evil mage Fistantilus from his magical fortress of Zhaman in the shadow of the mountains organized the refugees into an army. From there, he waged war on Thorbardin. When at last his defeat was certain, he unleashes four great spells, killing many dwarves and humans, as well as causing Zhaman to collapse, creating the Skullcap.

141 AC: Using the Foundation Stone from the ruined Temple of Istar, Takhisis opens a gateway to Krynn.

Using the Foundation Stone from the ruined Temple of Istar, Takhisis opened a gateway back to Krynn. She carried the Stone from the Blood Sea and planted it in the remote vale of Neraka. There, it will eventually grow into a dark version of the Temple of Istar.

142-152 AC: Takhisis wanders the land awakening Evil dragons, and then returns to the Abyss to gather her forces.

For ten years, the Dark Queen wandered the lands in disguise. She delved into the remote netherlands and depths of Krynn to find and awaken the Evil dragons and prepare them for her dark

work. Then she returned to Neraka and, from there, to her home in the Infernal Realms in the Abyss.

157 AC: Berem and Jasla discover the Foundation Stone and inadvertently close the gate.

The young hunter Berem and his sister Jasla discovered the Foundation Stone. Berem coveted the gems in the stone and pried one loose while Jasla counselled him against it. They struggled and Jasla struck her head on the foundation stone. She died. Fearing discovery, Berem fled with the gem hidden in a pocket of his tunic. The gem bonded with the man's flesh, becoming imbedded in his chest. Jasla's spirit was drawn into the Foundation Stone, occupying the void left when Berem stole the stone.

210 AC: Takhisis discovers she is trapped in the Abyss.

Because the Foundation Stone stood incomplete, Takhisis could no longer use it as a gate. Her sleepless senses searched through the land to discover the reason for the stone's dysfunction. She soon tracked down Berem and learned of his capricious acts.

287 AC: Evil dragons steal the Good dragon eggs.

Evil dragons raided the homes of Good dragons and stole their eggs. They hid the eggs beneath the flaming mountains called the Lords of Doom, around Sancton.

296 AC: Takhisis forces the metallic wyrms to swear not to interfere with her upcoming war.

Takhisis awakened the Good dragons and presented them with an ultimatum. They would remain out of the coming war that Takhisis had planned, or have their precious eggs crushed. Knowing they could not hatch such a store of eggs for another century, the Good dragons swore non-involvement in the coming war. Takhisis promised the return of their eggs once the war had concluded.

300-320 AC: Minions of Takhisis seek Berem in vain.

Takhisis sent secret minions and worshippers to search for the gemstone man. She needed him to complete the Foundation Stone so that she could reenter the world. Berem fled from Takhisis, entering Tarsis and Barter and Thorbardin. In the last of these, he was caught by Daergar and thrown in a dungeon to rot. But the gem sustained Berem for nearly fifty years in the dark. In those dungeons, not even the Dark Queen could find him.



The Time of Dragons

332-340 AC: Evil dragons ally with Dragon Highlords.

At their queen's direction, the Evil dragons formed an unholy alliance with wicked men and ogres. These barbaric men and brutal ogres became the dragons' commanders and masters. The Highlords, as they were called, proved as willing and able to torture their own forces as well as those they conquered.

337 AC: The Evil of the Foundation Stone spreads to nearby lands.

The blight of darkness in Neraka verged into the neighbouring nations. Takhisis established the lava-besieged town of Sanction as her major port city. The Evil humans and humanoids of Estwilde became reluctant reserves for the Dark Queen's armies.

341 AC: Neraka offers an alliance to neighbouring realms.

The dragonarmies offered alliance to the lands of Kern, Khur, Blöde, and the Pirate Isles, an offer they swiftly accepted knowing refusal meant death.

342 AC: Draconians are created from corrupted eggs of Good dragons.

Takhisis taught the black robed Dracart and her Evil priest Wyrlish the ceremony for creating draconians with the help of the Red Dragon Harkiel. By corrupting the stolen eggs of Good dragons, the mage and priest raised dozens of dragonmen from a single egg. The first to be created were the baaz and the kapak; the bozak, sivak, and aurak came later.

343-347 AC: Dark generals train dragonarmies as well as human rogues, goblins, hobgoblins, and ogres.

Takhisis and her generals trained their army of human rogues and cutthroats, goblins, hobgoblins, and ogres. Violence occurred among the allies of Evil, fights that weeded out the weak. At last Takhisis judged her troops ready.

346 AC: The future Heroes of the Lance begin their search for any sign of the lost gods in the world. Kitiara joins the Blue Dragonarmy.

348 AC: In spring, the Dragonarmies poured eastward from the Khalkist Mountains to overrun Nordmaar and Balifor and to threaten lands beyond. Silvanesti accepted emissaries of the Highlords, who promise not to invade the elven forest.

349 AC: Silvanesti is betrayed. Dragonarmy turns west.

A flight of green dragons turns south on a "routine patrol" and attacks Silvanesti's northern border. Casualties are heavy on both sides. Elves lure their foe into ambush. Takhisis commit the rest of her troops to the battle and the forest border is ravaged.

Supplies low, the elves retreat to Silvanost, where they stood a good chance of outlasting the siege.

However, the Speaker of the Stars, King Lorac of the Silvanesti, had become enchanted by the Dragon Orb of Istar, an artefact he had rescued from the lost city before the Cataclysm and thus orders the evacuation of Silvanesti. The elves flee in ships, heading for southern Ergoth. On the last day of the year, when the dragonarmies reached the edge of Silvanost, Lorac commanded the Orb to destroy the dragons. Instead, the Orb seized control of Lorac's mind. Fuelled by the Green Dragon Cyan Bloodbane, the Orb transforms Silvanesti into the nightmares of Lorac's mind. The Dragonarmy abandons its conquest of the great forest, which had grown worthless and corrupt.

350 AC: Evil Rearms Itself.

Licking its wounds, the dragonarmies rebuilt their forces from the Evil folk they had conquered. Takhisis controlled all of eastern Ansalon, save Saifhum. The minotaurs of Mithas and Kothas harried the retreating Silvanesti refugees.

351 AC: Evil Turns West. Solammnia, Abanasinia and Plains of Dust attacked.

With the coming of spring, the dragonarmies began skirmishes on Solammnia's eastern border. The Blue Army struck across the Dargaard Mountains, aided by goblins. The Knights of Solammnia, in recent disarray, could not repel the attack. The Blues occupied Kalaman, Hinterlund, and Nightlund as well as Dargaard Keep. They pressed the borders of the Plains of Solammnia and Gaardlund.

Lemish betrayed humankind, opening a door in the south for the dragonarmies to enter Solammnia. The dwarves of Kayolin, however, proved an insurmountable bulwark against the advancing dragonarmies. By autumn, the Knights responded and Solammnia became entrenched. The

Red Army led an amphibious flanking assault along New Sea and across the Plains of Abanasinia. The barbarians fell to their advance and the war verged upon Qualinesti. The Qualinesti elves fled to join their cousins in Southern Ergoth, but not until first delaying the foe's advance. The dragonarmies marched against the dwarven kingdom of Thorbardin, laying siege to its northern gate.

A wing of the Blue Army then struck south around New Sea to Tarsis and the Plains of Dust. They marched then toward Kharolis to cut off all retreat for the dwarves. By year's end, much of Ansalon had fallen beneath the dragons' shadow.

352 AC: The Whitestone Council convenes.

Representatives of the surviving nations gathered on Sancrist at Whitestone Glade and forged an uneasy alliance. The secret of the dragonlances was rediscovered and these supreme weapons began to be forged anew.

With the arrival of spring, the Blue Dragonarmy besieged the High Clerist's Tower in Palanthas. The Knights, using the new-forged dragonlances for the first time, repelled them.

A special force made a surprise stab at Sanction and discovered the blackmail that kept the Good dragons out of the war. With the aid of the silver dragon D'Argent and the copper dragon Cymbol, the special force rescued the Good dragon eggs. The Good dragons swiftly entered the war.

In the summer, the armies of Whitestone began to strike back. They reclaimed much of fallen Solamnia. The dragonarmies responded by bringing five flying castles into the battle. But already the dragon alliances and conquests were slipping away. The siege of Kalamon by Whitestone forces marked the beginning of the end.

Released from years of imprisonment in the dwarven kingdoms, Berem, the gemstone man, was sighted again. Takhisis moved agents to find and capture him. Thus, she might open the gates of the Infernal Realms and bring her armies of dread to reinforce the flagging dragonarmies. But Berem constantly evaded her best efforts.

In a desperate ploy, Whitestone forces marched across the Estwilde and assaulted the vale of Neraka, stronghold of Takhisis's might. The Heroes of the Lance, by Fate's hand, found Berem and journeyed to Neraka. Flint Fireforge dies during the journey. As Evil rallied its forces around the crippled form of the dark Temple, Berem reunited the gem with the Foundation Stone. Whole, at last, but now inextricably linked with Jasla, the Temple healed itself. Then, as Jasla's spirit fled the stone, the Temple crumbled. Takhisis's gateway was destroyed.

Evil turned in on itself. The weak alliances of Evil fought over the Crown of Rulership, dropped by Ariakas when slain by Tanis Half-Elven. The War of the Lance faltered to an end.

353 AC: The War of the Lance Ends. The Dark Queen's armies flee to remote corners of Ansalon. The dragons retreat. A group of draconians steal good dragon eggs before the end of Neraka and flee south.

The Present

The campaign starts in the late summer of 351 AC although individual DMs can use the River of Time to place their campaigns anywhere else in the prime temporal plane of Ansalon. *An Ansalonian Gazetteer* assumes the campaign is started in late summer 351 AC; if you wish to begin play in another time period you should modify certain sections of the setting accordingly. For instance, *Chapter Five: Geography of Ansalon* describes the nations as they stood in this period. Most of Eastern Ansalon was already conquered while the West remained free from the iron grip of war.

Future expansions will detail the changes both in the River of Time and in the continent as well as providing new classes, like the Knights of Takhisis in the upcoming *Chaos War* expansion.





From the chaos born you come... the glorious brilliance of the heavens surrounds you. And the first glorious being you encounter is a wizard fumbling about in his grey cloak. [...]

"So let's... hmhhh. This crazy wizard is my favourite aspect, but I see that is a bit difficult for you just now. Let's try something a bit more like what you would expect."

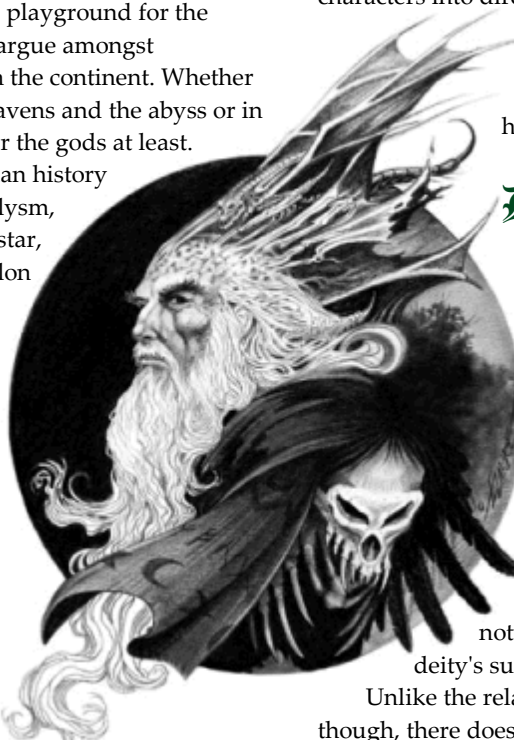
The old man's robes flare suddenly with striking rays of light. His form rises before you transformed into the shining brilliance of the greatest of benevolent dragons: Paladine.

—*DRAGONLANCE Adventures*

Ansalon has been from the start, a playground for the gods. They constantly bicker and argue amongst themselves to gain more power on the continent. Whether their battles occur between the heavens and the abyss or in the continent itself is irrelevant, for the gods at least. The most recent event of Ansalonian history of divine intervention is the Cataclysm, when a fiery mountain fell upon Istar, the metropolis and centre of Ansalon in the Age of Might.

Despite what most thought, the gods never left Krynn. They remained quiet and watchful, always watchful. Takhisis made the first move but was soon followed by the other evil powers. Now Ansalon needs the knowledge of the true gods of Good if it wants to survive the upcoming confrontation between the forces of Good and the minions of Evil. And ever watching, the gods of grey wait for the balance to tilt, for the universal equilibrium to sway to one side.

The powers presented in this chapter are the creators of the world and ultimately, the final judges of every soul. Even non-believers find themselves face-to-face with the deity of the mortals' alignment when they perish.



Running Divine Beings

When deities deign to notice or intercede in the lives of mortals, it is the DM who must play their roles. Running a god is a far greater challenge than assuming the role of a sage, merchant, or talkative monster. The players will pay careful attention to the words and actions of divinities, so the DM must make sure he or she thoroughly understands the deities and be careful to present them in a special light.

The most important principle in having gods in a fantasy role-playing campaign is to use them judiciously and sparingly. It is certainly possible to run a high-level role-playing game in which the gods commonly appear for the purpose of helping heroes. But such a campaign would not be called DRAGONLANCE.

DRAGONLANCE characters are heroic not because of the tremendous powers they might or might not accumulate, but because of the terrible risks they take in the face of imminent death. To use a god to save characters from those risks time and time again is to sully the heart of the campaign.

On the other hand, neither are the gods super-powerful monsters. Most of them are capable of destroying a mortal at the merest whim. To set the characters into direct conflict with a deity is, almost

always, to ensure a quick and inescapable death for the individual concerned; not much fun, no matter how one looks at it.

Deities and the Campaign

For the most part, the relationship between the gods of Krynn and player characters is of the same magnitude as that of men to ants. While the gods are certainly aware of the existence of men, and occasionally find them interesting or annoying, men hardly merit all of their attention. If a man is foolish enough to irritate a god, he will almost certainly be noticed; and then quickly crushed by the deity's supernatural finger.

Unlike the relationship between men and ants, though, there does seem to be something more vibrant in the association between a god and his worshipers. The exact nature of this connection, unfortunately, remains a mystery far beyond the comprehension of mortals and (some say) immortals alike.

Another interesting aspect of the gods is that they cannot be killed in their home planes. This means that no

TABLE 7.1: DEITIES BY RACE

Race	Deities
Human	Any
Half-Elf	Any
Elf	Mishakal, Paladine, Branchala*, Chislev, Gilean
Dwarf	Reorx*, Paladine
Gnome	Reorx*, Sirrion
Kender	Branchala*, Habbakuk, Chislev, Gilean, Reorx
Minotaur	Kiri-Jolith, Sargonnas*, Zeboim
Irda	Mishakal*, Zivilyn

* This is the most commonly worshipped deity of this race

mortal may ever travel to the god's home plane and dispose of the deity. She might be capable of inflicting enough damage to drive off or dissipate a god, especially if she is wielding an artefact, but the god will always recover from its damage. Needless to say, gods that have been attacked, and especially injured to such an extent, will not be very happy with the responsible mortal. More often than not, they will deal with such fools quickly, and permanently. Fortunately, for such daring and unwise mortals, even finding a god is no easy matter. The gods of Krynn inhabit the outer planes and they cannot enter the Prime Material Plane in their true forms, for this plane is the focus of so much divine attention. A deity may be allowed to come to the Prime Material Plane in its true form if a mortal is foolish enough to open a portal to the deity's native plane, go there and return to the prime leaving the portal open. A deity entering the Prime Material Plane in its true form is vulnerable to powerful mortals and can therefore be killed.

The Gods of Ansalon

Each entry provides the necessary information to properly role-play the deities of DRAGONLANCE. There are no statistics for the powers and abilities of the true gods listed anywhere in this book. This is because the power of the gods is such that it is impossible to quantify it. Statistics quite simply become meaningless when dealing with the gods. Nevertheless, some gods are more powerful than others.

In DRAGONLANCE, the gods are divided into two different statures: Greater & Intermediate. Although there aren't any in Krynn, in other worlds there are Lesser and Demigods as well. Because DRAGONLANCE rests in the eternal balance of forces, if a god should ever die, another mortal will surely rise to replace it. Such occurrence is still yet to be seen.

Unlike in other worlds priests must worship one these twenty-one deities to receive divine magic and abilities. However, the ethic part of the priest's alignment (Lawful vs. Chaotic) doesn't need to match with the patron deity, although only a Good priest may worship a Good deity, Neutral priests must worship a Neutral god and Evil priests can only follow Evil gods.

Those that worship false gods or those that stray from the narrow path of holiness (or un-holiness) become heathen priests. See *Chapter Two: Ansalonian Heroes* and *Chapter Six: Characters & Organisations* for more information on priests and the churches.





Branchala

Song of Life (Intermediate God)

Symbol: Bard's harp
Colours: Yellow and green
Constellation: The Harp
Alignment: Neutral Good
Portfolio: Music, beauty, forests, elves and kender
Domains: Good, Luck, Song
Favoured Weapon: Leaf Blade (rapier)

Elves and Kender consider the Bard King the highest god and they usually depict his holy symbol as a flute instead of the harp. Priests of Branchala pray for spells at dawn. Other Names: The Bard King, Songmaster (Goodlund), Astra (Qualinesti), Astarin (Silvanesti), Bran (Ergoth), Gardener (Mithas), Bardilun (Thorbardin).

Chemosh

Lord of Death (Intermediate God)

Symbol: Yellow skull
Colours: Black and sickly yellow
Constellation: The Ram's Skull
Alignment: Lawful Evil
Portfolio: Undead, necromancy, nemesis and ravagers
Domains: Death, Evil, Plant
Favoured Weapon: The Reaper (scythe)

Chemosh is patient and commanding. Like his minions he too can wait for the opportunity to strike at Good. Unlife does have its advantages after all. Priests of Chemosh pray for spells at dusk. Other Names: Aeeth (Ergoth), Dron of the Deep (Tarsis), Chemos Joton (Icewall), Khemax (Thorbardin), Lifebane (Mithas), Orkrust (Hobgoblins).

Chisleb

The Beast (Intermediate Goddess)

Symbol: A feather of brown, yellow and green
Colours: Brown, yellow and green
Constellation: None
Alignment: Neutral
Portfolio: Nature, wilds and beasts
Domains: Animal, Healing, Plant, Protection
Favoured Weapon: Green Protector (shortspear)

Chisleb does not have a readily recognizable constellation because her celestial symbol is her planet. Priests of Chisleb may decide when they wish to pray for spells. Priests can only channel positive energy thus they can only turn undead. Other Names: Wild One (Mithas), the Wilds.

Gilean

The Void (Greater God)

Symbol: An open book
Colours: Grey
Constellation: The Book
Alignment: Neutral
Portfolio: Knowledge, learning, truth and balance
Domains: Knowledge, Magic, Protection
Favoured Weapon: The Watcher's Cane (quarterstaff)

Gilean, the eternal watcher, occasionally intervenes through omens and his priests but prefers to see if mortals can achieve their goals on their own terms. Priests of Gilean can choose when to pray for spells. They can also choose between positive or negative energy. Other Names: Gilean the Book, the Grey Voyager, the Sage, the Gate of Souls.

Habbakuk

The Fisher King (Intermediate God)

Symbol: Blue Kingfisher
Colours: Deep blue and white
Constellation: The Phoenix
Alignment: Neutral Good
Portfolio: Animals, the sea, creation and passion
Domains: Air, Sun, Travel, Water
Favoured Weapon: Kingfisher's Helm (scimitar)

The Blue Phoenix or a giant blue dolphin also represents Habbakuk in Ergoth and sea-faring people. Priests of Habbakuk usually pray for spells in the early evening. Other Names: The Blue Phoenix (Ergoth, Silvanesti, Qualinesti), Skylord (Balifor, Goodlund), Sea Lord (Mithas).

Hiddukel

Prince of Lies (Intermediate God)

Symbol: Broken merchant's scales
Colours: Red and bone white
Constellation: The Broken Scales
Alignment: Chaotic Evil
Portfolio: Evil business practices, damned spirits, lies, ill-gotten wealth, broken promises, betrayal, greed and demons
Domains: Chaos, Knowledge, Trickery
Favoured Weapon: Viper's Teeth (dagger)

A cunning dealmaker, Hiddukel trades in living souls. Some say Hiddukel can even barter with Takhisis and come out ahead. Priests of Hiddukel pray for spells during twilight. Other Names: Betrayer (Mithas), Usk-Do (Hobgoblins), Hitax the Flaw (Thorbardin), M'Fistos (Istar).

Kiri-Jolith

Sword of Justice (Intermediate God)

Symbol: Bison's horns
Colours: Brown and white
Constellation: The Bison
Alignment: Lawful Good
Portfolio: Honour, glory, courage, heroism and war
Domains: Law, Protection, Strength, War
Favoured Weapon: Wisdom of Justice (longsword)

Kiri-Jolith's holy symbol in Thorbardin and in the Kharolis is represented by a horned battle-axe. Priests of Kiri-Jolith pray for spells before breakfast. Other Names: Corij (Ergoth), Kijo the Blade (Thorbardin), Jolith (Kharolis/Tarsis), Qu'an the Warrior (Uigan), Emperor (Mithas).

Lunitari

Veiled Maiden (Intermediate Goddess)

Symbol: Red circle or sphere
Colours: Red or magenta
Constellation: None
Alignment: Neutral
Portfolio: Neutral magic and illusions
Domains: Knowledge, Magic, Transformation
Favoured Weapon: Red Tear (dagger)

Lunitari does not have a readily recognizable constellation because her celestial symbol is the red moon orbiting Krynn. Priests of Lunitari receive their spells during the evening. They can choose between positive and negative energy. Other Names: Luin (Ergoth), Red-Eye (Goodlund), Night Candle (Thorbardin), Maid of Illusion (Mithas).

Majere

Master of Mind (Intermediate God)

Symbol: A copper spider
Colours: Copper and red
Constellation: The Rose
Alignment: Neutral Good
Portfolio: Meditation, control, inspiration and thought
Domains: Animal, Knowledge, Mind, Protection
Favoured Weapon: Mantis' Claws (unarmed strike)

Majere's holy symbol in Qualinesti and Silvanesti is a single rose and the Mantis in Solamnia. For purposes of the *spiritual weapon* spell, the "unarmed strike" favoured weapon is always considered to be from a medium-size creature. Priests of Majere can choose when to pray for spells. Other Names: Manthus (Ergoth), Mantis of the Rose (Qualinesti), Matheri (Silvanesti), Nadir the Dreamsender (Mithas).

Mishakal

Healing Hand (Greater Goddess)

Symbol: A blue infinity sign
Colours: Sky blue
Constellation: The Infinity
Alignment: Lawful Good
Portfolio: Healing, knowledge, fertility, life, beauty and blessing
Domains: Healing, Luck, Mercy, Protection
Favoured Weapon: Healer's Companion (quarterstaff)

Mishakal is Paladine's wife and advisor. Priests of Mishakal pray for spells after breakfast. Other Names: Ka-Mel-Sha, Healer in the Home (Kharolis/Tarsis), Mesalax (Thorbardin), Meshal (Icewall), Mishas (Ergoth), Quenesti Pah (Silvanesti), Quen Illumini (Qualinesti), Skymistress (Goodlund), the Blue Lady (Balifor, Hylo), Empress (Mithas), Bearer of Light, Light Bringer (Solamnia).

Morgion

Black Wind (Intermediate God/Goddess)

Symbol: A hood with two red eyes
Colours: Deep brown and black
Constellation: The Executioner's Hood
Alignment: Neutral Evil
Portfolio: Disease, decay, plague, weakness and plotting
Domains: Destruction, Evil, Healing
Favoured Weapon: Apocalypse (heavy flail)

Morgion despises all things healthy, striving to destroy or corrupt them with disease and decay. In Thorbardin Morgion is represented by an upside-down axe and in Hylo by a rat's claw. Priests of Morgion pray for spells just after noon. Other Names: H'rar (Ergoth, Istar), Gormion (Tarsis), Morgi (Icewall), Morgax the Rustlord (Thorbardin), Pestilence (Mithas), Anthrax Goatlord (Hobgoblins).

Nuitari

Devouring Dark (Intermediate God)

Symbol: A black circle or sphere
Colours: Black
Constellation: None
Alignment: Lawful Evil
Portfolio: Black magic and necromancy
Domains: Evil, Knowledge, Magic
Favoured Weapon: Bone Scraper (dagger)

Nuitari does not have a readily recognizable constellation because his celestial symbol is the black moon visible only to his priests and Wizards of Black Robes. Priests of Nuitari pray for spells just before mid-night. Other Names:



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

Paladine

The Dragon Lord (Greater God)

Symbol: A silver triangle
Colours: Silver and white
Constellation: The Platinum Dragon
Alignment: Lawful Good
Portfolio: Order, hope, light, rulership, guardianship and good dragons
Domains: Good, Law, Protection, Sun
Favoured Weapon: Mighty Protector (heavy mace)

Paladine is also represented by a pine tree by the Silvanesti and an anvil in Thorbardin. Priests of Paladine pray for spells after breakfast. Other Names: Draco Paladin (Ergoth), Skyblade (Goodlund), Dragonlord (Mithas), E'li (Silvanesti), Thak the Hammer (Thorbardin), Bah'Mut (Istar), the Great Dragon (Solamnia), Platinum Father (Dragons).

Reorx

The Forge (Greater God)

Symbol: A dwarven forging hammer
Colours: Slate grey and red
Constellation: None
Alignment: Neutral
Portfolio: Dwarves, smithwork, weapons and technology
Domains: Earth, Law, Strength, War
Favoured Weapon: The Iron Fist (warhammer)

Reorx does not have a readily recognizable constellation because his celestial symbol is his planet. Priests of Reorx pray for spells at dawn. They can choose between negative or positive energy. Other Names: Anvil (Elian), the Weaponmaster (Mithas), Reorx the Master (Gnomes), Reorx the Craftsman (Kender).

Sargonnas

Dark Vengeance (Greater God)

Symbol: A red condor
Colours: Red and black
Constellation: The Vulture
Alignment: Lawful Evil
Portfolio: Deserts, volcanoes, vengeance, destructive fire, destruction and intrigue
Domains: Destruction, Fire, Strength, Trickery
Favoured Weapon: Wings of Fury (greataxe)

In Thorbardin and in Istar of old Sargonnas was represented by a red fist. Priests of Sargonnas pray for

spells at dawn. Other names: Argon (Istar, Ergoth), The Firebringer (Hylo), Misal-Lasim (Tarsis), Gonnas the Willful (Icewall), Sargonax the Bender (Thorbardin), Kinthalas (Silvanesti), Kinis (Qualinesti), Destroyer (Mithas).

Shinare

Winged Victory (Intermediate Goddess)

Symbol: Griffon's wing
Colours: Gold, silver and brown
Constellation: None
Alignment: Neutral
Portfolio: Money, wealth, industry, freedom and power
Domains: Knowledge, Law, Luck, Protection
Favoured Weapon: The Eternal Tower (light mace)

Shinare does not have a readily recognizable constellation because her celestial symbol is her planet. Priests of Shinare pray for spells after breakfast and can choose to wield positive or negative energy. Other Names: Winged One (Silvanesti, Qualinesti), Silver Master (Thorbardin), Walking Liberty (Ergoth), Balance or the Scales (Mithas).

Sirrion

Flowing Flame (Intermediate God)

Symbol: Multi-coloured fire
Colours: Bright red and yellow
Constellation: None
Alignment: Neutral
Portfolio: Flame, natural power, change, alchemy and transformation
Domains: Chaos, Fire, Knowledge, Luck
Favoured Weapon: The Alchemist's Helper (dagger)

Sirrion does not have a readily recognizable constellation because his celestial symbol is his planet. Priests of Sirrion pray for spells in the afternoon and can choose between positive or negative energy. Other Names: Firemaster, the Alchemist, the Wizard (Mithas).

Solinari

Mighty Hand (Intermediate God)

Symbol: A white circle or sphere
Colours: White and silver
Constellation: None
Alignment: Lawful Good
Portfolio: White magic and abjurations
Domains: Good, Knowledge, Magic
Favoured Weapon: Pointed Justice (dagger)

Solinari does not have a readily recognizable constellation because his celestial symbol is the white moon orbiting Krynn. Priests of Solinari pray for spells in mid-morning.

Other Names: Solin (Ergoth), White-eye (Goodlund, Balifor), God's Eye (Thorbardin), Ivory Disk (Hyllo), Beacon (Mithas).

Takhisis

The Queen of Darkness (Greater Goddess)

Symbol: A black crescent
Colours: Black and iridescent black
Constellation: The Five-Headed Dragon
Alignment: Lawful Evil
Portfolio: Night, evil dragons, hatred and intrigue
Domains: Evil, Healing, Trickery, War
Favoured Weapon: Veil of Punishment (heavy mace)

Not even fools or children speak the name Takhisis lightly. Her name summons darkness, destruction, and death. Swathed in shadow and hatred, she desires only the domination and destruction of Krynn and its folk. Priests of Takhisis pray for spells after dusk. Other names: Dragon Queen (Ergoth, Silvanesti), Tii'Mut (Istar), She of the Many Faces (Hyllo), Mai-tat (Tarsis), Nilat the Corruptor (Icewall), Tamex the False Metal (Thorbardin), Lady Chaos (Mithas), Darklady (Ogres), Mwarg (Hobgoblins).

Zeboim

Darkling Sea (Intermediate Goddess)

Symbol: The shell of a sea turtle
Colours: Green and red
Constellation: The Sea Turtle
Alignment: Chaotic Evil
Portfolio: Sea, storms, tempests, weather, undead sea races and jealousy
Domains: Animal, Chaos, Water
Favoured Weapon: Guardian of the Depths (trident)

Zeboim the Sea Queen is the impetuous and volatile daughter of Takhisis and Sargonnas. Her unpredictable tempers make her a dangerous foe and lethal friend. Priests of Zeboim pray for spells just before dusk. Other names: Rann (Ergoth), Zyr (Tarsis), Zebir Jotun (Icewall), Bhezomiax (Thorbardin), Maelstrom (Mithas).

Zivilyn

Tree of Life (Intermediate God)

Symbol: A green or gold vallenwood
Colours: Green and gold
Constellation: None
Alignment: Neutral
Portfolio: Wisdom and contemplative nature
Domains: Knowledge, Plant, Sun, World
Favoured Weapon: Spiral of Thought (quarterstaff)

Zivilyn does not have a readily recognizable constellation because his celestial symbol is his planet. Priests of Zivilyn can choose when to pray for spells and whether to use positive or negative energy. Other Names: World Tree, Tree of Life (Qualinesti, Silvanesti), Wise One (Mithas).

The High God & Chaos

To the denizens of Ansalon gods have faces, symbols, and clearly defined attitudes. Both the High God and Chaos surpass godhood in the minds of the people of Ansalon and are mostly referred to as supernatural forces existing in the universe and as such there are no organised churches paying respect to either god although individuals may pray to them (mostly the High God).

The High God should not be role-played. He or she has withdrawn from Krynn, allowing the world to play out its fate. The High God acts through the natural forces of conflict, fate, and coincidence, remaining otherwise distant from creation. Although apparently aloof, the High God loves creation and would act to prevent its final destruction.

Chaos is the opposite. Chaos is intent on destroying all creation and thus only fools or lunatics would pray to it (like the High God, Chaos is genderless). Because of this neither god has priests.

Priest Domains

Here are the priest domains unique to deities in DRAGONLANCE campaigns. Adapted from James O' Rance.

Magic & Strength Domains

Because neither Mordenkainen nor Bigby exist in DRAGONLANCE, these named domain spells are no longer named in DRAGONLANCE campaigns thus the 9th level Magic Domain spell is called *Magic Disjunction*, and the 7th, 8th and 9th Strength Domain spells are named *Grasping Hand*, *Clenched Fist* and *Crushing Hand* respectively.

Mercy Domain

Deity: Mishakal. The domain of Mercy represents the light of truth, hope, and goodness that Mishakal shines upon her faithful.

Granted Power: You can cast *light* or *virtue* once per day.

Mercy Domain Spells

- | | |
|------------------------|-----------------|
| 1 Protection from Evil | 6 Heroes' Feast |
| 2 Aid | 7 Sunbeam |
| 3 Daylight | 8 Holy Aura |
| 4 Divination | 9 Miracle |
| 5 True Seeing | |



Mind Domain

Deity: Majere. The domain of Mind represents the mental and spiritual powers that a lifetime of meditation can bring.

Granted Power: You gain a +2 insight bonus to Will saves.

Mind Domain Spells

- | | |
|------------------|---------------------|
| 1 Remove Fear | 6 Dominate Person |
| 2 Calm Emotions | 7 Spell Turning |
| 3 Prayer | 8 Mind Blank |
| 4 Polymorph Self | 9 Astral Projection |
| 5 Atonement | |

Song Domain

Deity: Branchala. The Song domain represents the supernatural powers that a cleric of Branchala can imbue within his art.

Granted Power: You can cast Song domain spells without material components. Spells of this domain cannot be affected by the Silent Spell feat. Perform is a class skill.

Song Domain Spells

- | | |
|----------------|-------------------|
| 1 Charm Person | 6 Mass Suggestion |
| 2 Enthral | 7 Legend Lore |
| 3 Emotion | 8 Sympathy |
| 4 Tongues | 9 Mass Charm |
| 5 Dream | |

Transformation Domain

Deity: Lunitari. The domain of Transformation represents the supernatural powers of change and illusion.

Granted Power: You cast *change self* once per day.

Transformation Domain Spells

- | | |
|----------------------|------------------------|
| 1 Silent Image | 6 Animate objects |
| 2 Minor Image | 7 Simulacrum |
| 3 Major Image | 8 Polymorph Any Object |
| 4 Shadow Conjuration | 9 Shapechange |
| 5 Polymorph Other | |

World Domain

Deity: Zivilyn. The domain of World is granted by Zivilyn, who exists in all places and all times. It represents the natural world and the relationship between time and space.

Granted Power: You cast *guidance* or *know direction* once per day. Knowledge (nature) is a class skill.

World Domain Spells

- | | |
|-----------------------|--------------------------|
| 1 Endure Elements | 6 Liveoak |
| 2 Tree Shape | 7 Teleport Without Error |
| 3 Speak with Plants | 8 Reverse Gravity |
| 4 Freedom of Movement | 9 Time Stop |
| 5 Commune with Nature | |

Cosmology of Krynn

Krynn rests in the Material Plane but this is certainly not the only plane in existence. Planes are different areas of reality, each separate from the others, each bound by its own physical and magical laws. The planes exist outside our normal understanding of space and dimensions; each has properties and qualities unique to itself. The brief overview given here outlines the basic structure of the planes in the DRAGONLANCE setting.

Since they are without form or dimension, it is not possible to draw a precise road map of the planes and their relationships to each other. However, there is a structure and organization to them that can best be visualized as a series of planar hubs surrounding the Material Plane.

The Material plane can connect to any plane as long as a portal is opened. The most common gateways lead to the Ethereal plane through spells. Travelling to other planes requires transposing the Astral plane. Other times, when extreme conditions exist a vortex to one of the elemental planes can open. For instance, evidence has been found in one of Dracart's logs that a vortex to the Elemental plane of Fire may exist deep in the Lords of Doom.

The Elemental Planes: These planes (also called inner planes) are the building blocks of creation. They are the raw embodiments of everything found in the universe. It is believed they were created by the High God to aid Paladine, Gilean and Takhisis in their creation. As such, these planes are not governed by any deity, although many use them in spreading their influence and portfolio. For instance, Sirrion constantly visits the elemental plane of Fire. Some scholars theorize that Krynn is closer to air and water, which would explain in their view, why there aren't many landmasses or extensive volcanic activity in the world.

One thing that is common to all elemental planes is alignment, or lack of it. Unlike anywhere else, the inner planes and its natives are rarely (if ever) aligned with the forces of Evil, Good, Law, Chaos or even Neutrality, they just are. Although battles, great battles, erupt on the inner planes, the reasons for such conflicts are much more practical than those on the prime: they fight for their very existence not for petty idealism or a string of philosophy.

Another rule that is common to all inner planes is when *summoning* or *calling* elementals through the use of spells. It is impossible to call an elemental to a plane that is in direct opposition to the elemental. For instance, a water elemental cannot be *called* or *summoned* by a spellcaster on the elemental plane of fire.

Infinite freedom is in store for travellers to the plane of air, if they have some means to fly, that is. This plane can be imagined as the sky, without the earth to fall onto; thus travellers without flying capabilities (magical or natural) just fall eternally. Even creatures with a Fly speed or spellcasters with *levitate* must rest however, so it would be best to find some means to remain in this plane beyond a few hours. Gusts of wind and storms are not unusual

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All planes are accessible from the Material Plane except The Beyond which is barred to mortals. The Ethereal Plane coexists with the Material Plane.



Astral Plane

and the plane sports from no wind to full-blown tornados but for the most part the plane keeps itself with fine weather. Since there is no actual surface one can't measure altitude thus there isn't lack of air due to high altitude.


Opposing Earth, this plane has very little physical matter but it is rumoured that a flying citadel from the Age of Dreams was stranded on this plane and is constantly wandering through the air.

The Elemental Plane of Earth can be pictured as a solid ball of rock. Air is very rare because no matter how many caverns are dug the pressure of earth will collapse them sooner or later. Travellers will need some means to

dig or pass through solid rock and earth and to withstand the pressure thus regular creatures with a Burrow speed may not be able to survive here even though they can move. Opposing Air, this plane is relentless in its purpose to wink out the pockets of air through out it.

Fire can be described as an eternal flame consuming both air and earth. This plane, unlike air and earth is neither entirely empty nor entirely solid. The flame is not solid but there is ground to walk upon, burning ground that is. Also, even though there is air, few creatures would live past their first breath in this plane. Of the elemental planes, fire is the most inhospitable: the heat is so intense it





is considered above abysmal heat (see DMG page 86). Fire opposes water and travellers to this plane must also carefully study how to bring beverages to sustain them without them evaporating within seconds.

The plane of Water seems at first as a huge never-ending sea with two small exceptions: no matter how far down one swims, the bottom of this great sea cannot be grasped, for it does not exist; likewise, no one can hope to reach the surface. Because of this everyplace is at the same depth and thus there is no pressure to speak of.

Like the plane of Air, there are also small islands of solid matter floating in the midst of the plane that sustain several cities of sea elves and other aquan folk. Barring the elementals and hostile encounters with other natives, the only adversity of this plane to prime travellers is breathing. Although air is not lacking, it is not present in the form most common in the prime, instead it is a part of the plane. Its denizens are quite capable of extracting the air they require through gills like the common fish. The elemental plane of water has areas of calm water and areas of fast, rushing currents.

The Energy Planes: These two planes are the eternal poles of the universe. On one side we have the Positive Energy Plane, the source of all life forces, light and warmth. On the other we have the Negative Energy Plane, the source of entropy, darkness and cold. Like the elemental planes, these planes are not the domains of any particular deity and thus no one rules them but many deities draw from these planes. Mishakal usually visits the Positive plane while Chemosh uses the Negative to fuel its undead minions.

The Ethereal Plane: Co-existent with Krynnspace, the Ethereal plane has the same dimensions of the Crystal Sphere and permeates the Prime Material Plane. The ethereal plane is a misty realm of proto-matter. Nothing is solid on this plane. There may be small pockets or islands of matter but for the most part, the ethereal plane is barren.

Because the ethereal and the prime occupy the same space, beings on this plane can visualise the prime, although the appearance is hazy and garish-coloured. Still, ethereal beings cannot influence physical matter on the plane, for instance a person on this plane can pass through walls in the prime as if it was a ghost. Indeed, ghosts and other incorporeal undead exist on the ethereal plane, occasionally manifesting to appear to mortals and manipulate the prime. The reverse is not true, however, and beings on the Material plane cannot normally see into the Ethereal plane.

Also called the Realms of the Dead or Spirit World, this plane hosts the homeless or bound souls of the dead. Ghosts, Wraiths and other spirits also dwell on the ethereal plane sometimes, passing to the Prime Material Plane to become completely visible and affect the physical world.

In the Ethereal plane, there is no gravity. Movement is achieved by mental command. The grand majority of spells cast by beings on the prime cannot affect beings on this plane and vice-versa with the exception of force-

effects, like *magic missiles* and *wall of force*. Certain magic items and weapons can influence or hit and damage beings on the Ethereal plane. When two beings on the Ethereal plane interact, however, the same rules as in the Material, apply.

The Astral plane, also called the Heavenly Road, opens up to the other planes, connecting them like a big highway. This plane is a barren place with only rare bits of solid matter. The Astral plane leads everywhere and nowhere and it is watched over by Zivilyn, the god of wisdom. Unlike mortals, gods can, and regularly, visit other planes without traversing the Astral plane.

The Afterlife

When a mortal meets his or her demise, their soul departs the physical body and travels to the Ethereal Plane. There, the soul will wait for a servant of its patron deity to come and take her to the plane of her deity where she will spend eternity serving her god.

If a mortal has never shown belief in a particular god, his actions throughout life will be judged and he will be sent to the Plane of his alignment. Sometimes however, a soul can be forgotten or intentionally left to wander the Ethereal plane. Other times, the moment of death is so emotionally profound that a soul becomes restless and cannot journey to his destined plane. For instance, spectral minions are the result of souls who must remain behind until their work is finished.

The Beyond: An immortal plane of which very little is known. Most of the gods originally came from this plane. It is also the home of the High God and the final barrier between Krynn and the multi-verse. Since only the gods themselves can traverse this plane, no mortal can hope to see the High God.

The Outer Planes: The remaining planes are the homes of the gods, created by Reorx in the dawn of Time. Most of them are ruled by a single deity and these planes obey the whims of the god ruling over it. A few planes, like Arcadia and Hades are the domain of more than one god thus the plane cannot be directly controlled by a single deity.

Along with the powers that be, the planes are the eternal homes for their servants as well, Celestial Angels dwell on the Dome of Creation or the Elysium, while Celestial Unicorns play in the Happy Hunting Grounds. On the other hand, fiends and devils go about their unspeakable business in the fiendish planes of the Abyss and Baator.

In the list below details which deity or deities watch over each plane. Zivilyn does not have a home plane as he is everywhere thus makes the Astral plane his conduit. Solinari, Lunitari and Nunitari were banished from their home planes and now dwell on the border Ethereal keeping close watch over Krynn. Finally, both Chaos and

the High God live in the Great Beyond and have no residence in Krynn's cosmology.

The Abyss: Takhisis. The Queen of Darkness maintains a permanent portal to the Nine Hells.

Arcadia: Reorx and Shinare.

Dome of Creation: Paladine. A portal leading to Elysium is always open.

Elysium: Mishakal.

Gladshiem: Branchala. The Bard king created a portal to the Happy Hunting Grounds.

Hades: Morgion and Hiddukel. Despite being deities from the same pantheon, Morgion and Hiddukel constantly try to out do one another and would only reluctantly acknowledge the other's presence.

Happy Hunting Grounds: Chislev and Habbakuk. Even though they are of different alignments, Chislev and Habbakuk share the same passion for nature and frequently collaborate.

The Hidden Vale: Gilean.

Limbo: Sirrion and Majere. Sirrion and Majere craved their homes on this plane but they hardly interact with one another.

The Nine Hells (Baator): Sargonnas.

Pandemonium: Zeboim.

Twin Paradises: Kiri-Jolith.

Valley of Death: Chemosh.

The Abyss

Probably the next best-known plane is the Abyss, an immortal plane. There are a few links from the Abyss to the Material world, though perhaps the best well known is the Portal. This gateway was created during the age of dreams by the combined efforts of magic users of white, red and black robes. They attempted to create portals between the towers of high sorcery so that they could travel the continent of Ansalon quickly and would not have to use teleportation spells. They succeeded in making a portal, but the experiment went wrong and a link to the Abyss was created.

Fearing the consequences of what would happen if ignorant mortals could travel to the realms of Gods, they sealed the portal as best they could, decreeing that only a mage of the black robes and a white robed cleric could open the portal.

The Abyss could also be entered through the portal if someone inside willed that you do so, such as one who has entered before you or a God. It has also been entered by many other ingenious methods, such as building an invention to take you to other dimensions (Gnmish), or being in the basement of the temple of Istar when it was hit by a fiery mountain during the Abyss and being transported across planes of existence as a result.

The Abyss is perceived by mortals as a flat, dark, barren never-ending landscape. The land is featureless and completely black, and the empty sky is lit with a strange pinkish glow, as if the sun had just set. The Abyss can be travelled by conventional means, or by simply willing yourself to that location. Objects can also be willed into existence, but since it is the realm of Takhisis, the results can become warped in an undesirable manner. Mortals who enter the abyss and remain there will die, as their life force ebbs away from them and is not sustained as in the realm of mortals.

