Dungeons & Dragons Campaign Setting

DragonLance®

Campaign Setting

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with Jamie Chambers & Christopher Coyle

Campaign Setting

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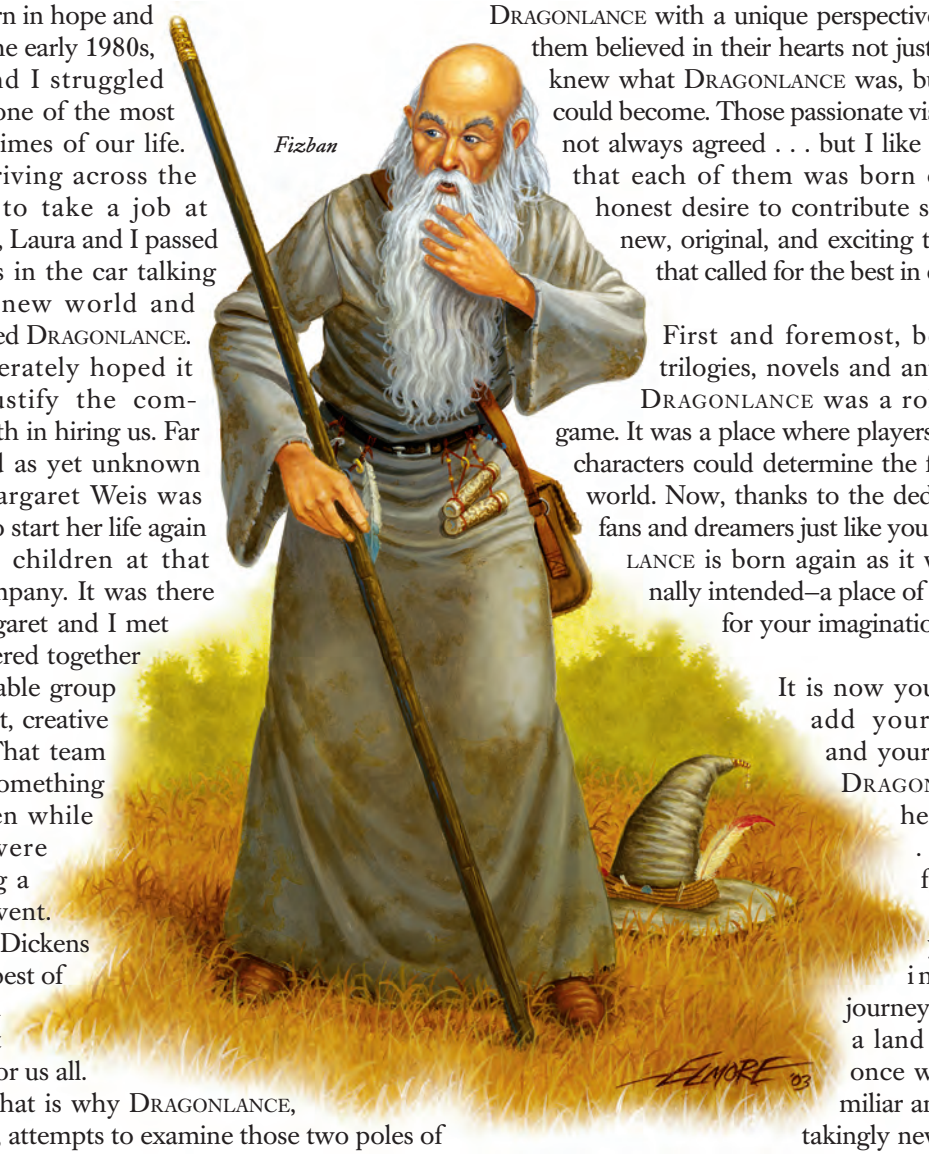
Foreword

by Tracy Hickman

Dear Friends,

Dragonlance lives in our imagination.

It was born in hope and pain. In the early 1980s, Laura and I struggled through one of the most difficult times of our life. While driving across the country to take a job at TSR, Inc., Laura and I passed the hours in the car talking about a new world and story called Dragonlance. We desperately hoped it might justify the company's faith in hiring us. Far away and as yet unknown to us, Margaret Weis was looking to start her life again with her children at that same company. It was there that Margaret and I met and gathered together a remarkable group of brilliant, creative people. That team created something great even while layoffs were becoming a regular event. It was, as Dickens said, the best of times and the worst of times for us all. Perhaps that is why Dragonlance, at its best, attempts to examine those two poles of light and darkness in our lives.



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That was over twenty years ago at this writing. Since that time, Dragonlance has been a wonderful, inspiring, emotional and occasionally frustrating part of all our lives. Dragonlance as an idea has lived a history every bit as chaotic, tumultuous, and adventurous as the stories and games that have been set there. Over the years, the dreamers, designers, writers, artists, and editors have come and gone–sometimes more than once–and Krynn lived on. Each contributor approached Dragonlance with a unique perspective. Each of them believed in their hearts not just that they knew what Dragonlance was, but what it could become. Those passionate visions have not always agreed . . . but I like to believe that each of them was born out of an honest desire to contribute something new, original, and exciting to a world that called for the best in each of us.

First and foremost, before the trilogies, novels and anthologies, Dragonlance was a roleplaying game. It was a place where players and their characters could determine the fate of the world. Now, thanks to the dedication of fans and dreamers just like you, Dragonlance is born again as it was originally intended–a place of adventure for your imagination.

It is now your turn to add your passion and your phoenix, Dragonlance is here reborn . . . waiting for you to discover your own imagined journeys through a land that is at once warmly familiar and breathtakingly new.

Travel well ... and when the path is darkest, may you light the way!

Est Sularus oth Mithas!

Tracy Hickman / Autumn, 2002

Introduction

Hear the sage as his song descends
like heaven's rain or tears,
and washes the years, the dust of the many stories
from the High Tale of the Dragonlance.
For in ages deep, past memory and word,
in the first blush of the world
When the three moons rose from the lap of the forest,
dragons, terrible and great,
made war on this world of Krynn.

Yet out of the darkness of dragons,
out of our cries for light
in the blank face of the black moon soaring,
a banked light flared in Solamnia,
a knight of truth and of power,
who called down the gods themselves
and forged the mighty Dragonlance, piercing the soul
of dragonkind, driving the shade of their wings
from the brightening shores of Krynn.

Thus Huma, Knight of Solamnia,
Lightbringer, First Lancer,
followed his light to the foot of the Khalkist Mountains,
to the stone feet of the gods,
to the crouched silence of their temple.
He called down the Lancemakers, he took on
their unspeakable power to crush the unspeakable evil,
to thrust the coiling darkness
back down the tunnel of the dragon's throat.

Paladine, the Great God of Good,
shone at the side of Huma,
strengthening the lance of his strong right arm,
and Huma, ablaze in a thousand moons,
banished the swarm of her shrieking hosts
back to the senseless kingdom of death, where their curses
swooped upon nothing and nothing
deep below the brightening land.

Thus ended in thunder the Age of Dreams
and began the Age of Might,
When Istar, kingdom of light and truth, arose in the east,
where minarets of white and gold
spired to the sun and to the sun's glory,
announcing the passing of evil,
and Istar, who mothered and cradled the long summers
of good, shone like a meteor in the white skies of the just.

Yet in the fullness of sunlight
the Kingpriest of Istar saw shadows:
At night he saw the trees and things with daggers,
the streams blackened and thickened under the silent moon.
He searched books for the paths of Huma,
for scrolls, signs, and spells
so that he, too, might summon the gods, might find
their aid in his holy aims, might purge the world of sin.

Then came the time of dark and death
as the gods turned from the world.
A mountain of fire crashed like a comet through Istar,
the city split like a skull in the flames,
mountains burst from once-fertile valleys,
seas poured into the graves of mountains,
the deserts sighed on abandoned floors of the seas,
the highways of Krynn erupted
and became the paths of the dead.

Thus began the Age of Despair.
The roads were tangled.
The winds and the sand storms dwelt in the husks of
cities, The plains and mountains became our home.
As the old gods lost their power,
we called to the blank sky
into the cold, dividing gray to the ears of new gods.
The sky is calm, silent, unmoving.
We have yet to hear their answer.

–The Canticle of the Dragon

Welcome, friend, to the world of Krynn. Step into the River of Time and let it carry you along its slow-moving current as it wends it way through the history of the continent of Ansalon. Be a part of that history, as you join the never-ending struggle between chaos and order. On Krynn, the gods of Good and Evil war eternally, joined in the battle by mortal beings such as yourself and Krynn's true children–the dragons.

You may journey with wizards as they risk their lives to take the test that can grant them great power. You may quest with brave knights to prove their honor and worth or discover heroes in ordinary people who fight for their homes and loved ones. Your travels will take you through lands of mysterious ruins populated by terrifying, creatures. You may fly on the backs of dragons in the service of your cause, be it good or evil.

The continent of Ansalon is a land of marvelous beauty with a rich and fascinating history. You can choose to fight on the side of good, serve the cause of evil, or work to maintain the balance of the world. You may restore lost knowledge to the people or search for powerful magical artifacts to aid your struggle. You will face the awesome power of enemy wyrms and soar the skies on the backs of the dragons that serve your cause.

Welcome to the DRAGONLANCE campaign.

Ages of Krynn

The history of the world of Krynn is recorded in the massive *Iconochronos*, penned by the immortal Astinus of Palanthas. Even during Astinus's mysterious absence after the Chaos War, the Order of Aesthetics continues his task and sees to it that

history is recorded. These volumes are kept in the Great Library of Palanthas and are available to all who are interested.

The history of Krynn is divided into ages, which separate the significant eras and characterize the time in which people live.

Age of Starbirth: An era known only in legend, song, and clerical scripture. During this time, the world of Krynn was forged and the mortal races were created.

Age of Dreams: A time of myth and legend, where mighty heroes of good battled evil and the people learned lessons that would prove important in later eras.

Age of Might: The forces of good were dominant in this period, when civilization reached its peak and the evil races were subjugated or driven back. In this era, the mortal races demonstrated tragic ignorance that ultimately spelled the end of their golden age.

Age of Despair: Plague, famine, and war marked this era. Peace could only be won at a terrible price. Yet this was also an age of rediscovery, in which the people of the shattered land reconnected with their past and reestablished their relationship with the deities. At the end of this age, the world was changed forever by the Second Cataclysm.

Age of Mortals: In the current age, the people of Krynn learn to direct their own future and discover that even the highest can be brought down and lowest can rise above all others. The main part of this book describes the world as it stands after the War of Souls.

World of Krynn

Only the most learned wizards, sages, and gnome scholars understand the true size and nature of the world and know much about lands other than their own. The wise believe that there are five major continents on Krynn, with many island chains dotting the vast oceans.

Ansalon

Ansalon is a small continent in the southern hemisphere of Krynn. The continent is roughly 1,300 miles from east to west and fewer than 1,000 miles from the arctic tundra in the south to the tropical climes near the equator in the north. Originally a large, unbroken land mass, Ansalon was fractured during the First Cataclysm, which caused some lands to sink beneath the ocean while new lands emerged from the sea.

During the Age of Might, the land was properly surveyed and mapped, but after the First Cataclysm this information became obsolete. Those in later ages who follow an ancient map might journey to a seaport that had been landlocked for a hundred years.

Even at the height of civilization there are vast miles of untamed wilderness, some of which have been taken over by goblins, ogres, or worse creatures. Dragons slumber in caves or keep watch from the tall mountain peaks.

Taladas

The continent of Taladas is far removed from Ansalon, so much so that those living on each continent lose all knowledge of the other by the middle of the Age of Dreams. Taladas is devastated by the First Cataclysm, which causes massive changes in the landmass. Jagged mountains run across the land like the spines on a dragon's back. In the center smolders a great lava sea, surrounded by a cooling land mass. The Taladan residents are of the same races as the people of Ansalon, though the cultures have evolved and progressed separately.

Dragon Isles

The Dragon Isles (incorrectly called the Isle of Dragons in certain sources) are the ancestral homes of the good dragons, where many of them dwell by choice. These Isles serve as their home after their self-imposed exile from Ansalon during the Age of Might and early Age of Despair.

Other Lands

Other lands unknown to the natives of either Ansalon or Taladas exist on Krynn, lying beyond the explorations of the even the bravest minotaur sailors or the fastest steam-powered gnome ships. These regions are remote and legendary, but can be exciting locations, completely cut off from knowledge of the greater world.

People of Krynn

The gods of Good, Evil, and Neutrality originally created three races to personify their values. This structure was forever altered by the power of Chaos, who created new races out of the old. While most races follow the tendencies inherent in their creation, each individual is free to choose his own destiny. Some elves turn away from the deities of Light and embrace darkness and evil, while some ogres reject the evil of their ancestors and strive toward righteousness. Humans, granted free will by the gods of Neutrality, chase their passions and find themselves drawn to either side, their shorter life spans urging them to seek glory while they can.

Civilized Races

Over the vast span of Ansalon's history, great civilizations have risen and nearly as many have fallen. The elves, who are able to trace their kingdoms back to the Age of Dreams, are nonetheless reminded more than once that nothing lasts forever. Humans build mighty empires and glorious cities as testaments to their greatness, their ruins

later standing as a reminder to beware of overweening pride. The dwarves delve beneath the mountains, building mighty kingdoms but often isolating themselves from the outside world. Gnomes continually tinker and build, forever obsessed with technology, too caught up in the present to remember the lessons of the past.

Other races are part of the civilized world as well, even if they are not acknowledged by their more numerous counterparts. Minotaurs, considered savages by humans and elves, channel their passions into building a society that promotes the strong over the weak. Sea elves form breathtaking cities of coral, unknown to those who live on land. Even draconians, once considered only as expendable shock troops, try to create a future for themselves in the Age of Mortals.

Things of the Wild

The ogres, an organized society in the early Age of Dreams, degenerate into savages who fall prey to lust and greed. Human nomads reject the "soft life" of cityfolk who dwell behind walls and seek to test themselves in the vast forests and deserts. Centaur tribes roam shadowed forests. Kender are everywhere, bright-eyed and curious.

Lesser wild races include goblins. Individually weak, they breed and develop so quickly that decimated goblin tribes rebound rapidly from near-extermination. Equally despised are the gully dwarves, who can be found in every ruin or sewer, thriving on environments abandoned by other races. Strange, lesser races, such as the thanoi (walrus-folk) exist in isolated regions, with little known about them in the greater world.

The Campaign

Over one hundred novels have been written about the DRAGONLANCE setting, describing its people, its glories, its tragedies, and its triumphs. This book cannot begin to cover in detail the extensive knowledge that exists about the world of Krynn, its people, and the rich tapestry of its history. Rather, the main portion of this book strives to give you all the information you need to begin a DRAGONLANCE game set in the Age of Mortals, after the War of Souls. Chapter 9 provides specific information for campaigns set during the War of the Lance (Age of Despair) and after the Chaos War (early Age of Mortals, before the War of Souls).

The most important step is to take this work and make the world of DRAGONLANCE your own. Your player characters are the heroes of your story.

Epic Fantasy

The world of DRAGONLANCE is one of high adventure, where heroes of myth and legend take on the forces of good and evil. Their stories are the subject of many novels, and can certainly be "played out" by groups who wish to do so. New adventures lie in the darkness, waiting for the Dungeon Master to bring them to light. Just as the flutter of a butterfly's wings in one place can stir up a hurricane in another, so the doings of your heroes may have unexpected impact on world events. Likewise, adventures may mean a great deal to individuals, even if they have nothing to do with the larger events going on all around them. As your heroes grow in power, allow them to become an important part of the living history of Krynn.

Conflict of Good and Evil

The forces of good and evil exist in balance, swinging back and forth like a cosmic pendulum. One may appear dominant for a time–such as when good predominated during the Age of Might or evil prevailed during the Age of Despair. But if this occurs, the great pendulum will swing once more.

Even the humblest people of Krynn are unwitting participants in this never-ending struggle, with individuals selected to champion the cause of the deities. The characters in a DRAGONLANCE campaign will have to choose sides (for even not choosing is a choice in itself). But men and women are not simply puppets dancing on the gods' strings, and even the greatest heroes possess flaws and weaknesses, just as the most corrupt villains may possess redeeming qualities.

The Influence of Krynn's Past

The world of DRAGONLANCE is an ancient place with a rich history. Secrets of the past may be lost for centuries but will eventually be rediscovered. Simple fables and nursery rhymes may reveal themselves to be important clues to the past. Mythical creatures can turn out to be all too real.

Where to Begin

Players of the DUNGEONS & DRAGONS game need the *Player's Handbook*, *Dungeon Master's Guide*, and *Monster Manual* in addition to this book.

Players beginning a DRAGONLANCE campaign should start by creating a DRAGONLANCE character. Since there are many possible campaign styles and eras of play available, it is important for players to discuss the campaign with their Dungeon Master to find out what races, classes, and other options are available to your character.

Players might want to read the timeline to understand history as it stands in the campaign and read the description of the lands as they exist in your era of play.

If you are a Dungeon Master starting a DRAGONLANCE campaign, you should read the material relevant to the locations and eras of play on which your campaign will focus. Chapter 6: The DRAGONLANCE Campaign is an excellent starting point.

Chapter One

From the north came danger, as we knew it would:
In the vanguard of winter, a dragon's dance
Unraveled the land, until out of the forest,
Out of the plains they came, from the mothering earth,
The sky unreckoned before them.
Nine they were, under three moons,
Under the autumn twilight:
As the world declined, they arose
Into the heart of the story.

One from a garden of stone arising,
From dwarf-halls, from weather and wisdom,
Where the heart and mind ride unquestioned
In the untapped vein of the hand.
In his fathering arms, the spirit gathered.
Nine they were, under three moons,
Under the autumn twilight:
As the world declined, they arose
Into the heart of the story.

One from a haven of breezes descending,
Light in the handling air,
to the waving meadows, the kender's country,
Where the grain out of smallness arises itself
To grow green and golden and green again.
Nine they were, under three moons,
Under the autumn twilight:
As the world declined, they arose
Into the heart of the story.

The next from the plains, the long land's keeping,
Nurtured in distance, horizons of nothing.
Bearing a staff she came, and a burden
Of mercy and light converged in her hand:
Bearing the wounds of the world, she came.
Nine they were, under three moons,
Under the autumn twilight:
As the world declined, they arose
Into the heart of the story.

The next from the plains, in the moon's shadow,
Through custom, through ritual, trailing the moon
Where her phases, her wax and her wane, controlled
The tide of his blood, and his warrior's hand
Ascended through hierarchies of space into light.
Nine they were, under three moons,
Under the autumn twilight:
As the world declined, they arose
Into the heart of the story.

One within absences, known by departures,
The dark swordswoman at the heart of the fire:
Her glories the space between words,
The cradlesong recollected in age,
Recalled at the edge of awakening and thought.
Nine they were, under three moons,
Under the autumn twilight:
As the world declined, they arose
Into the heart of the story.

One in the heart of honor, formed by the sword,
By the centuries' flight of the kingfisher over the land,
By Solamnia ruined and risen, rising again
When the heart ascends into duty.
As it dances, the sword is forever an heirloom.
Nine they were, under three moons,
Under the autumn twilight:
As the world declined, they arose
Into the heart of the story.

The next in a simple light a bother to darkness,
Letting the sword hand try all subtleties,
Even the intricate webs of the heart. His thoughts
Are pools disrupted in a changing wind-
He can not see their bottom.
Nine they were, under three moons,
Under the autumn twilight:
As the world declined, they arose
Into the heart of the story.

The next the leader, half-elven, betrayed
As the twining blood pulls asunder the land,
The forests, the worlds of elves and men.
Called into bravery, but fearing for love,
And fearing that, called into both, he does nothing.
Nine they were, under three moons,
Under the autumn twilight:
As the world declined, they arose
Into the heart of the story.

The last from the darkness, breathing the night
Where the abstract stars hide a nest of words,
Where the body endures the wound of numbers,
Surrendered to knowledge, until, unable to bless,
He falls on the low, the benighted.
Nine they were, under three moons,
Under the autumn twilight:
As the world declined, they arose
Into the heart of the story.

Joined by the others they were in the telling:
A graceless girl, graced beyond graces;
A princess of seeds and saplings, called to the forest;
An ancient weaver of accidents;
Nor can we say who the story will gather.
Nine they were, under three moons,
Under the autumn twilight:

As the world declined, they arose
Into the heart of the story.

From the north came the danger, as we knew it would:
In encampments of winter, the dragon's sleep
Has settled the land, but out of the forest,
Out of the plains they come, from the mothering earth
Defining the sky before them.
Nine they were, under three moons,
Under the autumn twilight:
As the world declined, they arose
Into the heart of the story.

–Song of the Nine Heroes

The universe stands upon a great triangle. This foundation has existed since the beginning of creation and will exist through the ages of time and until the end of the world. At one apex stands Good. At the second apex stands Evil. At the third apex is Neutrality. The deities align themselves into these positions in their effort to maintain the universe they brought into being. All races on Krynn have a place within this triangle.

After the creation of the world, the deities formed the first races: the elves, beloved of the gods of Good; the ogres, prized by the gods of Evil; and the humans, gifted by the Neutral gods to choose their own path. The deities created animals to populate the wilds and fulfill their roles in the world's natural order. Dragons were born from the world itself, from the heart and spirit of Krynn.

Chaos came to the world by way of the Graygem of Gargath, causing change wherever it passed. The Graygem warped and twisted animals and people into different forms. New humanoid races sprang from old, and even dragons–highly resistant to change–spawned rare and unusual variations. Thus kender, dwarves, centaurs, and minotaurs were created. Twisted and evil magic created yet another race–draconians.

Change continues to this day. No race remains static. All living beings must change as the world changes–or face extinction.

The races of Ansalon are rich and diverse. Every race and culture has a distinct identity and place in the history of the world. A Qualinesti elf can trace his family history back to its roots in ancient Silvanesti. A minotaur sailor knows the name of the clan hero who was the founder of the family. A kender can identify every cousin in the long line that leads back to Uncle Trapspringer.

A Dragonlance character should understand his place on the world, starting with his race. Characters can reinforce the stereotypes of their race, reject them, or ignore them completely. The development of a believable and memorable character depends on an understanding of the character's race and how others on Krynn view that race.

Humans

Humans were among the first races created by the gods. They represent the Neutral portion of the triangle, and thus they were gifted with the freedom to choose their own ethical and moral paths. Due to their short lifespans, humans are viewed by longer-lived races as ambitious and impatient, restless and dissatisfied with their lot in life. Humans live throughout Ansalon, with cultures so diverse that the differences between individual humans are as great as differences between elves and dwarves. A race of extremes, humankind keeps the great pendulum of history constantly swaying between good and evil, law and chaos.

Although each human culture differs from every other, a basic distinction can be made between so-called "civilized" human societies and the primitive, nomadic tribes. Both cultures believe their way of life to be superior to the other. City dwellers think of the nomads as ignorant savages, while the tribesfolk look upon city folk as soft and misguided.

Civilized Humans

Civilized humans make up the largest population on Ansalon and, consequently, represent amazing diversity. Such people are difficult to define as a group, since each community has its own personality and appearance. Jolly innkeepers, surly blacksmiths, and cunning alley-rats may all be encountered on any street in any city or village of Ansalon.

Civilized characters choose skills and feats that allow them to excel in their chosen occupations. Only seasoned travelers worry about survival in the wilderness.

Because they are so prolific and successful, human nations often come into conflict with other races. Despite such difficulties, many humans have worked throughout the ages to make peace with the other races–even as rival humans work to stir up conflict.

Unless otherwise noted, humans in the Dragonlance campaign are similar to humans as described in the *Player's Handbook*.

Humans of Ansalon

Civilized Human Racial Traits

Civilized humans have all the human racial traits listed in Chapter 2 of the *Player's Handbook* except as follows:

- Automatic Languages: Common and a regional language (see Languages of Ansalon in Chapter 6). Bonus Languages: Any.

Nomads

Long before humans built cities and walls, humankind lived in harmony with the wilderness. Now termed "primitives, barbarians, and savages," the nomads of Ansalon continue to live as their ancestors lived thousands of yeas ago, choosing to dwell in the harshest climes and most inhospitable lands. The nomads have conquered the mountains, plains, deserts, and tundras.

Personality: Nomads take fierce pride in their ability to survive in difficult places on their own terms. They are people of few words, feeling no need to waste their limited resources on meaningless conversation. Likewise, they tend to be extremely practical in their activities and decisions. They are slow to trust newcomers or make friends, but they treat those who earn their trust like family and will risk injury or death for those they consider friends. Nomads intuitively understand the natural world and respect the power of nature.

Nomad characters emphasize physical abilities to help them survive in harsh conditions, and choose skills and feats best suited for their environment.

Physical Description: The human nomads of Ansalon are slightly taller than their civilized cousins, standing between 5 1/2 to 6 1/2 feet tall. The nomads of the mountains, plains, and desert are noted for their bronze skin, black hair, and dark eyes, while the Ice Folk in the south have fair skin, light-colored hair (often red), and green or blue eyes. Nomadic people in general gain a "weathered" look from regular exposure to the elements that may make them appear older than they are. They are also lean and physically fit, even in old age.

Each tribe has its own customs for appearance and dress. Such customs are both a part of tradition

and practical for the environment. Mountain and plains nomads dress in form-fitting animal skins. The Ice Folk dress in thick furs to protect them from the cold. Desert nomads wear loose-fitting wool robes that protect them the desert heat by day and its chill by night. Most tribes make their own decorative jewelry worn by men and women, and tattooing is common as well.

Relations: Distrust of other races, including civilized humans, is deeply ingrained in the mind of every nomad. Even during the best of times, relations between tribes and outsiders are strained. Nomads respect elves–particularly Kagonesti–as a race that understands nature, but even then, nomads consider elves arrogant. Nomads make generalizations about other races, but they give individual members of those races the chance to prove themselves worthy of respect. Nomads inherently trust no one except members of their own tribe.

Alignment: Civilized people assume that nomads lean toward chaos, but, in truth, they maintain a balance between a rigid sense of tradition and a strong commitment to individual freedom, tending to neutrality with respect to law and chaos. Similarly, their pragmatic lifestyle also leads many nomads to choose neutral alignment with respect to good and evil, rejecting those extremes in their constant struggle to survive.

Nomad Lands: Nomads carve out homes even in the most inhospitable of regions. They take pride in surviving conditions that city-raised humans find intolerable.

Religion: Nomads often worship Chislev, a god who rewards respect and understanding of nature. During the eras in which the deities were absent, many nomad tribes reverted to ancestor worship or venerated unseen spirits of nature.

Language: Nomadic humans speak regional languages dependent upon their location, with varying dialects by tribe. Most tribal members also speak Common.

Names: Nomads take names that are descriptive of the person or a reflection of the natural

Nomad Languages and Names

All nomads learn a regional language in addition to Common. Nomads have varied naming conventions, though all share one trait in common: a name is something taken seriously. If misspoken, especially in jest, the nomad will be sure to take offense.

Desert nomads speak Abanasinian (Plains of Dust) or Khur (Khur desert). The nomads of the Plains of Dust follow the naming patterns of their Plains-dwelling cousins (see below). Male names among the Khur include Bardo, Cephi, Parlan, and Tamas. Female names include Aliza, Liri, Morta, and Talitha.

Mountain nomads speak Ergot (Northern Ergoth), Abanasinian (Kharolis), or Nerakese (Khalkist). Ergothian mountain nomads have male names that include Bosco, Hohbert, Mingo, and Torben; female names include Adelyn, Flora, Odila, and Timona. Kharolis mountain nomads have names similar to the Abanasinian Plains nomads, while those of the Khalkists are named similarly to the nomads of Khur.

Plains nomads speak Abanasinian. Male names include Arrowthorn, Hollowsky, Silverwolf, and Treewhistle. Female names include Clearwing, Pale-fawn, Starflower, and Tearsong.

Ice Folk speak their own exclusive tongue, often called Icespeak by northerners, which is distantly related to the Ergothian languages. Male names include Asmar, Grimur, Osvald, and Valdor. Female names include Aesa, Enola, Marit, and Teresa.

Frostreaver

All stood frozen except for Laurana.
Blind in a hot light flashing the crown of the mind
Where death melts in a diving sun
She takes up the Ice Reaver
And over the boil of wolves over the slaughter
Bearing a blade of ice bearing the darkness
She opened the throat of the wolf lord
And the wolves fell silent as the head collapsed.
–Michael Williams, Song of the Ice Reaver

Northerners scoff at the legends of Ice Folk chieftains wielding huge axes crafted out of glacial ice, but the *frostreaver* is a real weapon. During the War of the Lance, a *frostreaver* was used to slay the Dragon Highlord Feal-Thas.

The ice necessary to construct a *frostreaver* can be gathered only from a secret and specific place on the Icewall Glacier, where incredible pressure has compressed the ice for centuries, making it as hard as steel. The Ice Folk jealously guard the secret of crafting the *frostreavers.* The blades are painstakingly carved and sculpted, then anointed with the oil of thanoi blubber and other exotic ingredients to keep the ice solid, sharp, and strong. The *frostreaver* is a valued weapon used by the Ice Folk in their endless war against the thanoi.

In Cold or Extreme Cold conditions (40° F or colder), a *frostreaver* is a *+4 greataxe.* In Moderate or warmer conditions (more than 40° F), the *frostreaver* is only a *+1 greataxe.*

Moderate transmutation; CL 12th; Craft Magic Arms and Armor, Craft (weaponsmithing) 8 ranks, creator must be a cleric of at least 12th level; Price 22,720 gp; Cost to Create 11,520 gp + 896 XP.

world in which the tribe lives. Some names are unique to the languages and customs of the tribe, while others are indicative of the nomads' love of nature.

Adventurers: Tribal folk are very reluctant to leave their families and traditions behind, yet their strong sense of duty and inherent bravery serve them well when they venture into the greater world. Many nomad tribes have tests for their warriors involving quests that take them away from home. Such adventures can require a lifetime to complete.

Nomad Racial Traits

Nomadic humans have all the human racial traits listed in Chapter 2 of the *Player's Handbook* except as follows:

- Automatic Languages: Common and a regional language (see Nomad Languages and Names). Bonus Languages: Any.

Dwarves

The dwarves of Krynn are an industrious people, known throughout Ansalon as skilled builders and master artisans. Preferring to live below ground, many clans dwell under the mountains in mighty halls hewn out of the rock. Some dwarves, however, have moved into the foothills, choosing to interact with other races rather than shutting themselves off from the world.

All dwarves share the following characteristics, with variations by subrace as noted below.

Personality: To outsiders, dwarves can seem dour and taciturn, but that is their way with strangers. In truth, the dwarves are outgoing and gregarious when comfortable when among friends, quick to roar with laughter at a good joke. Even the more softhearted dwarves make an effort to maintain a gruff exterior, since tender emotions are rarely shared with others. Dwarves take tremendous pride in their beards, wearing them long and keeping them well groomed. Dwarves have an innate love of precious metals and gemstones, regarding their look and feel as important as monetary value.

Physical Description: Dwarves stand between 4 and 4 1/2 feet tall, with rare specimens approaching nearly 5 feet in height. Their bones and muscles are so dense, however, that they are much heavier than one would guess by appearance. They have light brown skin (though exact shades vary from clan to clan and family to family). Their hair ranges from brown to black to gray and (rarely) white. Dwarves have a wide vocal range, and even females vary from deep to high ranges. Dwarven rhythmic chants and songs use all ranges to create amazing effects.

Males have long, full beards, of which they are very proud and take great care. Females grow tufts of hair on their cheeks.

Relations: Dwarves do not get along with other races, having at least one objection to each. Gnomes are hard working, underground folk like dwarves, but their excitability and fast speech grate on a dwarf's nerves. Dwarves admire elves for their craft skills, but disdain them as arrogant, puny forest-dwellers. Humans may be productive, but dwarves consider them inconstant and untrustworthy. Kender have no redeeming qualities in the opinion of most dwarves. Dwarves believe that ogres, minotaurs, and draconians are evil creatures who should be destroyed.

Alignment: Dwarves are lawful and tend toward a neutral alignment. Adventuring dwarves are often good, and neutral toward law and chaos.

Dwarven Lands: The primary dwarven kingdoms are the mountain dwarven kingdoms of Thoradin and Thorbardin, though there are scattered dwarven communities across Krynn. Thoradin, in particular, has passed hands many times, from one dwarven race to another, and is currently in possession of the Daewar clan. Thorbardin's history is much more stable, since for centuries it was closed off to the outside world, though it too has recently seen troubles. Hill dwarves have established their own kingdoms, still harboring bitterness at the perceived betrayal of the mountain dwarves, who shut them out of the mountains so long ago.

Religion: All dwarves revere Reorx, the Forge, and believe they are a chosen people created in the god's image. Some dwarves turned completely from the deity after the Summer of Chaos, but these individuals are rare. The halls of the dwarves often ring with the oath, "By Reorx's beard!"

Language: Dwarven is a tongue that has remained quite consistent throughout the ages, with little variation. Hill dwarves and those from the dark kingdom of Thoradin have distinct accents, but are easily understood by other dwarves. Dwarves learn Common, as well as the language of their enemies (Goblin or Ogre). Many dwarves also learn Hammertalk, a method of communicating by a series of taps on stone walls.

Names: Dwarves all have a family name of which they are very proud, each family being part of a larger clan. Children are given individual names at birth, often in honor of a relative or ancestor. This creates confusion among outsiders when they encounter several dwarves with the same or similar names. Dwarves themselves have a passion for genealogy and can sort everyone out without difficulty.

Male Names: Barsh, Duncan, Granite, Isarn, Jasper, Kharzod, Mortar, Rolg, Stanach, Tarn.

Female Names: Amelista, Belecia, Garnet, Ivory, Jetta, Kelida, Mica, Obsidian, Perian, Ruby.

Clan Names: Coalblack, Drumwarden, Ironhammer, Slatebrim, Thorwallen.

Adventurers: Dwarves who adventure might begin on a quest for revenge, a search for stolen property, or travel to sell finely crafted wares. Since dwarves feel it is unnatural to venture far from the clan, dwarves who spend their lives adventuring may be regarded as addled by their peers and family.

Racial Traits: By subrace, below.

Mountain Dwarves

The dwarves of the mountain kingdoms existed apart from much of Ansalon throughout their history. Since their contact with the outside world often turns out badly, the self-sufficient dwarves are quick to shut their gates and seal off their halls to preserve the way of life that has sustained them since the Age of Dreams.

Mountain dwarves come from one of the following clans.

Hylar ("*Highest*"): This is the oldest of the dwarf clans, often considered the most noble. Their halls within the mountain kingdoms are the best appointed and always magnificent.

Daewar ("*Dearest*"): Another highly respected clan, the Daewar produce many important warriors and leaders. They are known for their excellent fighting prowess and often work in conjunction with leaders of the Hylar clan.

Klar: The Klar were a clan of hill dwarves who were trapped inside Thorbardin during the Cataclysm and not allowed to leave the mountain kingdom when the dwarven kingdom was sealed from the inside. As a clan, they are known for wild-looking eyes and wiry beards, though in truth their reputation as madmen is largely undeserved. The mountain dwarves subjugated them as suspected Neidar sympathizers during the Dwarfgate War (another unfairly leveled charge) and since that time they have survived as a servitor clan. They are known as fierce combatants and loyal friends. Though their position of servitude may be unjust, many unflaggingly support their Hylar masters.

Mountain Dwarf Racial Traits

Mountain dwarves have all the dwarven racial traits listed in Chapter 2 of the *Player's Handbook* except as follows:

- Automatic Languages: Dwarven and Common. Bonus Languages: Giant, Gnome, and Hammertalk.

Hill Dwarves

Hill dwarves have left their underground halls to practice their skills in the greater world. Hill dwarves share the traits of their mountain dwarf cousins, but are a bit more accepting of other races and cultures.

All hill dwarves are of the *Neidar* ("*Nearest*") clan. A longstanding, bitter feud exists between hill dwarves and mountain dwarves, dating back to the Cataclysm. The hill dwarves accuse the mountain dwarves of having shut the doors of Thorbardin on them when the Neidar sought refuge following the Cataclysm. In their defense, the mountain dwarves claim that they had resources enough to feed only their own people and that, if they allowed the hill dwarves into the mountain, they all might have starved.

Hill Dwarf Racial Traits

Hill dwarves have all the dwarven racial traits listed in Chapter 2 of the *Player's Handbook* except as follows:

- Automatic Languages: Dwarven and Common. Bonus Languages: Elven, Goblin, and Ogre.

Outcast (Fatherless) Dwarves

A dwarf who is 'Cast Out' is forever banished from his home and his clan. He becomes an exile, a wanderer over the face of the land. A Cast Out may be taken in by another clan in some other part of Ansalon, but he will have no voting rights within the clan, will be viewed as essentially living on its charity.

–Margaret Weis and Don Perrin,
The Doom Brigade

Outcast, or "Fatherless," dwarves have been ejected from their clan and their home. A dwarf's connection to family and clan is so strong that he feels it in his bones. Being Cast Out is a punishment worse than death. Indeed, some dwarves kill themselves rather than face life alone.

Mountain dwarves can be Cast Out only by the ruling of the High Thane, although the accusations against a dwarf can be brought by anyone. (Any dwarf suggesting to the council that another dwarf should be Cast Out has made an enemy for life.) Hill dwarves, who consider themselves more progressive, have an open vote on the matter, requiring a two-thirds majority vote of all the adult members of the clan to expel someone from the clan.

While the number of outcast dwarves is extremely low, expulsion is one reason dwarves begin a life of adventure. Adventuring outcast dwarves who come into contact with former clansfolk may feel a burning shame. Others, believing that they have been treated unjustly, feel intense rage.

Dark Dwarves

The dark dwarves include two clans of mountain dwarves who prefer to live completely in darkness. Considered mad by other dwarves, dark dwarves are known for evil and murderous acts. They claim loyalty to the High Thane and the dwarven race, but more than once the dark dwarves have betrayed their kin.

Theiwar (*"Thankless"*): Once a clan of deep-dwelling dwarves, the Theiwar became allergic to sunlight in the later years of the Age of Dreams. Centuries of inbreeding and isolation have given them unusual traits that separate them from their cousins. Theiwar are extremely fair, with a number of true albinos born among them. They are also the only clan of dwarves who show an active interest in magic, another rift between the Theiwar and their cousins.

Daegar (*"Deepest"*): During the Age of Dreams, the Daegar were a noble clan who fought on the side of the Hylar and their cousins, the Daewar. After joining sides with rebel Theiwar, the Daegar were banished into the deep undermountain. By the middle of the Age of Might, the Daegar intermarried with the Theiwar and became like them. The other clans often call the Daegar "Dewar" (a corrupted combination of Daegar and Theiwar) because they sacrificed the purity of their clan to become dark dwarves.

Dark Dwarf Racial Traits

Dark dwarves have all the dwarven racial traits listed in Chapter 2 of the *Player's Handbook* except as follows:

- +2 Constitution, –4 Charisma. Dark dwarves possess the toughness and stamina of dwarves, but are sullen and reserved.
- Darkvision out to 120 feet.
- +2 racial bonus on Hide, Listen, and Move Silently checks. Dark dwarves are skilled in skulking in the darkness, and make excellent spies.
- Light Sensitivity: Dark dwarves take a –2 circumstance penalty on attack rolls, saves, and checks in bright sunlight or within the radius of a *daylight* spell.
- Favored Class: Rogue.

Gully Dwarves

The Aghar (*"Anguished"*), or gully dwarves as most races call them, are a misbegotten race of tough survivors. Though gully dwarves themselves have an extensive oral tradition (they love telling stories), no two gully dwarf clans ever agree on the exact details of their origins or history. The commonly accepted tale of how gully dwarves came to be is found within the annals of Astinus's *Iconochronos*. According to the *Iconochronos*, gully dwarves are the result of breeding between gnomes and dwarves in the years following the transformation of the gnomes by the Graygem of Gargath. The gnome-dwarf half-breeds appeared to inherit the worst qualities of both races. The unfortunate half-breeds were driven out of their clans. Humans later christened them "gully dwarves," reflecting their lowly status and poor living conditions.

Personality: The following aspects to a gully dwarf's personality sum up the entire race: keen survival instinct, a strong (if baffling) pride in themselves, unflagging endurance, a pitiable aspect, a desperate will to live, and low cunning and lower intelligence. The cornerstone of gully dwarf existence is simple survival. Gully dwarves do whatever it takes to stay alive. When danger threatens, their first thought is to run if possible, and grovel and cry piteously if not. Gully dwarves are not completely helpless, however. If backed into a corner, gully dwarves fight viciously, with the desperate fury of the cornered rat. Gully dwarves resort to any tactics to survive: biting, gnawing, scratching, and pummeling. "Fighting dirty" is the only way a gully dwarf knows how to fight.

Gully dwarf stupidity is legendary throughout Ansalon. The gully dwarf numbering system includes the numerals "one," to indicate a single thing, and "two," indicating anything more than one.

Despite the image other races hold of them, gully dwarves are extremely proud and act with great seriousness. Survival isn't a joke, and no other race comes close to possessing the raw talent for survival possessed by the gully dwarves.

Physical Description: Gully dwarves are short and squat, averaging fewer than 4 feet in height and weighing around 100 pounds, with females slightly smaller than males. Gully dwarves are physically much like other dwarves, though they are often covered with scars, boils, warts, sores, and filth due to their living conditions. Skin tone ranges from olive brown to pale cream to dirty gray brown. Mottled and splotched skin is not uncommon. Males grow long, scruffy beards, while females have wispy tufts of hair gracing their cheekbones. Hair color is dirty blond or brown, rust, gray, or a dull-black, while eye colors range from a watery blue and dull green through brown or hazel. Less heavy and stocky than typical dwarves, gully dwarves have slender, narrow fingers and limbs. Potbellies are common to both sexes. Gully dwarves dress in whatever comes to hand, with no regard to whether or not the item was originally intended as such apparel.

Relations: Although gully dwarves can be found living throughout Ansalon, they are not particularly welcome anywhere. Once settled in an area, gully dwarves are extremely difficult to

Dwarves

pry loose. The natives make the best of a bad situation by using the gully dwarves for menial labor, which they're only too happy to perform. Oddly enough, gully dwarves are among the best cooks in Ansalon.

Alignment: Survival knows no laws and neither do the gully dwarves. The concept of a codified set of "rules" is alien to them. Gully dwarves are strongly inclined toward chaotic behavior, and see little difference between the forces of good and those of evil–neither one cares about the gully dwarves, so the Aghar don't care about them.

Gully Dwarf Lands: The cataclysms and wars that are blights to the rest of the world are a blessing to the gully dwarves. As cataclysm and war destroy villages and cities alike, the gully dwarves move into the ruins left behind. Once-mighty towns such as Xak Tsaroth and the sewers of cities such as Palanthas are home to the gully dwarves. With no cultural homeland of their own, gully dwarves are more than willing to adopt the local customs of their chosen residence.

Religion: Gully dwarves believe they have been abandoned by Reorx, the patron deity of all dwarves and gnomes. To fill the void left by Reorx's abandonment, gully dwarves appeal to the spirits of departed ancestors to protect them from harm and ensure their survival. Aghar believe that inanimate objects can be imbued with power from the ancestral spirits, and the possession of such items is said to grant the spirits' power to the owner. A dead lizard, for example, may have wondrous healing properties (at least to the gully dwarves). Other races interpret this belief as more proof of Aghar stupidity. Aghar don't particularly care what others think. Their faith works for them.

Language: The Aghar language, known as Gullytalk, is harsh sounding, convoluted, and incomprehensible to any but gully dwarves. Not a true language per se, Aghar patois changes constantly, borrowing terms from others as needed. Gully dwarves show a remarkable inventiveness with their language. Aghar living near elves speak a language that sounds like broken Elven, while those living near dwarves speak a garbled Dwarven, and so on. Gullytalk evolves so rapidly that scholars are unable to study it.

When two groups of gully dwarves meet, their dialects fuse together within a matter of days, creating an entirely new patois.

Names: Gully dwarves are named by their parents, by their "friends," by their masters, or by themselves. Gully dwarves change their names on a whim if they find a new one that they like. Total strangers may inadvertently contribute to the process. A human who once said to a gully dwarf, "Get out of my way, maggot!" gave the Aghar a name that was handed down for generations. Typically, a gully dwarf's name is a simple two-syllable combination that may have a meaning, or may simply sounds interesting at the time.

Male Names: Blip, Bron, Clout, Gandy, Glitch, Pook, Rounce, Scrib, Seston, Tunk.

Female Names: Bruze, Bupu, Fandy, Gata, Meany, Pert, Stura, Vilga, Zaka.

Clan Names: Brap, Bulp, Clang, Glug, Hurk, Migan, Pland, Slik, Tega, Zang.

Adventurers: Fighters and rogues are the most common "trades" taken up by intrepid gully dwarves, with a few rangers and barbarians dedicated to protecting the clan. While they are rarely capable of the focused mental effort required to wield arcane magic, gully dwarves do make surprisingly adept clerics and mystics. Although their faith is heavily driven by superstition, Aghar priests wholeheartedly embrace whatever deity happens to be willing to listen to them.

Gully Dwarf Racial Traits

Gully dwarf characters possess the following racial traits instead of the normal dwarven abilities and traits.

- +2 Dexterity, +2 Constitution, –4 Intelligence, –4 Charisma. Gully dwarves are surprisingly nimble and can thrive under conditions that would kill others. Their survival instincts enable them to prosper in dangerous regions. They are sadly lacking in both intellect and social graces. If you are randomly generating your character's ability scores, an ability score reduced to 2 or less by racial modifiers is instead given a value of 3.
- Small: As Small creatures, gully dwarves gain a +1 size bonus to Armor 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 creatures.
- Gully dwarf base land speed is 20 feet.
- Survival Instinct: Gully dwarves are driven to survive. They receive a +2 racial bonus on Hide, Move Silently, and Survival checks. Gully dwarves may use Survival checks even in cities to forage for food and basic necessities.
- Hardy: Gully dwarves are resistant to the effects of disease and poison, receiving a +2 racial bonus on Fortitude saves to resist the effects of poison and disease.
- Pitiable: Gully dwarf diplomacy consists of flattery, begging, crying, cringing, and pleading. They've honed this ability to a fine art. Gully dwarves receive a +4 racial bonus on Diplomacy checks used to convince an enemy not to harm them.
- Cowardly: Gully dwarves are extremely susceptible to Intimidation and fear effects. They suffer a –4 penalty on level checks to resist Intimidation checks made against them and on saving throws against fear effects.
- Automatic Languages: Gullytalk and Common. Bonus Languages: None.
- Favored Class: Rogue.

Elves

The elves of Krynn are beloved of the gods of Good. As a people they live in harmony with nature, gently shaping it to match their vision of perfection. Due to their long lives, elves seem to possess endless patience. They are often seen as dreamers rather than doers, lacking ambition, uninvolved, distant and ethereal. The elves' passionate reverence for life and their love of beauty often make human ambitions appear empty and hollow by contrast.

Kagonesti

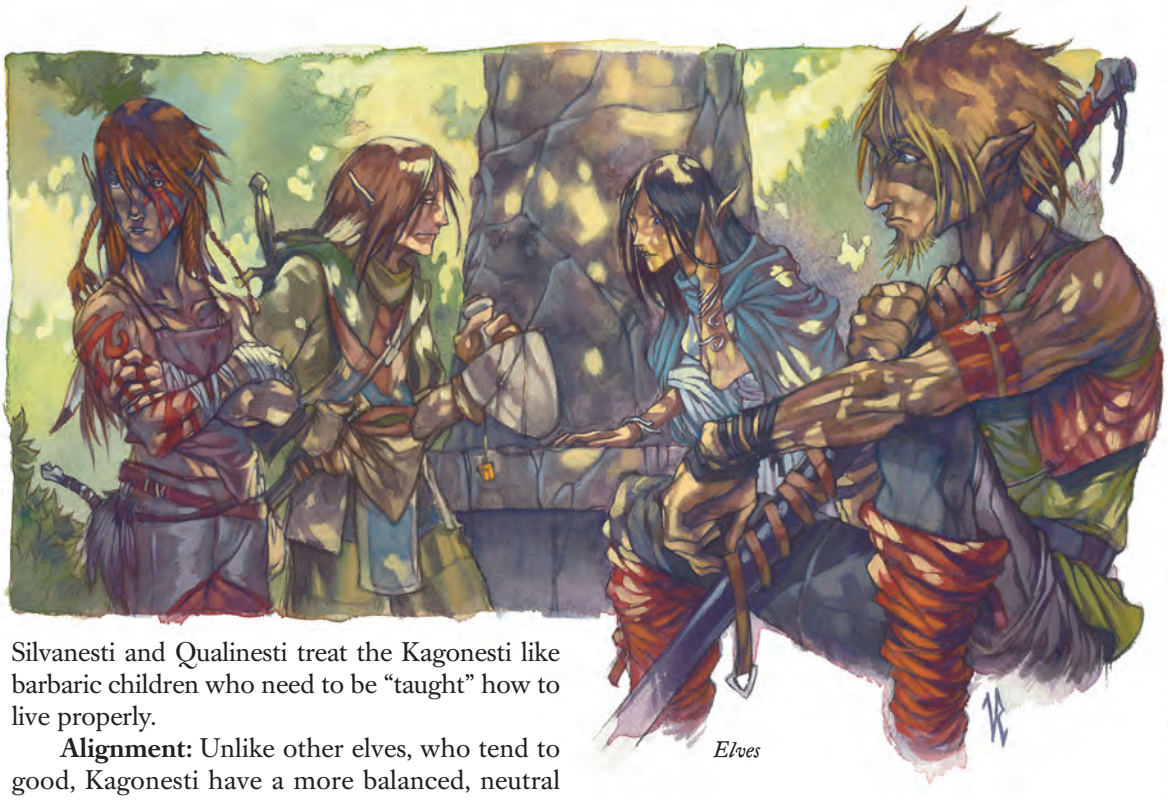
At home in the forests, the Kagonesti, or wild elves, believe every creature and object, from insects and birds to rivers and clouds, possesses a spirit. They honor these spirits and know that, in return, the spirits honor them.

Personality: Kagonesti believe that a happy life can only truly be achieved by harmoniously existing with nature. Passionate and proud, they want only to be left to themselves. Due to the expansion of human nations and mistreatment by their own elven cousins, the Kagonesti have been dragged from their forest homes and forced to live in a world they do not like or understand. Unlike their more placid kin, Kagonesti can be hot-tempered and fierce when driven to extremes.

Physical Description: Though shorter than their Silvanesti and Qualinesti cousins, the Kagonesti are much more muscular than other elves. Kagonesti are brown-skinned. Hair colors tend to be dark, ranging from black to light brown, though occasionally a Kagonesti will be born with silvery white hair–a throwback to a distant ancestor. Purebred Kagonesti have hazel eyes.

Kagonesti dress in leather clothing, decorated with heavy fringe (which they believe acts as a ward against evil spirits), feathers (which are thought to grant good fortune), silver jewelry (symbolic of the spirit world) and turquoise (symbolizing both heaven and earth). Kagonesti either paint or tattoo elaborate designs on exposed flesh. Such designs may relate to family or can have more spiritual meanings. Kagonesti reach adulthood at about 70 years of age and can live about 500 years, though a few have reached ages of 700 years or more.

Relations: Kagonesti are wary of all outsiders. History has shown them they have good reason to be wary. Humans cut down the trees to make towns and hunt animals for sport, while dwarves use trees as fuel for their forges, and ogres take delight in torture and murder. Kagonesti even view other elves with suspicion, for the



Elves

Silvanesti and Qualinesti treat the Kagonesti like barbaric children who need to be "taught" how to live properly.

Alignment: Unlike other elves, who tend to good, Kagonesti have a more balanced, neutral outlook gained from living in harmony with nature. While some occasionally display more lawful or chaotic personalities, in the end they achieve balance. Since the Kagonesti are concerned for the well being of all things, they are more often good than not. As with all elves, evil Kagonesti are cast out of society and become dark elves.

Kagonesti Lands: Traditionally, the Kagonesti have dwelled in the forests of Southern Ergoth. Kagonesti have no permanent settlements. Individual structures are made of leather and lightweight wood. Each village is home to a tribe of several interrelated families, centered around a chief–the oldest and wisest member of the tribe–who makes decisions for the good of the tribe.

The Kagonesti survived the rise of the Ergothian Empire, the sundering of their forest from the mainland during the Cataclysm, the advances of the dragonarmies, and even managed to resist the tyranny of the dragon overlord Gellidus. Through all this, the Kagonesti have suffered most due to the meddling and the arrogance of their own kin, the Silvanesti and Qualinesti, who want to "civilize" their barbaric cousins.

Religion: The Kagonesti revere the deities of Light and Balance and respect the gods of Darkness from a wary distance. They have a more personal relationship with the three gods of nature: Habbakuk, the Blue Phoenix and god of animal life; Branchala (or Astra), the Song of Life and deity of forests; and Chislev, the goddess of nature, wilds, and beasts.

Language: The Kagonesti language is a combination of ancient Elven and the Sylvan tongue of the fey and forest creatures. The Kagonesti do not have a written language, but use a form of pictographic writing that serves as a mnemonic device for their storytellers and shamans.

Names: Each Kagonesti child is given a name by his or her parents that reflects either a feature the child possesses or a characteristic reminiscent of something in nature. After undergoing a rite of passage, Kagonesti take on a new name that indicates they have achieved adulthood. A Kagonesti reaches this point after the age of 40, though some achieve it much quicker. It is not uncommon for Kagonesti to change names several times throughout their long lives, each name reflecting a significant event in their lives.

Male Names: Blackbird, Greenleaf, Nighthawk, Prowling Cat, Shadow-Walker, Stalking Wolf, Two-Moon, Water-Runner, Whitestag, Wildheart.

Female Names: Ashwood, Crying Willow, Gentle Fawn, Laughing Brook, Lioness, Mourning Dawn, Proudheart, Ravenmane, Star-Eyes, Whisperwind.

Adventurers: Most Kagonesti leave their forest home only under duress, but a few have found an urge to explore. Rangers, fighters, and barbarians make up the majority of Kagonesti adventurers, since the Kagonesti are often forced to fight to keep their forest homes secure. Kagonesti taken in by "civilized" elves may work as servants or bodyguards and travel with their masters. Kagonesti are drawn toward becoming

clerics (or druids) of the three nature deities. Since the Kagonesti distrust wizards, very few Kagonesti undergo the Test of High Sorcery–those who do almost universally take the White Robes. With the coming of the Age of Mortals, some Kagonesti became mystics and sorcerers, but these are relatively rare.

Kagonesti Racial Traits

Kagonesti have all the elven racial traits listed in Chapter 2 of the *Player's Handbook* except as follows:

- +2 Dexterity, –2 Intelligence, –2 Charisma. Kagonesti are shorter but more muscular than other elves, with a tendency to focus upon the physical over the cerebral.
- *Elvensight*: Krynn elves have low-light vision, and can see twice as far as a human in starlight, moonlight, and similar conditions of poor illumination. They retain the ability to distinguish color and detail under these circumstances. Elvensight also includes darkvision up to 30 feet. Darkvision is black and white only, but it is otherwise like normal sight.
- Weapon Proficiency: Kagonesti elves receive free Martial Weapon Proficiency feats with the short sword, longspear, shortbow (including composite shortbow), and longbow (including composite longbow). Kagonesti are hunters and warriors, so all Kagonesti are familiar with these weapons.
- +1 racial bonus on Knowledge (nature) and Survival checks. At home in the forest, the Kagonesti possess an intimate understanding of the ways of nature.
- Automatic Languages: Elven and Sylvan. Bonus Languages: Common, Ergot, Gnoll, Goblin, Ogre, and Solamnic.
- Favored Class: Ranger.

Qualinesti

Of all the elven nations, the Qualinesti elves have the most interaction with the other races of Krynn. Though some Qualinesti prefer to remain in their forest homes, others can be found exploring the continent as merchants, priests, wizards, and travelers.

Personality: Because of their relatively long life spans, Qualinesti accept the past without regret and look forward to the future. They patiently pursue their goals and have an optimistic view of life. While they grieve for what has been lost to them through the years, the Qualinesti do not allow themselves to dwell on negative emotions, preferring instead to look forward to the next new day, the next new challenge.

The Qualinesti elves take pride in their abilities, tending to look with disdain upon the "crude" work by the obviously inferior races. Although Qualinesti are more tolerant and outgoing than the Silvanesti and relate well with other races, the Qualinesti still consider themselves the chosen of the gods. They are opposed to interracial marriages and, although they may offer sanctuary to half-elves, the half-elves are never fully accepted by the Qualinesti.

Physical Description: Slightly smaller and darker than the Silvanesti, Qualinesti elves average just under 5 feet in height. Their bodies are willowy and graceful. Hair color ranges from honey-brown to blond, and eye color tends to be either blue or brown. They have strong, soothing voices and a friendly, open manner. Qualinesti dress favors woven trousers and jerkins for men and long dresses for women. Their clothing is skillfully and artfully designed to be aesthetically pleasing as well as functional. Earthen colors predominate, ranging from rich goldenrod to dark umber, with splashes of color used sparingly and to maximum effect. Though not quite as hauntingly attractive as the Silvanesti, the Qualinesti possess a grace and beauty that impresses members of other races, particularly humans. A Qualinesti achieves adulthood at about 80 years and can live between 550 and 700 years.

Relations: More sociable and tolerant of other races than the Silvanesti, Qualinesti elves have more dealings with those outside their forest home. During and after the time of the Cataclysm, up through the years prior to the War of the Lance, and on through the Chaos War, the Qualinesti began to harbor a deep-seated resentment against the other races of the world. They can be just as arrogant and condescending as the Silvanesti, though their disdain often takes a more subtle form, such as an "accidentally" dropped phrase, a sidelong glance, or a bump on the shoulder.

Alignment: The Qualinesti are proponents of independence, self-determination, and freedom. They tend to be mildly chaotic, with a strong tendency toward goodness. Qualinesti who embrace evil become outcast dark elves.

Qualinesti Lands: During the Age of Dreams, the Qualinesti established their homeland in the forest dividing Thorbardin from Ergoth in western Ansalon. Prior to the Fifth Age, their greatest city was Qualinost, a city of great beauty. Qualinost boasted the gold-burnished Tower of the Sun, where the Speaker of the Sun resided. Instead of city walls, Qualinost was surrounded by four arched bridges that ran from guard tower to guard tower. During the War of Souls in the Fifth Age, Qualinost was destroyed in the great battle that also brought about the downfall of the dragon Beryllinthranox. A lake known as the *Nalis Aren* ("Lake of Death") now covers the ruins of the once-beautiful city.

The Qualinesti were forced into exile when evil forces overran their homeland. In an effort to find a new home with their cousins, the Qualinesti made a daring trek across the Plains of Dust and reached Silvanesti safely, only to find that they faced peril from a different source when that land was overrun by a minotaur army.

The Qualinesti are ruled by a Speaker of the Sun, who must be a blood descendant of their most famous ancestor, Kith-Kanan. The Speaker serves primarily as an arbitrator over a senate called the Thalas-Enthia, whose members are appointed to represent various guilds and communities of Qualinesti. The current Speaker is Gilthas, the son of two Heroes of the Lance: Tanis Half-Elven and Laurana, the Golden General, who was the daughter of one Speaker and sister to another.

Religion: Elves are the children of the gods of Light, and as such they place a greater emphasis upon the worship of Quen Illumini (Mishakal), Mantis of the Rose (Majere), the Blue Phoenix (Habbakuk), Astra (Branchala), and Solinari, though they also respect Chislev as a deity of nature. The deities of Darkness are rarely spoken of, and worshiping them is considered heresy. Qualinesti rituals tend to be spontaneous and from the heart.

Language: The Qualinesti language has its origins in the same tongue as that spoken by the Kagonesti and the Silvanesti. Unlike the other two languages, the Qualinesti language borrows and incorporates words from other races.

Names: Children are given intricate, beautiful names, a unique combination of syllables that signify the child's unique and special nature. Since the Qualinesti are a patriarchal society, the father's name is appended to that of the child, signifying the child's lineage.

Male Names: Armantaro, Gilthanas, Harmanutis, Kelevendros, Kemian, Paladithel, Quenavalen, Solarinas, Tanthalas, Vanthanoris.

Female Names: Ailea, Deanna, Gilleana, Kaylan, Laurana, Merathanos, Ororana, Rhyana, Thorala, Verhanna.

Adventurers: Qualinesti take up adventuring for practical reasons, although some travel for curiosity or pleasure. Most do not stay for long in one place, instead seeking to see and do as much as they can before returning home.

Qualinesti Racial Traits

Qualinesti have all the elven racial traits listed in Chapter 2 of the *Player's Handbook* except as follows:

- *Elvensight*: Krynn elves have low-light vision, and can see twice as far as a human in starlight, moonlight, and similar conditions of poor illumination. They retain the ability to distinguish color and detail under these circumstances. Elvensight also includes darkvision up to 30 feet. Darkvision is black and white only, but it is otherwise like normal sight.
- +1 racial bonus on Diplomacy and Sense Motive checks. Though they can be as aloof as the Silvanesti, Qualinesti are more inclined than most elves to deal with other races.
- Automatic Languages: Elven and Common. Bonus Languages: Abanasinian, Dwarven, Ergot, Goblin, Ogre, and Sylvan.

Silvanesti

Cool, aloof, and seemingly untouchable, the Silvanesti elves represent all that is best and worst in the elven people. Their haunting beauty is marred by their cold and aloof natures. They consider themselves better than all other people on Ansalon, including their own kin, the Qualinesti and Kagonesti.

Personality: Proud and arrogant, the Silvanesti have little use for the members of any other race, including other elves. Silvanesti are extremely prejudiced against the cultures of "inferior" people, and are intolerant of other customs and beliefs. Silvanesti dislike change. Their society has endured for more than 3,000 years, and has changed very little in that time. When change does occur, it is usually forced onto them. Slow to trust and quick to blame, very few Silvanesti form lasting friendships with non-Silvanesti.

Physical Description: Silvanesti average about 5 feet tall and weigh between 90 and 100 pounds, with men only slightly taller and heavier than women. Fair-skinned, Silvanesti have hair color that ranges from light brown to white-blonde, and most have hazel eyes. Silvanesti speak in melodic tones and move with a natural grace, possessing a haunting, unearthly beauty. Silvanesti typically have no facial or body hair, though extremely old elves (those who have seen more than 500 years) will sometimes begin to grow a wispy beard. Silvanesti prefer loose garments, flowing robes and gowns covered by billowing capes in shades of green and brown. A Silvanesti achieves adulthood at about 80 years old and can live to be more than 550 years old.

Relations: Silvanesti elves tend to be racial "purists," firmly believing in their natural superiority to all other races. This elitist disdain encompasses all non-Silvanesti, even the Qualinesti, who are regarded as "poor cousins," and especially the Kagonesti, who are viewed as "savage children." The Silvanesti harbor a particular hatred for the ogres and the ogre races (especially minotaurs), who were the first children of Darkness. The Silvanesti are also prejudiced against humans, since they blame human folly for bringing the Cataclysm down upon Krynn. The Silvanesti consider

half-elves an abomination, because their racial purity has been tainted by "lesser" blood, representing a possible threat to the Silvanesti way of life. The Silvanesti barely acknowledge the existence of dwarves, gnomes, and kender, considering them inferior in every way.

Alignment: With a society built upon a strict hierarchy, Silvanesti tend to be more lawfully inclined than other elves. Silvanesti are aligned with good, but they believe so highly in their own purity that goodness can be taken to extremes.

Silvanesti Lands: The Silvanesti, like their Qualinesti cousins, are a people without a homeland. Their traditional home, the Forest of the Silvanesti in southeastern Ansalon, was lost first to the Armies of the One God, and later to the combined armies of the ogres and minotaurs. The Silvanesti even lost their hereditary monarch when their king died a hero during the War of Souls. Alhana Starbreeze abdicated her rightful throne in favor of her late husband's nephew, Gilthas the king of the Qualinesti, causing much contention within the ranks of the Silvanesti.

Religion: Encompassing members that worship both the gods of Light and the deities of Balance, the Silvanesti pay particular homage to Quenesti Pah (Mishakal), Matheri (Majere), the Blue Phoenix (Habbakuk), Astarin (Branchala), and Solinari. Chislev and the Tree of Life (Zivilyn) are also respected as nature deities. With the sacrifice of E'li (Paladine) during the War of Souls, the Silvanesti and Qualinesti turned to Mishakal as their primary goddess. They honor the former deity of Good, however, calling him Valthonis ("The Exile").

Language: The Silvanesti language is the purest of the Elven dialects, unchanged through more than 3,000 years. Kagonesti and Qualinesti Elven are derivatives of the same tongue, though divergent in their own ways. The languages are similar enough so that it is possible for elves to easily communicate with one another, though misunderstandings may arise due to euphemisms and colloquialisms. The Silvanesti script is elegant and flowing, and is the same script used by the other elven races, except the Kagonesti, who do not use a written form of the language.

Names: Names are very important to the Silvanesti, since a name indicates an individual's heritage and proper place within the fabric of elven society.

Male Names: Avonathalonus, Falindrithan, Jahran, Kardanon, Lothas, Maravallon, Pellarin, Quimathon, Silvanas, Terevalis

Female Names: Aleaha, Ladine, Lisindrela, Maleesa, Nemetranee, Raenavalona, Roselenna, Serinda, Telisina, Thyanel.

Family Names: Althonos, Caladon, Calostin, Dralathalas, Kaldeist, Lanthaloran, Oakleaf, Rathenas, Starbreeze, Takmarin.

Silvanesti Houses: Advocate, Cleric, Gardener, Mason, Metalline, Mystic, Protector, Royal, Servitor, Woodshaper.

Adventurers: Prior to the War of Souls, Silvanesti elves rarely left their kingdom, although some followed their former queen, Alhana Starbreeze, into exile. After the minotaur invasion, Silvanesti elves were forced into the world and now search for careers to support their families and their people. A few are starting to realize that only by working together can the elven nations survive at all.

Silvanesti Racial Traits

Silvanesti have all the elven racial traits listed in Chapter 2 of the *Player's Handbook* except as follows:

- +2 Dexterity, +2 Intelligence, –2 Constitution, –2 Charisma. Silvanesti are graceful and cerebral, taking pleasure in beauty and knowledge. They are frail when compared to other races, and their inborn arrogance is often abrasive.
- *Elvensight*: Krynn elves have low-light vision, and can see twice as far as a human in starlight, moonlight, and similar conditions of poor illumination. They retain the ability to distinguish color and detail under these circumstances. Elvensight also includes darkvision up to 30 feet. Darkvision is black and white only, but it is otherwise like normal sight.
- +1 racial bonus on Knowledge (arcana) and Spellcraft checks.
- Automatic Languages: Elven. Bonus Languages: Common, Dwarven Ergot, Kenderspeak, Kharolian, Khur, Goblin, Ogre, and Sylvan.

Half-Elves

Since the time of Kith-Kanan, when elves first began to interact extensively with human races, elves and humans have fallen in love and married. After the Cataclysm, human bandits and mercenaries raided Qualinesti borders, looting the elven lands, killing elven men and raping elven women. Half-breed children are the result of both unions. Whether born of love or hate, the mixed blood of the half-elves forever brands them as outcasts from both elven and human society.

Personality: Half-elves inherit the best qualities of both their parents. They have the love of beauty and reverence for nature of the elves and the ambition and drive of humans. Due, perhaps, to the prejudice they face from both societies, half-elves tend to be introverts and loners. Scorned and belittled, some half-elves are insecure and rebellious, lashing out at those who hate them for what they are.

Physical Description: Half-elves strongly resemble their elven parents, though unlike elves, they are capable of growing facial hair. The hair coloration of half-elves is inconsistent with elven heritage, while their eyes are quite often blue or hazel. Half-elves are more stocky than elves, but slimmer than humans. Lacking the unapproachable beauty of the elven parent, half-elves still tend to be attractive, with fair skin and nimble grace.

Half-elven dress reflects the culture in which they are raised or currently living.

Relations: Half-elves are treated as outcasts by both humans and elves, so it is not surprising that many find more companionship with members of other "outcast" races, such as gnomes and kender. Caught in the middle of the political and social tensions between elves and humans, half-elves try to avoid having to deal with either race if at all possible.

Alignment: Half-elves share the same characteristics of chaos or lawfulness as their elven parent, in addition to the human tendency toward extremes. They value independence and freedom of expression and have little love for authority. Born outsiders, they often resent the rules and demands placed upon them by others, and can at times prove to be unpredictable or unreliable.

Half-Elven Lands: Half-elves have no land of their own, since they are outcasts from the societies of both parents. Loners, half-elves move from community to community, always searching for a place to call home.

Religion: Half-elves raised in an elven community follow the elven religious beliefs, while those raised among humans tend toward worshiping the gods as humans do.

Because some during the Fourth Age claimed that even the deities did not want them, half-elves turned their backs on religion. During the Fifth Age, half-elves found acceptance with the mystics and some have come to believe that mysticism is the true path toward enlightenment.

Language: Half-elves share the languages of both their human and elven heritage. Their usage of Elven tends to be less precise than a true elf's, though only another elf would notice the difference.

Names: Half-elves are often named in the tradition of their mother's heritage, whether that is elven or human. Those born outside of wedlock are only given a first name, with a sobriquet

Dark Elves

When an elf embraces evil, worships the gods of Darkness, or is considered a threat to his or her people, elven society moves swiftly to punish the guilty. The elven respect for life does not permit them to execute these individuals. Instead, those elves deemed dangerous are cast out and named dark elves.

To be named a dark elf is to be without a country and a people. Forbidden to interact with all other elves, regardless of nationality, a dark elf is forced to roam the world in exile, always dreaming of the homeland that will never be seen again.

Only through forgiveness can a dark elf be welcomed once again into the realms of the elven people, but redemption can often prove to be a difficult and dangerous trial. Most who strive for redemption do not survive, though in rare occasions it is the very act of self-sacrifice that redeems the dark elf.

Each of the elven nations has its own methods for dealing with dark elves.

Kagonesti elves accused of violating taboos must undergo a sacred trial. Those who fail the trial find that their tattoos are twisted and blackened, forever branding their crimes upon their flesh. They can seek redemption through a second trial–a trial of combat–during which the dark elf must defeat a great evil solely for the purpose of defending the good. Very few Kagonesti dark elves survive the second trial.

The Qualinesti bring the accused before a council of his peers, where the elf may present a case. If the council unanimously votes the elf guilty, then he undergoes the Eclipse of the Sun rite where his crimes are presented before the deities and the elf is given a chance to repent. If he does not sincerely and honestly repent, then he is declared a dark elf. His name is stricken from the hearts of the Qualinesti and no elf is permitted to speak his name.

The Ceremony of Darkness is the Silvanesti method for trying the guilty. The elf is taken into a chamber with mirrored walls and asked to step within an unbroken circle formed by a platinum chain. The elf sees his crimes portrayed on the mirror as the chain tightens around him, binding him securely. As the elf is escorted out of Silvanesti, the dark elf's name is stricken from the birth records and placed on a list of the outcast in the Temple of E'li.

Sea elves use a dramatic magical ritual to mark those accused of being dark elves. Dimernesti dark elves lose the ability to change into sea otters, instead transforming into manta rays. Dargonesti dark elves become sharks instead of dolphins. It is said that Zeboim takes these outcasts under her protection. Unlike surface dark elves, dark sea elves band together to try to punish their former kin. Redemption has never been attempted by any dark sea elf.

appended as a last name that indicates the half-elf's status (such as Half-Elf, White-Robe, and so on). Half-elves born in wedlock receive the proper full name of their parents.

Adventurers: As loners and outcasts, half-elves roam the world, searching for a place where they can be accepted despite their heritage. Half-elves are drawn to other outcasts or outsiders for whom they feel an affinity.

Half-Elf Racial Traits

Half-elves have all the half-elven racial traits listed in Chapter 2 of the *Player's Handbook* except as follows:

- *Elvensight*: Krynn elves have low-light vision, and can see twice as far as a human in starlight, moonlight, and similar conditions of poor illumination. They retain the ability to distinguish color and detail under these circumstances. Elvensight also includes darkvision up to 30 feet. Darkvision is black and white only, but it is otherwise like normal sight.
- Automatic Languages: Common and Elven. Bonus Languages: Any (other than secret languages).
- Favored Class: Any.

Sea Elves

Two races of elves make their homes in the depths of the ocean: the Dargonesti (Deep Elves, or Quoowahb [KWOO-wab] in their native tongue) and the Dimernesti (Shoal Elves). The following traits are shared by both races, which are described in greater detail afterward.

Personality: Proud and hot-blooded, sea elves are passionate in everything they do, a trait not commonly associated with the long-lived elves.

The Dargonesti are reserved around other races, and elves mistakenly consider them uncivilized. Among themselves, Dargonesti work to achieve harmony with their environment and enjoy life to the fullest.

The fiercely independent Dimernesti reflect the same qualities possessed by the Kagonesti. After centuries of loss inflicted upon them by the Cataclysm, the sea dragon Brynseldimer, and other terrors, Dimernesti are sullen and have abandoned their faith and trust in outsiders. They display an aloof coolness when forced to deal with others.

Physical Description: Of the elven races, the two varieties of sea elves are the tallest. Dargonesti men approach 7 feet in height, and women average 6 feet. Dimernesti males average around 6 1/2 feet while women average 6 feet in height. Though burly in comparison to other elves, an average sea elf is sleek and slender when compared to a human, with wiry and agile frames. Dargonesti skin is the deep blue of the ocean, which enables them to blend in well with the ocean waves, while Dimernesti have light blue skin. The fingers and toes of both races are long and webbed, allowing them to glide easily through the water, and they have small, feathery gill slits just below each of their pointed ears. Dargonesti hair color ranges from pale gold to dark green, with a rare few having silver or black, while Dimernesti have silver hair that they wear long, often braided with coral and shells. Dargonesti eyes are large for their face, with narrow pupils; the colors ranging from palest blue-green to deep indigo with the occasional yellow or black. Sea elves achieve adulthood around the age of 40 years. The Dargonesti can live to be almost a thousand years old, while a typical Dimernesti reaches only half that age.

Sea elves

In the water, sea elves wear little clothing. They may drape themselves with seaweed or weave clothing from plants. Sea elves who visit the surface may disguise their distinctive blue skin in cloaks and robes.

Relations: The Dargonesti are isolationists, even more so than the Silvanesti. Though they do interact with the various other aquatic races, such as the merfolk and tritons, the proud Dargonesti keep to themselves. They hold a disdainful view of their Dimernesti cousins, considering them children who are afraid to swim in deep water. They consider the Silvanesti and Qualinesti to be arrogant and ignorant, stagnant and corrupt. For their part, the Silvanesti are still bitter toward both the Dimernesti and Dargonesti for their "betrayal"–abandoning the land for life in the sea. The Dargonesti are more friendly toward the Kagonesti, with whom they share similar beliefs.

Other races, such as humans, dwarves, gnomes, and kender, are a curiosity to the Deep Elves. Occasionally, a contingent of Dargonesti will save drowning sailors, bringing them to the underwater citadels where they can be observed and cared for. Typically, the Dargonesti free those of good alignment, while keeping evildoers imprisoned. The Dargonesti hate minotaurs and draconians and refuse to rescue them, simply allowing them to drown. Minotaur sailors hate and fear the Dargonesti more than sharks.

Before the Cataclysm, the Dimernesti enjoyed a close relationship with their surface cousins, particularly with the Silvanesti. After the devastation wrought upon the Dimernesti during the Cataclysm, they splintered into small family groups, and severed ties with the surface world. During the War of the Lance, they reestablished ties with the Dargonesti to face the underwater threat of the Dark Queen, only to have those ties broken with the coming of the dragon overlords. During the Fifth Age, they have once more retreated into their isolated, underwater world, believing themselves abandoned by their kin and left to the mercies of the sea dragon, Brynseldimer.

Alignment: Freedom of choice and freedom of expression are fundamental beliefs of the sea elves, who tend toward the peaceful side of chaotic. Among the Dargonesti, lawfully inclined sea elves are not uncommon. Sea elves are aligned with good, since those who follow evil are either banished or go into voluntary exile.

Sea Elf Lands: Watermere is the ancient capital of the Dargonesti, located in a vast undersea valley northeast of Ansalon in the Courrain Ocean. The largest of the Dargonesti kingdoms, Watermere is ruled by the Speaker of the Moon, advised by a council composed of the clan patriarchs and matriarchs known as the Speakers of the Blood. Watermere is more than two thousand years old. The Dargonesti wrested it from the koalinths and have tenaciously defended it ever since. The kingdom remained relatively untouched through the Cataclysm, the War of the Lance, and the Chaos War, but during the War of Souls, much of the kingdom was lost.

The Dargonesti have established a number of smaller, fortified citadels in trenches in the ocean, which serve as ancestral keeps for the various Dargonesti clans, allowing them to protect the borders of their kingdom. In recent times, many of these citadels have fallen and now lie in ruins.

When the city of Istar was destroyed during the Cataclysm, it sank to the floor of the Blood Sea. The ruins became a home for the Dargonesti, who live within the city they believe to be a gift to them from the gods.

In current times, the only city of the Dimernesti is the underwater city of Dimernost. Before the Cataclysm, the Dimernesti were a thriving society with small cities scattered around the coastline of Ansalon. The quakes caused by the Cataclysm affected the land beneath the waves, creating new seas and altering coastlines. Many Dimernesti were killed, and they lost most of their cities. After that time, they no longer built cities, but lived in small family groups that move constantly from place to place, making their homes in kelp beds, coral reefs, and in shipwrecks beneath the water. Occasionally, Dimernesti raiding parties sneak ashore to raid nearby settlements for tools and other necessities.

Traditionally, the Dimernesti are ruled by Speaker of the Sea, a hereditary, matriarchal ruler who lives in the Tower of the Sea in Dimernost. With the arrival of the dragon Brynseldimer during the dragon purge, communication between the Speaker and outlying families has been severed.

Religion: The sea elves are a deeply religious people, having maintained their faith in the deities even during those times the gods were absent. Traditionally, the sea elves worship Abbuku the Fisher (Habbakuk) and Kisla the Mother of Sea Creatures (Chislev) as their primary gods, though all temples also hold a shrine to Zura the Maelstrom (Zeboim), to placate the dark and volatile goddess of the sea. The sea elves also worship Estarin (Branchala), Ke-en (Mishakal), Krijol (Kiri-Jolith), and Matheri (Majere). The Dargonesti pay homage to all three deities of magic, for they recognize that the moons hold sway over the tides of the ocean.

Language: Though based upon archaic Elven, the Dargonesti language has changed over the millennia since they separated from the Silvanesti. It uses the Silvanesti alphabet, but has harsher consonants and softer, extended vowels. In the water, the language adopts a chattering

patter, similar to the clicking of dolphins. From rescued sailors, the Dargonesti have been exposed to a wide variety of languages, though they rarely consider it necessary to learn them.

Unlike the Dargonesti language, the Dimernesti language maintains a much closer tie to the Silvanesti tongue, though it possesses characteristics that make it closer to a regional dialect. Since they have much greater interaction with the surface dwellers than the Dargonesti, the Dimernesti have picked up other languages, particularly those of the Ergothians and the minotaurs, who both ply the waterways.

Names: Dargonesti names reflect their environment, though many are derivatives of ancient elven names. Family names are as important as first names, because they denote clan affiliation. Though they may live far apart, those families bearing the same name are still members of the same clan. Since Dimernesti are raised in a communal environment, family names do not play a role in their society. Names often reflect the Dimernesti's love of water and the plants and animals that live in the sea.

Male Names: (Dargonesti) Broron, Coryphene, Drudarch, Imbrias, Kios, Nakaro, Naxos, Ponthax, Treyen, Urion; (Dimernesti) Breegan, Dalmeen, Elan, Jolnen, Kridal, Malkwen, Oolen, Qwendeel, Ulanan, Zelnath.

Female Names: (Dargonesti) Apollata, Areme, Belana, Drian, Kolys, Myre, Queelas, Sharlao, Telarian, Zelara; (Dimernesti) Alaqana, Brea, Demorna, Kira, Nuqala, Preena, Queela, Seera, Ulana, Veylona.

Clan Names (Dargonesti): Bluedancer, Crystalcutter, Dargonis, Deepstar, Grayspear, Moonshell, Seashimmer, Silverwake, Takulrion, Whitebreaker.

Adventurers: Sea elves do not travel alone, for the vast ocean holds countless dangers. Sea elves hear tales of the surface world from rescued sailors and some are lead by curiosity to disguise themselves and travel to the surface. Surface-walking sea elves tend to be loners and outsiders, never fully comfortable with life away from their beloved ocean.

Sea Elf Racial Traits

Sea elf characters possess the following racial traits instead of the normal elven abilities and traits.

- Medium: As Medium creatures, sea elves have no special bonuses or penalties due to their size.
- Sea elf base land speed is 30 feet. They also have a swim speed of 30 feet. Sea elves can swim their listed speed without needing a Swim check. If sea elves ever need to make Swim checks (to avoid a hazard, for example) they receive a +8 racial bonus.
- Breathe Water (Ex): Sea elves can breathe water as an extraordinary ability.
- Immunity to magic *sleep* spells and effects, and a +2 racial saving throw bonus against Enchantment spells or effects.
- *Elvensight*: Krynn elves have low-light vision, and can see twice as far as a human in starlight, moonlight, and similar conditions of poor illumination. They retain the ability to distinguish color and detail under these circumstances. Elvensight also includes darkvision up to 30 feet. Darkvision is black and white only, but it is otherwise like normal sight.
- Weapon Proficiency: Sea elves receive free Martial Weapon Proficiency feats with the trident and longspear, and a free Exotic Weapon Proficiency feat with the net. The struggle for survival in the ocean depths is fierce, so all sea elves are familiar with these weapons.
- +2 racial bonus on Listen, Search, and Spot checks.
- Seasense: Seasense grants sea elves a +2 racial bonus on checks to notice peculiarities about water, such as strange pollutants (such as poisons or diseases), approximate depth, temperature, pressure, and the like. A sea elf can intuit depth, sensing his approximate depth underwater as naturally as a human can sense which way is up. Sea elves have an inborn connection with the sea, an ability that they hone from birth.

Dargonesti Only:

- +2 Strength, +2 Dexterity, –2 Charisma. The great pressure of the deep oceans have made the Dargonesti more physically hardy than their cousins, though their relative lack of interaction with other races has only heightened the usual elven reserve and arrogance.
- Dargonesti possess darkvision with a range of 60 feet.
- Spell-Like Abilities: Dargonesti with Intelligence scores of 10 or higher gain the following spell-like abilities: 1/day–*blur, dancing lights, darkness,* and *obscuring mist.* These spells are cast as if by a wizard of the Dargonesti's character level (DC 10 save + Intelligence modifier).
- Alternate Form (Su): Dargonesti can assume the form and physical qualities of a porpoise 3/day, and remain in porpoise form indefinitely. The Dargonesti does not regain hit points for changing form, but this ability is otherwise similar to a *polymorph* spell cast by a wizard of the Dargonesti's character level. A Dargonesti may only use this ability while in an aquatic environment suitable for porpoises (such as the sea).
- Surface Sensitivity (Ex): Dargonesti suffer a –2 circumstance penalty on attack rolls, saves, and checks when they have spent more than 24

hours out of water. This penalty can only be mitigated by the Dargonesti spending at least 1 hour underwater during each 24-hour period.
- Automatic Languages: Aquan and Dargonesti. Bonus Languages: Common, Elven, and Ergot.
- Favored Class: Fighter.
- Level Adjustment +1. Dargonesti are more powerful and gain levels more slowly than characters of most common races. See the Monsters as Races discussion in Chapter 6 of the *Dungeon Master's Guide* for more information.

Dimernesti Only:
- +2 Dexterity, +2 Intelligence, –2 Wisdom, –2 Charisma. Slender and agile, the Dimernesti are impetuous and curious, tending to act before thinking, allowing their hearts to lead instead of their minds. Like the Dargonesti, the Dimernesti's interaction with outsiders is limited. They appear backward or aloof when dealing with outsiders.
- Alternate Form (Su): Dimernesti can assume the form and physical qualities of a Medium sea otter 3/day, and remain in otter form indefinitely. The Dimernesti does not regain hit points for changing form, but this ability is otherwise similar to a *polymorph* spell cast by a wizard of the Dimernesti's character level. (A giant sea otter is similar to a dire weasel with a swim speed of 40 ft., and no attach or blood drain ability.)
- Surface Sensitivity (Ex): Dimernesti suffer a –1 circumstance penalty on all attack rolls, saves, and checks when they have spent more than 24 hours out of water. This penalty can only be mitigated by the Dimernesti spending at least one hour underwater during each 24-hour period.
- Automatic Languages: Elven and Dimernesti. Bonus Languages: Aquan, Common, Ergot, and Kothian.
- Favored Class: Barbarian.
- Level Adjustment +1. Dimernesti are more powerful and gain levels more slowly than characters of most common races. See the Monsters as Races discussion in Chapter 6 of the *Dungeon Master's Guide* for more information.

Gnomes

Gnomes are the tinkers and inventors of Krynn. Fast thinking and fast speaking, their minds are forever fixed on cogs, gears, wheels, bells, whistles, and steam-powered engines. Despite the dangers inherent in their work, gnomes (sometimes called "tinker" gnomes) adore technology and continue throughout the ages to pursue and perfect their inventions.

Personality: Inventive, skillful, and enthusiastic, gnomes are devoted to making life easier through technology, though their complex inventions usually have the exact opposite effect. Science is a gnome's life, so much so that every gnome chooses a special Life Quest upon reaching adulthood. More important than family ties, the Life Quest defines the gnome. The Life Quest is always related to furthering knowledge or developing technology.

The goal is specific and usually out of reach. It is not uncommon for Life Quests to be handed down from one generation to the next multiple times before it is achieved. Successful completion of a Life Quest ensures the gnome, and any forebear working on the same quest, a place in the afterlife with Reorx. Only one gnome was ever able to complete three separate Life Quests in his own lifetime, and he was deemed a *mad gnome* (see below) and cast out of Mount Nevermind for making everyone else look bad.

The gnome dedication to knowledge and invention leaves them sadly lacking in the social graces, at least when it concerns other races. Gnomes are always eager to discuss projects and compare notes, and in their hurry to explain what they mean, they often forget to be polite. Gnomes do care for other people's feelings, but they're typically focused on another matter entirely by the time it occurs to them that they were rude. The worse thing in the world (at least in the minds of other races) is a gnome apology. Believing that action speaks louder than words, a gnome making an apology will build an invention specifically for the injured party. All too often, this invention ends up hurting more than the person's feelings.

A gnome proverb goes: "Small, simple machines are made by small, simple minds." Gnomes appreciate the value of style and flash. Bigger must be better. The more bells, whistles, and steam engines attached to a project, the better the likelihood of its success. Never build something with only one lever or button, when ten or twenty ensure a safety margin for error. Redundancy is a factor that must be taken into account. Above all, embrace failure. One never knows when a mistake with one project may provide an intriguing lead for a completely new project. An invention that is too simple and works too well, stymies inventiveness and must be discouraged.

Physical Description: Both male and female gnomes average 3 feet in height, weighing about 45-50 pounds. Gnomes have brown skin that is the hue of polished teak, curly or straight white hair, blue or violet eyes, and strong, even, white teeth. Males grow soft and extremely curly beards and mustaches. Short and stocky, gnomes are very nimble, with quick, dexterous hands. Gnomes are much too busy to worry about how they look, and throw on any garment that happens to come

to hand, as long as it has a great many pockets, each of which is stuffed filled with tools, notepads, and strange devices.

Gnome voices possess a similar quality in range and pitch as human voices, though gnomes have a more nasal, aspirated sound. Gnomes speak rapidly and with surprising intensity, running their words together into continuous sentences in the desperate need to express their thoughts before the thoughts are lost. Non-gnomes have difficulty keeping up and must often request that the gnome speak slowly and more clearly. Since gnomes are capable of speaking and listening simultaneously, they believe those unable to do so to be a bit dim-witted. Only when frightened, startled or unhappy will a gnome's sentences be abrupt and to the point (always a sure sign that a gnome is depressed).

Gnome

Relations: In areas where gnomes have settled, they are typically not well liked. Besides poor social skills, the gnome reliance upon strange technology alienates other races in Ansalon. The elves, in particular, find gnome devices to be distasteful, while the gnomes feel the same about elven reliance upon magic (seen to be anti-machine and therefore highly suspect). Kender adore gnomes, who are sure to have the most interesting gadgets, but gnomes are extremely distrustful of kender, who are always flipping switches and touching things they're not supposed to. Dwarves and gnomes get along well, particularly since both races prefer dwelling underground. Both dwarves and gnomes value their privacy, so they keep out of each other's way.

Typically, gnomes prefer to be left to their own devices–literally. They do not like outsiders messing with their projects, and they don't interfere with outsiders, unless dealing with outsiders furthers the Life Quest. Those rare gnomes who choose a Life Quest involving other races (such as a gnome whose Life Quest involves the study a dragon's internal combustion system or a gnome trying to discover a biological reason for kender fearlessness) tend to be more outgoing and personable.

Alignment: Although they consider themselves above such antiquated concepts of "good" and "evil," the studious (some would say fanatical) nature of gnomes gives them a strong lawful bent. Gnomes embrace the philosophy that knowledge is neither good nor evil. Evil gnomes are as rare as evil kender, and end up either being catapulted (sometimes literally) out of gnome society or leaving on their own accord to focus their energies entirely upon their studies.

Gnome Lands: The largest settlement of gnomes is found in Mount Nevermind, an extinct volcano on Sancrist Island. The population of the settlement boasted more than 65,000 gnomes during the War of Souls. Thousands of years old, the settlement in Mount Nevermind is one of the oldest settlements in Krynn, and is the most highly developed gnome city. The largest community of gnomes outside Mount Nevermind numbers only 1,000 inhabitants, with gnome communities averaging between 200–400 citizens. Each of these settlements is found in mountainous or hilly regions, and built in networks of caverns created by the gnomes. These communities are self-sustaining, and other nearby inhabitants usually have no idea that a gnome community is in the vicinity until a gnome experiment goes awry. Even then, the resulting explosion may be explained away as a minor earthquake or tremor.

Religion: The major deity in gnome religion is Reorx. Since religious services rarely require steam power, gnome priests are very rare. Gnomes respect Reorx, but show their devotion through the creation of their devices rather than through traditional worship. A few gnomes revere the goddess of industry, Shinare, whose followers pray for smooth-running machines. It is not uncommon for gnomes to mutter a prayer to both deities just before pulling the lever or pushing the button to start their newest inventions. Gnomes believe that the two deities give their blessing to only unique and the most inventive machines, which is why gnomes keep building bigger and "better" devices.

Language: The gnome language is based on the Common tongue, sprinkled liberally with highly technical phrases and jargon that other

races do not comprehend. Spoken very rapidly, Gnome utilizes a lot of catch phrases, acronyms, and scientific terminology, creating an entirely new language that few on Krynn are able to fully understand. When around nongnomes, a gnome must often be reminded to speak slowly and succinctly.

Names: Gnomes have three different names. The first is the gnome's given name, which traces the gnome's family tree clear back to the creation of the first gnome by Reorx. Understandably, this name can be extremely long and unwieldy to speak in every day usage, so the gnome adopts a second, shortened name that is composed of highlights from the gnome's family tree. This name may take only about thirty minutes to speak, rather than a few days. Other races who deal with gnomes give a gnome a third name, composed of the first few syllables of the gnome's real name. Gnomes find these "nicknames" to be extremely undignified, but mark it down as the inability of other races to think on the same level as they do.

Male Gnome Names (Abbreviated): Aerodym, Conundrum, Crasher, Gnimish, Gnosh, Kaboom, Nervos, Sinker, Spanner, Wedge.

Female Gnome Names (Abbreviated): Bally, Cinder, Folly, Gnira, Grenda, Hydrola, Mystie, Pepper, Sealan, Widge.

Guilds: Aerodynamics, Appliances, Architecture, Chemistry, Communication, Hydraulics, Hydrodynamics, Kinetics, Thermodynamics, Transportation.

Adventurers: Because of their dedication to their projects, gnomes tend to be homebodies, rarely leaving the place they were born. Gnomes who deal with the occasional subterranean threat uncovered during expansion of gnome tunnels (as members of the Committee for the Slaying of Beasts and Monsters) are passable fighters, while others pick up a knack for "acquiring" supplies needed for experiments (Committee for the Acquisition and Requisitioning of Goods and Supplies).

A very few gnomes whose Life Quests have led them to study magical items to better replicate the effects through technology take up the arcane arts, from mysticism and sorcery to the high magic of the Wizards of High Sorcery. No gnome has taken the Test of High Sorcery (perhaps miffed by the fact that the use of generators is not permitted), thus all gnome wizards are renegades. Gnome priests are almost as rare as gnome wizards. Study of the Life Sciences now lies completely with the Medical Guild (an offshoot of the Agricultural Guild).

Gnome Racial Traits

- +2 Dexterity, +2 Intelligence, –2 Strength, –2 Wisdom. Small and skilled with their hands, gnomes tend to be more agile but less physically strong than larger races. With their keen inventiveness, gnomes are extremely intelligent, but they often put the quest for knowledge ahead of any consequences that may come from their Life Quest.
- Small: As Small creatures, gnomes gain a +1 size bonus to Armor 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 characters.
- Gnome base land speed is 20 feet.
- +2 racial bonus on Craft (alchemy) checks. Gnomes have a keen sense of smell that helps them in identifying noxious substances.
- Guild Affiliation: At character creation, the gnome character selects a Guild with which he is affiliated. Since there are innumerable

Mad Gnomes

Mad, or *thinker*, gnomes are eccentric among their kind. Some gnomes have no inclination for tinkering whatsoever, while others are actually highly skilled inventors whose devices always work, and are consequently considered aberrations. Regardless of their origin, mad gnomes exist as outsiders from normal gnome society.

Outsiders find it difficult to differentiate mad gnomes from ordinary gnomes, at least upon casual observation. Mad gnomes speak more slowly and tend to be more thoughtful and methodical. Mad gnome inventions tend to be smaller, more compact, and far less likely to malfunction. Conversely, they only perform as intended, without the "beneficial accidents" that provide the sudden intuitive epiphanies deemed necessary to the creative process by normal gnomes.

Racial Traits: Mad gnomes share all the racial traits as ordinary gnomes, except as follows:

- +2 Dexterity, –2 Strength. Mad gnomes do not display the raw creative genius possessed by ordinary gnomes, nor are they as inclined toward thinking before acting.
- +2 racial bonus on Open Lock and Disable Device. Mad gnomes have a greater understanding of small mechanical devices and work on the smaller scale. Mad gnomes can use both Open Lock and Disable Device even if they have 0 ranks in the skills. This replaces the gnome Guild Affiliation.
- Mad gnomes lose the +2 bonus on Will saves, since Life Quests simply have no real meaning to them anymore.

guilds, they are technically broken into three major categories: Craft Guilds (bowyer, blacksmithing, leatherworking, and the like), Technical Guilds (architecture, chemistry, engineering, scriveners, and others), and Sage Guilds (botany, biology, education, mathematics, philosophy, and so on). If the gnome selects a Craft Guild, the gnome gains a +2 racial bonus on all Craft checks. Technically inclined gnomes gain a +2 racial bonus on all Profession checks. Sage gnomes receive a +2 racial bonus on all Knowledge checks.

- +2 racial bonus on Will saves. A gnome is constantly involved in pursuits of a Life Quest. The gnome may appear to be constantly distracted from day-to-day matters, it's because the gnome is caught up in thinking, dreaming, or planning the Life Quest. Because of this, it is difficult to sway a gnome from a chosen path.
- Automatic Languages: Common and Gnome. Bonus Languages: Dwarven, Ergot, Ogre, and Solamnic. Though they rarely leave Mount Nevermind, gnomes pick up the languages of the others who occupy the same island.
- Favored Class: Special. A gnome's first class (the class he takes as a 1st-level character) is his favored class. Gnomes tend to explore any path to its conclusion and are not easily sidetracked once they have chosen a course. Gnomes in different guilds learn different abilities almost from birth. Some are trained to deal with outside threats, becoming members of the Guild of Defense and Martial Sciences, while others determined to quantify magic as a pure science are members of the Guild of Magical Sciences, including so-called mysticism and sorcery. Such gnomes are technically renegades, though as long as they stay inside Mount Nevermind and do not inflict their magic on the world at large, the members of the Orders of High Sorcery do not believe it worth their while to pursue these magician-gnomes.

Kender

To the other races, kender are the child-race of Krynn. The diminutive kender have short attention spans, intense curiosity, and a fearlessness that serves them well in battle, but often lands them (and those traveling with them) in danger.

Personality: Kender live a carefree existence where every new day is a day of wonderful secrets just waiting to be discovered. Their most defining character traits are their insatiable curiosity and their utter fearlessness, which makes for a frightening combination. All dark caves need exploring, all locked doors need opening, and all chests hide something interesting.

Young kender around the age of 20 or so are afflicted with "wanderlust," an intense desire to depart their homeland and set out on a journey of discovery. Almost all kender encountered outside the kender homelands are on wanderlust.

Kender are tantalized by the prospect of the new and exciting, and only the most extreme circumstances force them to place their own self-preservation above this pursuit. Even the threat of imminent demise does not deter kender, for death is the start of the next truly big adventure.

While kender have a modicum of instinct for self-preservation and will not readily give up their lives in seeking adventure, their propensity to act on impulse at the expense of common sense makes them reckless in dangerous situations–a volatile addition to any adventuring party. Boredom is the kender's arch-nemesis, to be conquered at any cost. It is said that nothing on Krynn is as dangerous as a bored kender or as terrifying as hearing a kender say, "Oops!"

Kender are creatures of extremes. Nothing can be as infectious as the laughter of a giggling kender or as heartrending a sight as a grief-stricken kender. With their short attention spans, kender rarely focus on any one thing for too long. It's when a kender is bored that a kender is most feared. A kender who can't find anything interesting to do determines to do something interesting, often with dire consequences.

The unquenchable curiosity of kender drives them to investigate everything–including other people's personal possessions. Kender appropriate absolutely anything that catches their eye. Physical boundaries or notions of privacy are both alien concepts to them, while the monetary value of an object means nothing to them. They are as likely to be more captivated by the feather of goat-sucker bird as by a sapphire. Kender are never happier than when their hands are in the pockets, pouches, or backpacks of those around them.

Kender do not consider such appropriation to be thievery as others understand it (kender are as contemptuous of thieves as the next person). Kender term this "handling" or "borrowing" because they firmly intend to return what they pilfer to the proper owner. It's just that with so many exciting and wonderful things going on in their lives, they forget to give things back. Kender are at best bemused and at worst outraged at being accused of theft or pick-pocketing. Kender always give perfectly reasonable explanations for just about every accusation leveled at them. Favorites include:

"It must have fallen into my pocket."

"You dropped it. I picked it up so I could give it back."

"I was just keeping it safe. You never know when someone might try to steal it."

"I forgot I had it. Is it yours?"

"What a coincidence! I have one just like that."

"Didn't you mean to give this to me as a gift?"

Handling is a natural extension of every kender's day-to-day life. The distinction between the handling of the kender and the skullduggery of the thief or rogue is a subtle and important one. Unfortunately, only the kender themselves truly comprehend it.

Once kender form friendships, their capacity for loyalty is unrivaled. Given the opportunity (which admittedly requires a great deal of patience on the part of nonkender), kender form lasting bonds with their companions. Kender do not feel fear for themselves, but they can feel fear for their friends, and this has often led to the tempering of kender impulses. Kender grieve deeply the loss of friends and the sight of a grieving kender can be enough to reduce even the most cold-hearted person to sympathetic tears.

As an essential component to their curious natures, the kender have developed a powerful immunity to the effects of fear. This fearlessness imbues kender with a keen sense of self-confidence, and makes them highly effective in pressure situations–if their companions can keep them calm long enough to devise a plan of action. Kender react pragmatically to almost all situations, exhibiting a bravery that quickly earns the respect of those who witness it. On the rare occasions that kender do feel fear, they attribute it to a strange sensation in their stomachs, and may blame the uncomfortable feeling on something they ate.

Perhaps to compensate for their slight stature, kender possess an unerring knack for probing a person's insecurities, paranoia, and prejudices. Kender are masters of the insult, developing it into an art form. Kender taunts can drive victims to forget years of training and experience, sending them into a rage with only one thought–murdering the taunting kender. Whether inciting a mob to violence or luring a dangerous enemy out of hiding, the taunt can be a powerful weapon in the kender's arsenal.

Physical Description: Despite their small frames, kender are surprisingly strong and agile. Males and females both stand between 3 1/2 feet and 4 feet in height, though some have been known to reach almost 5 feet. They weigh between 80 and 100 pounds. Eye color ranges from pale blue through hazel and their hair is sandy blond, light or dark brown, or a striking shade of red or copper. Short-cropped haircuts are popular in the west, while eastern kender prefer wearing their hair long. Regardless, a kender's hair is often fancifully braided and decorated. They are fond of flamboyant clothing, preferring wild colors and clashing fashions over more tasteful gear. Aware of the value of first impressions, a kender's first instinct upon meeting someone new is to straighten his clothes, brush himself off, and introduce himself with extended hand. Kender dress is as individualistic as each kender, with one exception. All kender clothing has many, many pockets for holding their favored trinkets.

Kender have piping voices that become shrill and mocking if they are angry, as they proceed to verbally assault their victims. As kender age, their voices deepen slightly, but retain a surprising range. Kender can mimic bird and animal calls quite easily. When excited, a kender speaks very quickly and loudly. Kender conversations ramble, rapidly flitting from one topic to the next. Kender cannot keep secrets to save their lives and happily blurt out intensely personal information about themselves or anyone else.

Kender can live for more than 100 years, retaining a youthful zeal for life even into old age. Adulthood begins around 20 years of age, when the first signs of wanderlust strike, with old age settling in around 70 years, when wanderlust fades and the kender decides to settle down (though some kender never do). Kender age extremely well, with only a slight deepening of crow's feet and laugh lines about their eyes, and a gentle graying of the hair about their temples. Kender have a deep respect for elderly kender, since it is rare for the curious and fearless kender to survive their period of wanderlust.

Relations: Kender get along with anyone and everyone they meet, though they won't hesitate to declare their dislike for someone who hurts their friends. When meeting new people, (no matter of what race), kender immediately offer their hands and introduce themselves. When kender meet each other, they enter a discourse

Taunts and the Bluff Skill

Although kender are especially good at it, any character can attempt to make a Bluff check to taunt a foe. The target of the Bluff check must be able to see and hear the taunting character and must be an intelligent creature who understands the taunting character's language. Creatures that are immune to mind-affecting effects are immune to this use of the Bluff skill.

Taunt: To taunt an opponent in combat, make a Bluff check opposed by a Sense Motive check by your target. If your Bluff check exceeds your target's Sense Motive check, your target is nettled by your taunts and suffers a –1 penalty on his attack rolls and AC until your next action. An enemy distracted by your taunts is likely to direct his next attack at you, but is under no compulsion to do so.

Using the Bluff skill to taunt a foe requires a standard action, but does not provoke an attack of opportunity.

that can last for hours while they try to determine how they're related (almost always going through Uncle Trapspringer) and compare the interesting items in their pockets and pouches.

Members of other races are not as fond of kender as kender are of them, however. The Silvanesti consider kender annoying pests and do not like being reminded that Balif, friend and companion to the great elven founder Silvanos, was a kender. While some Qualinesti find kender amusing and admire their sense of loyalty to their friends, most are either baffled or irritated by kender behavior. Dwarves, both hill and mountain, not only consider kender to be "good for nothing, lazy doorknobs," thinking of them as a race of thieves. Close-minded humans, from Solamnic to Ergothian, dislike kender, regarding them thieving nuisances. Kender get along well with gnomes, who share a common curiosity. The Kagonesti, who believe that physical possessions are fleeting, and the Plainsfolk, who deem "crazy" people to be blessed by the gods, are always happy to join kender in their wanderings or welcome kender to their homes. Ogres, goblins, and draconians think that the only good kender is roasted kender.

Kender

The truly wise of all races know that kender are the innocents of the world and that the world would lose something precious if kender were ever to leave it.

Alignment: Kender tend toward neutrality in outlook. They don't consider themselves to be lawbreakers and actually hold a high disregard for "thieves." If they feel a law is unjust (such as when the Istarans tried to impose a high tax on kender trade), kender simply ignore it (the Istarans eventually exempted the kender from taxes and tariffs). It is extremely rare for a kender to be evil, since kender hold a high regard for life and liberty, and are almost completely incorruptible (as the gods of Darkness have discovered).

Kender Lands: In the early Age of Mortals, Kendermore was devastated by the red dragon Malystryx, leaving only the charred, skeletal remains of the kender city. Kendermore natives headed west, where they were eventually welcomed by their brethren in Hylo, on the island of Northern Ergoth. Kender society is unlike any other society found in Ansalon, being an omnigarchy, where everyone rules. Individuals do as they please, as long as they do not harm one another. Apart from Hylo, kender can be found everywhere in Ansalon (mostly because of the inevitable "wanderlust" that strikes all kender during their lives), though most of Ansalon would rather the incorrigible kender live elsewhere.

Religion: Though kender recognize all the deities (to avoid hurting any god's feelings), they hold Branchala, Chislev, Mishakal, and Gilean in highest regard. Reorx is viewed as a grumbling but benevolent grandfather, but kender do not specifically praise him. The adventures of the renowned Tasslehoff Burrfoot, and his oft-told tales of daring and exploit, have also rendered the name of Fizban the Fabulous a revered deity among segments of kender society.

Language: Kender have their own language colloquially called "Kenderspeak," and they speak Common as well. Kender have a huge appetite for stories and tales, and rarely use Kenderspeak when in company with other races lest it hamper their ability to communicate.

Names: Each kender has a given name, as well as a more descriptive "chosen" name (usually–but not always–chosen by themselves) that best describes their exploits, achievements, and outlook on life. They have a habit of appropriating particularly popular or heroic names to inherit the good reputation of the original owner. It is not

uncommon to encounter an entire group of wandering kender all calling themselves by the same name. Younger kender are often influenced by their elders or relatives. The importance of familial ties often means that kender will maintain a family name out of loyalty to their bloodline.

Male Names: Arlie, Buckeran, Jackin, Kronin, Malon, Pentrien, Tarli, Tasslehoff, Tekel, Tobin.

Female Names: Amari, Amber, Athola, Catt, Emla, Ethani, Juniper, Mela, Paxina, Teeli.

Chosen Names: Burrfoot, Deeppockets, Flamehair, Lighteyes, Nimblefingers, Quickstep, Redfeather, Riddler, Softtread, Thistleknot.

Adventurers: All kender adventurers are on wanderlust–that time of their lives in which the need for exploration and adventure overrides all other priorities. This "phase" lasts for most or all their remaining years. No other race is as content with the adventurer's lifestyle as the kender.

Kender Racial Traits

- +2 Dexterity, –2 Strength, –2 Wisdom: Quick and agile, the small and wiry kender are built for nimbleness rather than brute strength. Driven by insatiable curiosity, kender lack the ability to think things through or to consider the consequences of their actions.
- Small: As Small creatures, kender gain a +1 size bonus to Armor 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 characters.
- Kender base land speed is 20 feet.
- +1 racial bonus on all saving throws. Perhaps due to their eternal optimism and their inherent belief in the goodness of all people, kender manage to survive and thrive in a world that is often hostile to them.
- +2 racial bonus on Spot checks. Kender have remarkable eyesight.
- +2 racial bonus on Open Locks and Sleight of Hand checks. All kender have an instinctive curiosity when it comes to finding out what lies behind closed doors and inside pockets and pouches. Kender can use these two abilities as though they were trained, even if they have 0 ranks in the skills.
- Lack of Focus: Kender have a –4 racial penalty on Concentration checks. Kender don't necessarily lack magical talent, but their general lack of focus discourages them from pursuing careers in magic.
- Taunt: Kender have an uncanny insight into the motivations and characteristics of other races. They can use this insight to unleash a verbal barrage of sarcasm, insults, and crude comments that cause the targeted victims to lose their temper. Kender receive a +4 racial bonus on all Bluff checks used to taunt someone.
- Fearlessness: Kender are immune to fear, magical and otherwise.
- Automatic Languages: Kenderspeak and Common. Bonus Languages: Dwarven, Ergot, Elven, Goblin, and Solamnic.
- Favored Class: Rogue.

Afflicted Kender

When the dragon Malystryx destroyed Kendermore, she did more than burn down a town–she snuffed out the inner spark of the kender there. Only the kender who lived in Kendermore during Malystryx's attack were affected. Such kender found their courage and curiosity destroyed, as well as their joy in life. Afflicted kender suddenly became like ordinary people–worried, anxious, and somber. They do little to draw any attention to themselves and are always prepared to run from danger at a moment's notice.

Afflicted kender dress in dark colors that allow them to fade into shadows, and they have no interest in pockets or pouches. Afflicted kender are not interested in pretty trinkets, nor do they stick hands into inappropriate pockets. There are no afflicted kender "handlers." If afflicted kender steal something, the kender know exactly what they're stealing, and why they need it.

Afflicted kender see no need to taunt their enemies if they can run and hide or neutralize them. While other races like the unusual quiet demeanor of the afflicted kender, they find, to their surprise, that they are uncomfortable around them. The eyes of an afflicted kender are empty of joy and life. An afflicted kender can be far more calculating and cold-hearted than any true kender could hope to be.

Various groups are working on ways to cure kender of their affliction. Several gnomes have made the search for the cure their Life Quest. Others believe that the affliction is a curse, and some nonafflicted kender are working to find a way to lift it. Some of these work; others do not. At this point, there seems to be no absolute "cure," but no one has yet given up trying to find one.

Racial Traits: Afflicted kender share all the racial traits with normal kender, except as follows:

- +2 racial bonus on Climb, Hide, Jump, and Move Silently checks. Afflicted kender go out of their way to pass unnoticed and avoid drawing any attention to themselves.
- Afflicted kender gain no bonus on their Bluff checks to taunt foes, and do not possess the stereotypical kender fearlessness. They do not have the lack of focus of normal kender and do not suffer the penalty on Concentration checks.

Centaurs

Centaurs are a race of creatures resembling burly humans atop the bodies of mighty horses. They have thrived for centuries in the remote, wild lands of Ansalon. While not particularly virtuous or intelligent, they are one of Krynn's proudest and noblest races. They tend to be hedonistic, enjoying life's pleasures such as wine, music, and food.

Personality: Centaurs live for pleasure, hoping each day to indulge their desires, whether they involve listening to new tales or attempting new amorous pursuits. Centaurs are easy-going and practical, and few centaur herds require a strict set of laws. Centaurs are often vain regarding their personal appearance. Centaurs are disgusted by any sort of scar or disfigurement, whether from a battle scar or a tattoo. They love treasure, and keep their personal collection of baubles with them in leather bags or hide them in hollow trees.

Centaur

Centaurs speak in deep, sonorous voices and often use phrases that sound affected to those members of other races. They speak an archaic version of Common that is easily understandable but sounds antiquated to modern listeners. For example, they say "thou" and "thy" where humans say "you" and "your."

Physical Description: Centaurs possess the lower body of great horses with the muscular upper bodies of humans. Long hair runs down their backs like a mane. Males have broad chests, rippling muscles, and handsome, angular faces. Females are lithe and graceful, with features considered beautiful by elves and humans.

The colors of the centaurs' equine portions range from blond to black and, rarely, dappled. Although they have dark hair, centaur skin tone ranges from white to rich brown. Eye color is typically brown or blue, but some centaurs have black, green, or violet eyes. Centaurs do not understand the physical modesty of other races, and wear clothing only if the weather demands it. They enjoy decorating their bodies, however, and enhance their looks with jewelry, flowers, and other baubles.

Relations: Centaurs get along well with kender and elves, although centaurs find kender too flighty and elves too serious. Centaurs think of dwarves and minotaurs as ugly, stubborn, and quarrelsome.

Alignment: Centaurs lean toward chaotic alignments, having little use for rules and laws, and also tend toward good.

Centaur Lands: Centaur herds are found throughout Ansalon, roaming the pastures and pleasant woodlands far from the lands of other races. Centaurs have no permanent settlements, and migrate when food becomes scarce or when outsiders invade their territory. The most common breed of centaurs are called Abanasinians. These centaurs once dwelled on the plains of Abanasinia, but migrated south into Qualinesti and then throughout the forests of Ansalon.

Religion: Centaur religion is animistic–they see the sacred spirit of the world in all things. Thus, druids rather than clerics serve centaur communities. Of those centaurs who choose the priesthood, most are clerics of Habbakuk, Chislev, and Mishakal.

Language: Centaurs do not possess their own language; instead, they speak a very archaic dialect of Common. Centaurs tend to be fluent in the languages of neighboring peoples. Thus, centaurs of Abanasinia may know Abanasinian, Qualinesti, and Sylvan, whereas centaurs of the Plains of Dust are more likely to know Icespeak and Kharolian.

Names: Centaurs are named by the elders of their herd, according to the seasons and the skies at the time of their birth. In addition, adult centaurs take the name of one of their parents as a surname (men use the name of their father or grandfather, and women use their mother or grandmother's name). A few centaurs use the name of a mate rather than parent. Such a centaur might call himself Typhion, husband to Lorietta.

Male Names: Aegion, Chrethon, Gyrtomon, Leodippos, Menelachos, Nemeredes, Orsiphantes, Trephas, Udaeus, Xagander.

Female Names: Archala, Caitriona, Eliae, Gelasie, Iolande, Jacynth, Lorietta, Mnemosyne, Sacharissa, Vanora.

Adventurers: The passionate nature within centaurs may easily drive them to adventure. Ambition, wanderlust, love, or vengeance may compel a centaur into a wandering life. Even in lands where centaurs are uncommon, a centaur hero can find adventure. Long journeys are easy for centaurs. A young centaur with a desire to see the world will often roam far from native lands.

Centaur Racial Traits

- +8 Strength, +4 Dexterity, +4 Constitution, –2 Intelligence, +2 Wisdom. Centaurs have the power and stamina of a horse, but their hedonistic outlook prevents them from becoming great thinkers.
- Large: As Large creatures and quadrupeds, centaurs can carry three times as much weight as a human can (see Carrying Capacity in Chapter 9 of the *Player's Handbook*). Centaurs suffer a size penalty of –1 to attack rolls, –1 AC, and –4 to Hide checks.
- Monstrous Humanoid: Centaurs are creatures of the monstrous humanoid type.
- Space/Reach: Centaurs have a space of 10 feet, and a reach of 5 feet.
- Centaur base land speed is 50 feet.
- Darkvision: Centaurs can see in the dark up to 60 feet.
- Racial Hit Dice: A centaur has 4d8 racial Hit Dice. A centaur character receives maximum hit points for his first centaur Hit Die, and rolls his other Hit Dice normally. He rolls all Hit Dice from class levels and does not automatically get maximum hit points on his first class level Hit Die. A centaur's racial Hit Dice also provide a +4 base attack bonus and saving throws of Fort +1, Ref +4, Will +4. Centaurs with class levels add their class attack and save bonuses to their racial attack bonus and saves.
- Centaur Skills: A centaur's monstrous humanoid Hit Dice grant him skill points equal to 7 × (2 + Int modifier, minimum 1). Class skills for these skill points are Listen, Move Silently, Spot, and Survival. A centaur character does not get the × 4 multiplier for skill points acquired from his first class level.
- Centaur Feats: A centaur's monstrous humanoid Hit Dice grant him two feats. A centaur with class levels gains feats based on his total Hit Dice, not his ECL (so a 5th-level centaur ranger has 9 HD, 4 from his centaur HD and 5 from his ranger levels, and four feats). A centaur gains Simple Weapon Proficiency and Martial Weapon Proficiency (longsword, longbow, composite longbow, shortbow, and composite shortbow) as bonus feats. Centaurs number among the most skillful archers in Krynn.
- Natural Attacks: A centaur may use his hooves as natural weapons, making two attacks that deal 1d6 points of damage each. A centaur can attack with a weapon at his normal attack bonus and make 2 hoof attacks as secondary attacks (–5 penalty on the attack rolls, and half Strength bonus on the damage rolls).
- Natural Armor: Centaurs have tough hides, which provides them a +3 natural armor bonus to AC.
- Since centaurs are Large nonhumanoid creatures, they must wear armor suited for their unusual bodies. Armor for a Large nonhumanoid costs four times and weighs twice as much as a comparable suit of Medium armor.
- Automatic Languages: Common and Sylvan. Bonus languages: Abanasinian, Elven, Goblin, and Ogre.
- Favored Class: Ranger. A multiclass centaur's ranger class does not count when determining whether he suffers an XP penalty for multiclassing.
- Level Adjustment: +2. A centaur has an effective character level (ECL) of 6 plus class levels (so a 5th-level centaur ranger would have an ECL of 11). Centaurs are more powerful and gain levels more slowly than most other races of Ansalon. See the Monsters as Races discussion in Chapter 6 of the *Dungeon Master's Guide* for more information.

Draconians

Draconians, or dragonmen, arrived in Krynn toward the end of the Age of Despair. Created from the stolen eggs of good dragons and corrupted with dark magic, draconians served as shock troops and special forces during the War of the Lance. Scattered draconian forces that survived the war later relocated to isolated corners of Ansalon. Some still plot to take over human or elven settlements, while the more cautious avoid contact with other races.

During the Chaos War, a band of draconians discovered a clutch of eggs containing unhatched female draconians. The group established a draconian nation in Teyr, ensuring the survival of the race and their continued future in Ansalon.

Baaz

Considered weak in both mind and character, baaz draconians are the most numerous of the dragonmen. Baaz tend to be undisciplined and have a penchant for drinking and revelry, a trait often exploited by human commanders to whip the baaz into a frenzy before battle.

Personality: Male baaz tend to be shallow, selfish, and sadistic. They live for the pleasures of the flesh, indulging in riotous living when not fighting. Female baaz tend to be much more even-tempered and diplomatic, with well-organized minds and a distaste for crude pleasures–though they find such qualities attractive in males.

Physical Description: Baaz have the general form of a humanoid with lizardlike feet and clawed hands, thin, dragonlike wings, and a short, stubby tail. Their scaly, patterned skin has a bright, brassy color when the baaz are newly hatched, but it dulls and fades toward green as they age. Baaz have a blunt, draconic snout filled with small, sharp teeth and bright red eyes that lend them a rather sinister appearance. There is little discernable difference between baaz males and females, except that females tend to be of lighter build.

Baaz draconians enjoy flamboyant, decorative clothing, but can crudely disguise themselves as human or elven by wearing concealing robes and hooded cloaks.

Relations: The first generation of baaz draconians that fought during the War of the Lance were raised and trained to hate all Krynn's races (especially elves), except those in the service of the Dark Queen. After the war, the baaz were unable to shake their beliefs. They lived in ruins far from civilization or in abandoned buildings inside human settlements, disguising themselves to avoid discovery. Some joined roving outlaw bands that lived on robbery, rapine, and murder.

After the Chaos War, many baaz served the newly arrived dragon overlords, while others migrated to the new draconian nation formed in Teyr. The new generation of baaz born during the Age of Mortals is much more open-minded, though their parents' hatred of elves is often passed to the children.

Alignment: Baaz draconians are usually evil, and tend to be neutral in respect to law and chaos. Many baaz in the Age of Mortals have adopted a more neutral outlook, and a rare handful (called "throwbacks") reflect the good alignment of their brass dragon ancestors.

Baaz Lands: In the early Age of Mortals, a draconian nation was founded in Teyr, and surviving baaz from all over Ansalon took their rightful place as a true race of Krynn.

Religion: During the early Age of Mortals, the baaz, like other draconians, began to reject their initial teachings and came to realize that Takhisis betrayed them. After the War of Souls, the baaz were glad to be rid of the Dark Queen, even as they now seek another god to replace her in their prayers.

Language: Draconians have no language of their own, instead learning the speech of Nerakan priests. Because of their life-long military training and organization, their speech incorporates military slang and jargon.

Names: The first generation draconians bear the names assigned to them by their creators, which reflect Nerakan language and culture. Because of their intense military training and long service, baaz (and other draconians) possess a name, rank, and assigned regiment. This became a part of the naming convention of the draconians of Teyr, who bestow a given name to their children at birth. Upon joining the military, the baaz gain "last names" reflecting their rank and regimental affiliation. Baaz names do not differentiate between male and females.

Baaz Names: Agrel, Cresel, Drugo, Folketh, Holkforth, Krelkith, Pulk, Riel, Urul, Vlerness.

Adventurers: Some baaz leave the structured life of the military for a wandering lifestyle. Others fixate on a particular great accomplishment, willing to travel endless miles and wait years to fulfill their quest. Adventuring baaz often adopt disguises to find acceptance in a world that hates draconians.

Baaz Racial Traits

- +2 Constitution, –2 Intelligence, –2 Wisdom. Baaz possess the marked toughness of their draconic heritage, but are not particularly bright or strong-willed.
- Medium: As Medium creatures, baaz draconians have no special bonuses or penalties due to their size.
- Dragon: Baaz are creatures of the dragon type. They are immune to sleep and paralysis effects. Baaz have darkvision (60-foot range) and low-light vision.
- Baaz base land speed is 30 feet.
- Racial Hit Dice: A baaz has 2d12 racial Hit Dice. A baaz character receives maximum hit points for his first baaz Hit Die, and rolls his other Hit Dice normally. He rolls all Hit Dice from class levels and does not automatically get maximum hit points on his first class level Hit Die. A baaz's racial Hit Dice also provide a +2 base attack bonus and saving throws of Fort +3, Ref +3, Will +3. Baaz draconians with class levels add their class attack and save bonuses to their racial attack bonus and saves.
- Baaz Skills: A baaz's dragon Hit Dice grant him skill points equal to (6 + Int modifier, minimum 1× 5. Class skills for these skill points are Bluff (male) or Diplomacy (female), Disguise, Intimidate, Listen, and Spot. A baaz character does not get the × 4 multiplier for skill points acquired from his first class level.

- Baaz Feats: A baaz's dragon Hit Dice grant him one feat. A baaz with class levels gains feats based on his total Hit Dice, not his ECL. Baaz gain Simple Weapon Proficiency, Martial Weapon Proficiency (longsword), Light Armor Proficiency, and Shield Proficiency as bonus feats.
- Natural Attacks: A baaz may use his claws and bite as natural weapons, making 2 claw attacks that deal 1d4 damage (plus Strength bonus) and 1 bite attack that deals 1d4 damage (plus half Strength bonus). A baaz can attack with a weapon at his normal attack bonus and make one claw or bite attack as a secondary attack (–5 penalty on the attack roll, and half Strength bonus on the damage roll).
- Natural Armor: Baaz have thick, scaly flesh, which provides them a +2 natural armor bonus to AC.
- Death Throes (Su): A baaz's body petrifies to stone the moment it dies. If the creature that struck the deathblow used a slashing or piercing weapon, it must make a (DC 12 + Con modifier) Reflex save or have its weapon fused inside the baaz's stone body. The baaz "statue" crumbles to dust after 1d4 minutes. Items carried by the baaz, or any trapped within its stone body, are unaffected by the process. Baaz can only be restored to life through the use of a *resurrection*, *true resurrection,* or *wish* spell.
- Disease Immunity (Ex): Baaz draconians are immune to all diseases.
- Gallop: Baaz are exceptionally swift, and gain Run as a bonus feat.
- Glide (Ex): A baaz can use its wings to glide as an extraordinary ability, negating any damage from a fall of any height and allowing it to travel horizontally up to four times the vertical distance descended.
- Inspired by Dragons (Ex): Draconians are drawn to evil dragons and revere them. When a dragon commander is within line of sight, or when entering a battle under the command of a dragon (in the chain of command), they receive a +1 morale bonus on all attacks and saving throws.
- Low Metabolism: Baaz draconians can survive on one-tenth the food and water it takes to sustain a human.
- Spell Resistance of 8 + class level.
- Automatic Language: Common. Bonus Languages: Goblin, Nerakese, and Ogre.
- Favored Class: Fighter. A multiclass baaz's fighter class does not count when determining whether he suffers an XP penalty for multiclassing.
- Level Adjustment: +1. Baaz draconians have an effective character level (ECL) of 3 + class level. Baaz are more powerful and gain levels more slowly than most other races of Ansalon. See the Monsters as Races discussion in Chapter 6 of the *Dungeon Master's Guide* for more information.

Draconians

Kapak

Kapak draconians are known for stealth, vicious cunning, and for licking their blades with their venom-soaked tongues before battle. While not known for original thinking, kapaks exhibit cruel creativity in carrying out assigned missions of espionage and murder.

Personality: Kapaks like structure in their lives, and the military lifestyle suits them. Their natural talents for stealth and butchery belie their need for order. Many become assassins, because they are adept at handling dangerous and constantly changing situations. Female kapaks also like structure, but they tend to be more nurturing, using their inborn healing abilities to aid other draconians.

Physical Description: Kapaks are larger and more draconic than baaz, with elongated reptilian snouts, sharp-toothed maws, and horned heads. They possess two large glands in their mouths that produce either poison (males) or a magical healing saliva (females). They have scaly, green-tinged coppery hide, and sport a pair of wings that extend 6 feet to each side when outstretched.

When scouting or spying, kapaks dress in dark colors and avoid cumbersome armor. Kapaks outfitted for battle wear standard military dress, but prefer lighter forms of armor that won't slow their movement. Male kapaks often enjoy taking "trophies" from fallen foes, so their decorations tell the stories of slain enemies.

Relations: Kapaks have a strained relationship with baaz draconians, due to the intense rivalry between the two groups of dragonmen fostered in the first generations to make them better fighters. Years of battling together against a hostile world have eased these tensions, however, and by the Age of Mortals the rivalry is almost forgotten.

Kapaks are at ease only with other draconians, for all other races regard them as either enemies or arrow-fodder (stemming from the War of the Lance). Some might ally with members of another evil race (ogres, minotaurs, goblins), but such an alliance is for the sake of convenience, not out of trust or respect.

In the Age of Mortals, some kapaks found service with the new dragon overlords, particularly Beryllinthranox. Since her death, most have returned to Teyr.

Alignment: Kapak draconians are usually evil, especially the first generation that was raised to fight in the War of the Lance. New generations tend to be more neutral. Kapaks have lawful tendencies.

Kapak Lands: Many surviving kapaks have joined their brethren in the draconian nation in Teyr.

Religion: During the Age of Mortals, kapaks rejected Takhisis as their goddess and, while they acknowledge the other gods, very few look to any divine source for aid or guidance. Kapaks believe that draconians should determine their own destiny.

Language: Draconians have no language of their own, instead learning the speech of Nerakan priests. Because of their life-long military training and organization, their speech incorporates military slang and jargon. Kapaks often learn the language of their enemies to effectively spy on them.

Names: The first generation draconians bear the names assigned to them by their creators, which reflect Nerakan language and culture. Because of their intense military training and long service, kapaks (and other draconians) possess a name, rank, and assigned regiment. This became a part of the naming convention of the draconians of Teyr, who bestow a given name to their children at birth. After joining the military, the kapaks gain "last names" reflecting their rank and regimental affiliation. Kapak names do not differentiate between male and females.

Kapak Names: Brekel, Dorel, Gork, Kasi, Lurden, Nakesh, Olkak, Prokel, Wydek, Zrak.

Adventurers: Kapak adventurers are quite rare, since most do not feel a desire for independence or exploration. Those who seek a life of adventure often work for organizations that seek to capitalize on their talents, including thieves' and assassins' guilds.

Kapak Racial Traits

- +2 Dexterity, +2 Constitution, –2 Intelligence, –2 Wisdom. Kapaks are naturally tough and nimble, but are not given to complicated thinking or great willpower.
- Medium: As Medium creatures, kapak draconians have no special bonuses or penalties due to their size.
- Dragon: Kapaks are creatures of the dragon type. They are immune to sleep and paralysis effects. Kapaks have darkvision (60-foot range) and low-light vision.
- Kapak base land speed is 30 feet.
- Racial Hit Dice: A kapak has 2d12 racial Hit Dice. A kapak character receives maximum hit points for his first kapak Hit Die, and rolls his other Hit Dice normally. He rolls all Hit Dice from class levels and does not automatically get maximum hit points on his first class level Hit Die. A kapak's racial Hit Dice also provide a +2 base attack bonus and saving throws of Fort +3, Ref +3, Will +3. Kapak draconians with class levels add their class attack and save bonuses to their racial attack bonus and saves.

- Kapak Skills: A kapak's dragon Hit Dice grant him skill points equal to (6 + Int modifier, minimum 1)× 5. Class skills for these skill points are Hide, Listen, Move Silently, Search, and Spot. A kapak character does not get the × 4 multiplier for skill points acquired from his first class level.
- Kapak Feats: A kapak's dragon Hit Dice grant him one feat. A kapak with class levels gains feats based on his total Hit Dice, not his ECL. Kapaks gain Simple Weapon Proficiency, Martial Weapon Proficiency (short sword, short bow), and Light Armor Proficiency as bonus feats.
- Natural Attack: A kapak may use his bite as a natural weapon, making 1 attack that deals 1d4 damage (plus Strength bonus). A kapak can attack with a weapon at his normal attack bonus and make one bite attack as a secondary attack (–5 penalty on the attack roll, and half Strength bonus on the damage roll).
- Natural Armor: Kapaks have thick, scaly flesh, which provides them a +2 natural armor bonus to AC.
- Death Throes: A kapak's body dissolves into a pool of acid 5 feet in radius the moment it dies. The acid evaporates in 1d6 rounds. Everyone within the affected area (as well as each unattended object) suffers 1d6 points of acid damage for each round of exposure. Kapaks can only be restored to life through the use of a *true resurrection* or *wish* spell.
- Disease Immunity (Ex): Kapak draconians are immune to all diseases.
- Gallop: Kapaks are exceptionally swift, and gain Run as a bonus feat.
- Glide (Ex): A kapak can use its wings to glide as an extraordinary ability, negating any damage from a fall of any height and allowing it to travel horizontally up to four times the vertical distance descended.
- Inspired by Dragons (Ex): Draconians are drawn to evil dragons and revere them. When a dragon commander is within line of sight or when entering a battle under the command of a dragon (in the chain of command), they receive a +1 morale bonus on all attacks and saving throws.
- Healing Touch (female only) (Su): The saliva of a female kapak cures wounds. If she licks an injured living creature, the saliva heals 2d6 points of damage. A creature can only be healed with female kapak saliva once every four hours. The saliva of a female kapak does not heal when delivered by her bite.
- Poison Saliva (male only) (Ex): The saliva of a male kapak carries a paralyzing poison (bite or licked blade; [DC 11 + Con modifier] Fort save; initial damage 1d6 Dex, secondary 1d6 Dex), which can be delivered either through a bite or by licking any stabbing or piercing weapon. Envenoming a weapon is a full-round action that provokes an attack of opportunity; the poison remains on the weapon for 3 rounds or until the kapak hits with the weapon, whichever comes first.
- Sneak Attack: If a kapak can catch an opponent when she is unable to defend herself effectively from his attack, he can strike a vital spot for extra damage. Basically, any time a kapak's target would be denied her Dexterity bonus to AC (whether she actually has a Dexterity bonus or not), the kapak's attack deals +1d6 points of damage. Should the kapak score a critical hit with a sneak attack, this extra damage is not multiplied.

  It takes precision and penetration to hit a vital spot, so ranged attacks only count as sneak attacks if the target is 30 feet away or less.

  A kapak can only sneak attack living creatures with discernable anatomies–undead, constructs, oozes, plants, and incorporeal creatures lack vital areas to attack. Additionally, any creature immune to critical hits is similarly immune to sneak attacks. Also, the kapak must be able to see the target well enough to pick out a vital spot and must be able to reach a vital spot. The kapak cannot sneak attack while striking at a creature with concealment or by striking the limbs of a creature whose vitals are beyond reach.

  If a kapak gets a sneak attack bonus from another source (such as rogue levels), the bonuses to damage stack.
- Low Metabolism: Kapak draconians can survive on one-tenth the food and water it takes to sustain a human.
- Spell resistance of 11 + class level.
- Automatic Language: Common. Bonus languages: Goblin, Nerakese, and Ogre.
- Favored Class: Rogue. A multiclass kapak's rogue class does not count when determining whether he suffers an XP penalty for multiclassing.
- Level Adjustment: +2. Kapak draconians have an effective character level (ECL) of 4 + class level. Kapaks are more powerful and gain levels more slowly than most other races of Ansalon. See the Monsters as Races discussion in Chapter 6 of the *Dungeon Master's Guide* for more information.

Ogre Races

The word "ogre" conjures up an image in the minds of the people of Ansalon of huge, brutish monsters who delight in torment and cruelty. The truth is far more complex. Ogres were the first race created by the deities of Darkness, given

physical strength, beauty, and magical powers. Changes in the world and within the ogres themselves gave rise to several ogre races, none of which now appear to be related to one another.

Irda

The irda ("high ogres") retain the grace and amazing beauty originally bestowed upon the ogres as one of the first races of creation. Reclusive and solitary by nature, they wear magical disguises when forced to walk among the other races. All but a handful of irda were destroyed by Chaos at the end of the Fourth Age.

Personality: Irda prefer to spend their time alone. They do not particularly care for the company of others, even their own kind. Deeply introspective, they seek only to be left alone, living in quiet solitude. This solitary nature would have led to the irda's extinction if not for the *Valin* (Time of Mating) in which an irda female bonds with the first man who looks into her eyes. Irda appear cold and aloof to other races, even the elves, for the irda keep tight control of their emotions to stave off the evil urges they inherit with their ogre blood.

Physical Description: Irda are tall and slender, both males and females averaging six feet in height, with some individuals growing taller. Their skin color varies from midnight blue to deep, sea green. Their hair is generally black, though sometimes white or silver. The irda keep their hair trimmed and combed. All irda are extraordinarily beautiful by the standards of the humans and elves, with faces as cold and lovely as sculpted marble. Irda eyes are usually silver, but may sometimes be deep blue or emerald green. They have drooping eyelids, which often gives others the false impression that irda are bored or sleepy.

Irda move with a grace and delicacy that the highest-born elves envy. Every movement seems to be part of an elegant dance. Their voices are rich and resonant, drawing immediate attention to an irda who is speaking or singing.

Irda

Irda dress in simple clothing, often linen smocks or silken gowns. Their clothes are accented by handcrafted jewelry of simple, elegant design. Irda do not wear leather, wool, or anything taken from an animal. All irda are vegetarians, rejecting the ways of their ogre ancestors.

Relations: After the irda split from their ogre ancestors, they withdrew from Ansalon and lived in isolation. Throughout the early ages of Krynn, the irda rarely visited the continent. Those who did brought back stories that led the irda to think of the other races as misguided children. Irda cannot help but consider themselves superior, though the more well traveled among them have learned of the resilience and strength of the other races.

Tales of wicked, oppressive ogres who wielded whips still pervade the world of humans, most of whom forgot the truth of the history or that the irda even existed.

The irda are not known to have taken part in the War of the Lance. When the Age of Mortals dawned, rumors spread about how the irda released Chaos into the world at the terrible cost of their lives. The few surviving irda are now hated and reviled for their role in the Chaos War.

Alignment: Irda are lawful or neutral good. Though they have seeds of cruelty and evil within them, they have spent millennia learning to suppress the darkness and embrace the light. Some irda have drifted toward neutral alignments (usually lawful neutral). Only a handful of high ogres in their long history have embraced darkness and evil.

Irda Lands: The first irda fled Ansalon, knowing that the evil ogre nations would never leave them in peace. The irda found their way to a remote island north of Ansalon, the only homeland they would know from that point forward. Those few irda who still survive in the Age of Mortals are a scattered people without a homeland, forced to hide wherever they can.

Religion: Fleeing from their own people and the worship of the Dark Queen, the irda turned to Paladine. There are irda who actively worship other gods of Good–especially Mishakal in the wake of Paladine's sacrifice–but these instances are rare. Irda have grown so independent and proud that they do not choose, as a race, to worship or honor the deities, though individuals sometimes still pay homage to them.

Language: The irda still speak the ancient tongue known to scholars as "High Ogre," barely changed in thousands of years. Though they rarely travel among the other races of Ansalon, irda learn other languages easily and make it a point to speak several other tongues fluently in case they are needed for disguise. Therefore, irda speak Common, Elven, Dwarven, or other civilized tongues.

Names: Irda are given names shortly after birth. Such child names are rarely used once they reach adulthood. Some irda names reflect important roles, such as the Decider (the closest thing the irda have to a leader) or Protector (one who watches over the island). These irda abandon their birth-names and are simply addressed by their titles.

Male Names: Bahari, Igraine, Keryl, Mirni, Ronlyn, Tyrel.

Female Names: Amberyl, Chanan, Dara, Nishan, Usha, Zuela.

Adventurers: Irda do not like to leave their island home and their reclusive nature prevents them from joining with groups. Those irda who do adventure in the greater world often do so–at least at first–wearing the guise of another race and do not reveal their true nature until it is absolutely necessary. Irda adventurers are quiet and withdrawn, but loyal to friends and able to deal with serious problems with grace and maturity.

Irda Racial Traits

- +2 Intelligence, +2 Charisma, –2 Constitution. Irda are served by both intelligence and a strong presence as well as physical beauty, but their self-imposed isolation and living conditions have weakened their health.
- Medium: As Medium creatures, irda have no special bonuses or penalties due to their size.
- Humanoid (shapeshifter): Irda are humanoids with the shapeshifter subtype.
- Irda base land speed is 30 feet.
- Low-Light Vision: Irda can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. They retain the ability to distinguish color and detail under these conditions.
- Change Shape (Su): Three times per day, an irda can assume the form of any humanoid-type creature of Small to Large size. Her equipment and clothing do not change. She gains the natural attacks, natural armor, movement modes, and extraordinary special attacks (but not special qualities) of her new form. She retains the special attacks and qualities of her original form (but not breath weapons or gaze attacks, if she has any). She retains the ability scores, hit points, and saving throws of her original form. She retains her spellcasting ability (if any), although she must be able to speak intelligibly to cast spells with verbal components and she must have humanlike hands to cast spells with somatic components. The irda is effectively camouflaged as a creature of her new form, and gains a +10 bonus on Disguise checks if she uses this ability to create a disguise. She can remain in her new form as long as she likes; returning to her original form does not count as a use of her change shape ability. The irda reverts to her natural form if she dies.
- Spell-like Abilities: 1/day–*dancing lights*, *detect magic*, *flare*, *ghost sound*, *light*, and *mage hand*. These spells are cast as if by a sorcerer of the irda's character level (save DC 10 + Cha modifier).
- Automatic Languages: Common and High Ogre. Bonus languages: Dwarven, Elven, Kothian, and Sylvan.
- Favored Class: Wizard. A multiclass irda's wizard class does not count when determining whether she suffers an XP penalty for multiclassing.
- Level Adjustment: +2. Irda are slightly more powerful and gain levels more slowly than most other races of Krynn. See the Monsters as Races discussion in Chapter 6 of the *Dungeon Master's Guide* for more information.

Ogres

"Fallen" ogres, as they are sometimes called, have existed since the Age of Dreams. Along with a reputation for cruelty, ogres possess a crude wit that serves them well in life.

Personality: Ogres are said to be born angry, ready to fly into a rage at the slightest provocation. They are creatures of appetite and greed, spending hours every day satisfying their wants and desires. Ogres believe that anything they have the strength to slay, the luck to find, or the cunning to steal is theirs by right. Ogres are social creatures, however, possessing a dim racial memory of their once great civilization and attempting to crudely re-create it by dwelling in ruined cities or constructing rudimentary villages. Ogre tribes often make prisoners into slaves, for they feel superior by debasing others.

Physical Description: Ogres stand between 8 and 9 feet tall. Their skin is a dull yellow, covered in uneven patches of hair, blotches, pustules, and scars. Some ogres tend toward obesity, but many are lean. Due to their height, ogres develop a hunched posture. Almost all ogres have black hair that is worn long and uncombed.

Ogres wear a combination of leather and animal hides, cloaked with thick furs for those who live in the cold mountains. Tribes that live in the warmer, northern climes wear leather to ward off the hot sun. Love of jewelry and other body ornamentation (including tattoos, piercings, and ritual scarification) is an almost universal ogre trait. Some tribes or gangs have certain symbols of allegiance that help identify an ogre's loyalty at a glance.

Relations: Ogres are born angry and full of hate. Ogres feel superior to and wronged by the other races of Krynn, particularly the elves, who usurped the ogres' place as the most beautiful and enlightened race. Dwarves and ogres are often been rivals over the course of history, competing for the same mountainous terrain. Ogres despise humans, considering them too weak to be a threat, even as history reminds them that the rebellion of human slaves spelled the end of their once-great empire. Ogres accord minotaurs a measure of respect, though ogres regard the minotaur race as an aberration of ogre purity.

Alignment: Ogres are often chaotic evil, ultimately selfish in their desires and willing to hurt anyone to gain what they want. Ogres in larger communities might tend toward neutral or even lawful evil–especially those who rise to positions of leadership. Very rarely do ogres possess a nonevil alignment, though there have been exceptions.

Ogre Lands: The ogres are divided into two kingdoms, Kern and Blöde. The ogres of Kern tend to be primitive, savage, and brutal scavengers who prey on any weaker creatures. The ogres in Blöde, however, have a more sophisticated society, living in ancient cities predating the Cataclysm. The ogres of Blöde make use of slave-run farms in the fertile fields to their west and were able to live relatively well, at least until the great black dragon overlord Onysablet seized much of their land for her own following the dragon purge. The ogre nation greatly desires to reclaim the land they lost, but pay lip service to the dragon overlord until they can find a way to overthrow her reign.

Religion: The ogre race once was the chosen of Takhisis. During the Age of Despair, the ogres cursed the absent Dark Queen in the belief that she had abandoned them in their hour of need, and the memory of their goddess was a bitter one. A few ogres, influenced by minotaurs, worship Sargas.

Language: Ogres have their own tongue. During the Age of Dreams they spoke a language later called High Ogre, but in later ages their language degenerated to a crude tongue simply called "Ogre." There is some variation between the language of the ogre nation as a whole and that spoken by each clan, but the Ogre tongue is simple enough that it is understood from one side of Ansalon to the other. High Ogre has a complex alphabet, but it became smaller and merged with simple pictographs after the Age of Dreams.

Names: Most ogres go unnamed (simply using various, often insulting nicknames) until maturity, when they name themselves after committing a worthy deed. (A name-worthy act can include killing a dangerous enemy, stealing something valuable, or committing a brutal act that gains the attention of the ogre's elders.) Ogres also identify themselves by clan.

Male Names: Baloth, Elrauth, Grul, Kurthak, Mornag, Olagh, Raag, Tragor, Ugrek, Xurk.

Female Names: Baloth'a, Grul'i.

Adventurers: Ogre adventurers are rare, since ogres do not like to travel far from their homeland except on raids or when scavenging. Still, some ogres learn to appreciate a wandering life, and their travels and contact with other races make them stand out even from their brethren. An ogre adventurer is distrusted both by his own kind and members of other races encountered in his travels.

Ogre Racial Traits

- +10 Strength, –2 Dexterity, +4 Constitution, –4 Intelligence (minimum 3), –4 Charisma. Ogres are strong and hale, but move slowly, due to their great size and long limbs. Ogres are neither educated nor encouraged to think through problems.
- Large: As Large creatures, Ogres receive a –1 penalty on their attack rolls and Armor Class due to their size, and a –4 penalty on Hide checks.
- Giant: Ogres are creatures of the giant type.
- Ogre base land speed is 40 feet.
- Space/Reach: Ogres have a space of 10 feet, and a reach of 10 feet.
- Darkvision: Ogres can see in the dark up to 60 feet.
- Racial Hit Dice: An ogre has 4d8 racial Hit Dice. An ogre character receives maximum hit points for his first ogre Hit Die, and rolls his other Hit Dice normally. He rolls all Hit Dice from class levels and does not automatically get maximum hit points on his first class level Hit Die. An ogre's racial Hit Dice also provide a +3 base attack bonus and saving throws of

Fort +4, Ref +1, Will +1. Ogres with class levels add their class attack and save bonuses to their racial attack bonus and saves.

- Ogre Skills: An ogre's giant Hit Dice grant him skill points equal to 7 × (2 + Int modifier, minimum 1). Class skills for these skill points are Climb, Listen, and Spot. An ogre character does not get the × 4 multiplier for skill points acquired from his first class level.
- Ogre Feats: An ogre's giant Hit Dice grant him two feats. An ogre with class levels gains feats based on his total Hit Dice, not his ECL. Ogres gain Simple Weapon Proficiency, Martial Weapon Proficiency (greatclub), and Medium Armor Proficiency as bonus feats.
- Natural Armor: Ogres have extremely tough hides, which provide them a +5 natural armor bonus to AC.
- Since ogres are Large creatures, they must wear armor suited for their hulking frames. Armor for a Large humanoid costs and weighs twice as much as a comparable suit of Medium armor.
- Automatic Languages: Common and Ogre. Bonus languages: Goblin, Kothian, and High Ogre.
- Favored Class: Barbarian. A multiclass ogre's barbarian class does not count when determining whether he suffers an XP penalty for multiclassing.
- Level Adjustment: +2. An ogre has an effective character level (ECL) of 6 + his class levels. Ogres are more powerful and gain levels more slowly than most other races of Ansalon. See the Monsters as Races discussion in Chapter 6 of the *Dungeon Master's Guide* for more information.

Half-Ogres

Half-ogres are usually born out of violence and slavery. They are considered weak and soft by ogre standards, and bestial and ugly by human standards. Driven by the social needs of both races, half-ogres try hard to win acceptance to avoid becoming lonely and despondent.

Personality: Half-ogres reflect the personality of the culture in which they were raised. Those raised by ogres are often abused and become brutish and sullen, eager to prove themselves by ogre standards. In the human world a half-ogre is often viewed as a freak and treated as an outcast, despised for his lack of self-control and violent temper.

Physical Description: Half-ogres stand between 6 1/2 and 7 1/2 feet tall, with thick bones, large hands and feet, and dense muscles. Half-ogres raised by ogres are often unkempt and unwashed, their hair long and rarely combed. (Males sport shaggy beards, as well.) Those raised in the human world dress and wash as they are taught. Some wear large hooded cloaks to hide their appearance.

Relations: Humans consider half-ogres evil by virtue of their ogre blood, while ogres consider half-ogres to be weak, sickly, and inferior. The half-ogres themselves often have mixed feelings about both sides of their parentage. They either accept the ways of the society that raises them or reject it, becoming loners. Other races, such as dwarves and elves, simply assume that an "ogre is an ogre." Only kender have an open mind toward half-ogres, but their curiosity and insensitivity make it dangerous for a kender to keep a half-ogre's company.

Alignment: Half-ogres tend toward a neutral alignment. They have too much ogre blood to be completely good but don't automatically embrace evil. If raised under a strong moral code or religion, half-ogres reflect those teachings when they come of age and go out into the world. Half-ogres who grow up and remain among ogrekind will almost always be of evil alignment.

Ogre Lands: Half-ogres have no land of their own, and do not find themselves truly welcome anywhere. They can be found in places that have become havens for outcasts and ruffians, and even then, the locals despise them.

Religion: Half-ogres reflect the beliefs of those who raised them. Some reach out to the gods in their loneliness and find solace, while others feel so angry at the misfortune of their birth that they reject the deities entirely.

Language: Half-ogres first learn the language of those who raise them. Those who travel pick up other languages.

Names: Each half-ogre is named according to the conventions of the race and culture in which he was raised. In ogre society half-ogres are often given derogatory, mocking nicknames that stay with them until they prove themselves in battle.

Adventurers: Torment and harassment drive half-ogres to leave their homes at an early age, making half-ogre adventurers quite common. Half-ogres are often very brave, willing to take desperate risks in attempts to prove themselves.

Half-Ogre Racial Traits

- +4 Strength, +2 Constitution, –2 Intelligence, –2 Charisma. Half-ogres inherit the strength of their ogre parent, but are disadvantaged in intellectual and social circles.
- Medium: As Medium creatures, half-ogres have no special bonuses or penalties due to their size.
- Half-ogre base land speed is 30 feet.
- Natural Armor: Half-ogres have tough hides, which provides them a +1 natural armor bonus to AC.

Half-ogres

- Low-Light Vision: Half-ogres can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. They retain the ability to distinguish color and detail under these conditions.
- Automatic Languages: Common and Ogre. Bonus languages: Goblin, Kothian, and High Ogre.
- Favored Class: Fighter. A multiclass half-ogre's fighter class does not count when determining whether he suffers an XP penalty for multiclassing.
- Level Adjustment: +1. Half-ogres are slightly more powerful and gain levels more slowly than most other races of Ansalon. See the Monsters as Races discussion in Chapter 6 of the *Dungeon Master's Guide* for more information.

Minotaurs

At home both on land and at sea, minotaurs live in an honor-based society where strength determines power in both the gladiatorial arenas and in daily life.

Personality: Minotaurs believe in the superiority of their race above all others. They believe their destiny is to rule the world. From youth, minotaurs are trained in combat and warfare and instilled with a strict code of honor. The militaristic society of minotaurs gives them a rigid view of the world, clearly delineated in black and white. Minotaurs value strength, cunning, and intelligence. The ultimate test of all three virtues is conducted in the Great Circus, an annual contest held in a gladiatorial arena.

Physical Description: Minotaurs are physically imposing, standing between 6 1/2 and 7 1/2 feet in height and weighing between 300 to 450 pounds. A minotaur's upper body is humanoid, with broad shoulders, a deep chest, and strong arms ending in fully articulate hands. For the most part, the legs are also humanlike, although their feet end in cleft hooves. Their powerful bodies are covered with short, thick fur, ranging in hue from red to brown, with rare occurrences of black, tan, or white-furred individuals. Minotaur heads are clearly bovine in nature. They have large, deep-set eyes in shades of dark brown and black. Minotaurs have short, yellow-white horns that grow from their temples, 6 to 12 inches long for females, and anywhere from 1 to 2 feet long for males. Minotaur manes are a shade or two darker than their fur.

To nonminotaurs, the physical differences between males and females may not be immediately apparent, since both sexes are equally powerfully built and there is no role distinction between the sexes. Minotaur dress tends to be austere and simple, nothing more than a harness and a leather skirt, although those of noble rank may wear loose-fitting robes. The harness carries weapons as well as providing a place for the minotaur to hang trophies. Minotaurs are considered adults around the age of 17, and can live to be over 150 years old.

Relations: To the minotaurs, all the other races of Krynn are weak and inferior. They view

dwarves and centaurs with a modicum of respect, due to their rugged, uncompromising natures. Elves and gnomes, on the other hand, are considered weak, frail creatures without any honor or courage. Kender are a nuisance, no better than rats or an infestation of roaches. Of all the races, humans have earned the most respect from the minotaurs, for their military and naval skills are second only to the minotaurs' own.

Alignment: Minotaurs are lawful, raised to believe in a strict code of honor. They are loyal to the death to family and friends and implacable adversaries to their enemies. Minotaurs tend toward evil, due to their worship of Sargas.

Minotaur Lands: The minotaur homeland is actually a series of islands that was created during the Cataclysm, the Blood Sea Isles. Two of these islands, Mithas and Kothas, serve as the center of minotaur society. Mithas, the northern island, is a fiery island whose scrub plains lie in the shadow of four great volcanoes. Kothas, the southern island, is not plagued by Mithas's volcanoes, but neither is it blessed with Mithas's vegetation. Mithas serves as the seat of imperial power for the minotaurs.

Religion: The chief deity of the minotaurs is Sargas, the Great Horned One. Humans term this god Sargonnas, but the minotaurs do not agree that the two are even the same deity and are willing to back their belief with their fists. A few minotaurs also honor Kiri-Jolith, the bison-headed god of just causes, though worship of Kiri-Jolith is rarer and less organized. Minotaurs who worship Kiri-Jolith or other gods are extremely rare, and keep their religion secret, for the priests of Sargas are fanatical and brutal in stomping out heresy.

Language: Kothian is the minotaur language, though minotaurs also speak Common fluently. A clipped, abrupt language, Kothian is much like the minotaurs themselves–controlled, precise, and harsh.

Names: Clan names originate with a great hero. His or her descendants take on the name as their own, doing their best to live up to the ideals of their ancestor. Clan names are always preceded by the diminutive "es-" (if the minotaur is from the island of Mithas) or "de-" (if the minotaur is from Kothas or one of the outlying colonies), meaning "of" (thus Kyris de-Entragath is Kyris of Clan Entragath). (Those with the "es-" diminutive often consider themselves superior to those with the "de-," since they see themselves closer to the throne.)

Male Names: Beliminorgath, Cinmac, Dastrun, Edder, Galdar, Ganthirogani, Hecariverani, Kyris, Tosher, Zurgas.

Female Names: Ayasha, Calina, Fliara, Helati, Keeli, Kyri, Mogara, Sekra, Tariki, Telia.

Clan Names: Athak, Bregan, Entragath, Kaziganthi, Lagrangli, Mascun, Orilg, Sumarr, Teskos, Zhakan.

Adventurers: Minotaurs glory in strength, honor and bravery, so adventuring comes naturally to them. Minotaur adventurers tend to be more independent than others of their kind, for they have severed ties with their clan to seek their fortune in the world. During the various wars that have wracked Ansalon, minotaur mercenaries have joined whichever side they believed to be the strongest. When a minotaur finds a cause in which he truly believes, he will dedicate himself to that cause, a fact that has earned them the grudging respect of the Knights of Solamnia and other lawful groups.

Minotaurs are born sailors and venture out into the world in trading or pirate ships, for although they despise other races, minotaurs are not averse to taking their goods and money.

Minotaur Racial Traits

- +4 Strength, –2 Dexterity, –2 Intelligence, –2 Charisma: Minotaurs are large and powerful, but not very agile. From youth, minotaurs focus on developing their muscles over their minds. Minotaur arrogance can be offensive to other races.
- Medium: As Medium creatures, minotaurs have no special bonuses or penalties.
- Minotaur base land speed is 30 feet.
- Natural armor: Minotaurs have exceptionally tough hides, which gives them a +2 natural armor bonus to AC.
- Natural Attack: A minotaur may use his horns as natural weapons to make a gore attack, dealing 1d6 points of damage (plus the minotaur's Strength modifier). If the minotaur charges, his gore attack deals 2d6 points of damage, plus 1 1/2 times his Strength modifier. A minotaur can attack with a weapon at his normal attack bonus and make a gore attack as a secondary attack (–5 penalty on the attack roll, and half Strength bonus on the damage roll).
- +2 racial bonus on Intimidate, Swim, and Use Rope checks. Minotaurs are a people familiar with the sea, and are naturally adept at skills useful among seafarers.
- Minotaurs may take the Scent special quality as a feat. (See the Glossary in the *Monster Manual*.)
- Automatic Languages: Common and Kothian. Bonus Languages: Kalinese, Nordmaarian, Ogre, and Saifhum. Minotaurs pick up the languages of the other races common in the region of the Blood Sea.
- Favored Class: Fighter. A multiclass minotaur's fighter class does not count when determining whether he suffers an XP penalty for multiclassing.

Chapter Two

The day has passed beyond our power.
The petals close upon the flower.
The light is failing in this hour
Of day's last waning breath.

The blackness of the night surrounds
The distant souls of stars now found,
Far from this world to which we're bound,
Of sorrow, fear and death.

Sleep, love; forever sleep.
Your soul the night will keep.
Embrace the darkness deep.
Sleep love; forever sleep.

The gathering darkness takes our souls,
Embracing us in chilling folds,
Deep in a Mistress's void that holds
Our fate within her hands.

Dream, warriors, of the dark above
And feel the sweet redemption of
The Night's Consort, and of her love
For those within her bands.

Sleep, love; forever sleep.
Your soul the night will keep.
Embrace the darkness deep.
Sleep love; forever sleep.

We close our eyes, our minds at rest,
Submit our wills to her behest,
Our weaknesses to her confessed,
And to her will, we bend.

The strength of silence fills the sky,
Its depth beyond both you and I.
Into its arms our souls wills fly,
Where fear and sorrows end.

Sleep, love; forever sleep.
Your soul the night will keep.
Embrace the darkness deep.
Sleep love; forever sleep.

–Mina's Song

In Krynn is a world of knights and wizards, clerics and rogues. Here, both heroes and villains arise from the most unlikely sources. As Good and Evil battle for dominance and Neutrality struggles to maintain the balance, all people in Krynn choose a path that establishes their destiny and defines their roles in the world's endless conflicts.

Most of the information in Chapter 3: Classes in the *Player's Handbook* applies to the character classes of the Dragonlance campaign setting. Classes that conform to the norm in the core rulebook include only that information specific to a Dragonlance campaign. New information, or anything that takes precedence over the information in the Player's Handbook, is explained in full detail.

Core Classes

Core classes are available to characters of 1st level, possessing no special requirements or particular restrictions. These choices are available to everyone, though it should be noted that not all character classes presented in the core rules are appropriate to a Dragonlance campaign.

Barbarian

Either born in the wilds or rejecting the comfortable life of the city, barbarians are confused by the complex rules of civilized society and are never truly comfortable behind walls. Barbarians are tough and resilient survivors. They make fierce combatants, and are both valued and feared for their prowess in battle.

Religion: Barbarian worship is usually casual, though tribal clerics and druids command respect. Barbarians revere the deities of nature: Habbakuk, Chislev, or Zeboim, depending on their alignment.

Races: Most barbarians in Ansalon are human nomads, Kagonesti elves, or ogres. Almost all other races produce occasional barbarians, with the exception of the gnomes of Mt. Nevermind. Even kender raised in wilder regions have been known to become fierce wilderness warriors.

Game Rule Information: As described in the *Player's Handbook.*

Bard

Astinus and the Order of Aesthetics are the historians of Ansalon, but bards are the common folk's source of news, gossip, and entertainment. Their songs and poetry become part of the lore and folk knowledge of the land, bringing history's heroes and villains to life, telling stories that touch the lives of those who hear them.

Religion: Bards of good alignment revere Branchala, who teaches them to create beautiful music and poetry to lighten the spirits of those in need and to preserve the legacy of the champions of good. Neutral bards serve Gilean. They focus on the lore of Krynn, from obscure knowledge to commonplace news. The bards of evil worship Hiddukel, using their glib tongues to spread lies, make false deals, and advance their personal

Table 2-1: Deities

Deity	Alignment	Domains	Typical Worshipers
Branchala	CG	Chaos, Good, Luck, Trickery	Bards, elves, kender, travelers
Habbakuk	NG	Animal, Good, Water	Rangers, sailors, druids, farmers
Kiri-Jolith	LG	Good, Strength, War	Fighters, Knights of Solamnia
Majere	LG	Good, Law, Meditation*	Monks, theologians, scholars
Mishakal	NG	Community*, Good, Healing, Protection	Healers, artists, midwives, scholars
Solinari	LG	None**	Wizards of the White Robes
Chislev	N	Air, Animal, Earth, Plant	Druids, farmers
Gilean	N	Knowledge, Liberation*, Protection	Scribes, historians, teachers
Lunitari	LN	None**	Wizards of the Red Robes
Reorx	N	Earth, Fire, Forge*	Dwarves, gnomes
Shinare	LN	Law, Luck, Travel	Merchants, traders, dwarves
Sirrion	CN	Chaos, Fire, Passion*	Alchemists, lovers, firefighters
Zivilyn	N	Insight*, Knowledge, Meditation*	Philosophers, mediators
Chemosh	NE	Death, Evil, Trickery	Crazed cultists, necromancers
Hiddukel	CE	Evil, Treachery*, Trickery	Dishonest merchants, thieves
Morgion	NE	Destruction, Evil, Pestilence*	Crazed cultists
Nuitari	LE	None**	Wizards of the Black Robes
Sargonnas	LE	Evil, Fire, Law, War	Minotaurs, bounty hunters, fighters
Zeboim	CE	Chaos, Evil, Storm*, Water	Sailors, pirates, evil druids

* New domain described in Chapter 3.

** Solinari, Lunitari, and Nuitari do not grant divine spells and have no clerics.

status and wealth. Though they worship these deities, bards are arcane spellcasters who make use of primal sorcery.

Races: The gift of magical music is usually found among those races with appreciation for art and culture, though even the savage races may have individuals whose chants and drumming produce miraculous effects.

Game Rule Information: As described in the *Player's Handbook* with the exception of the following: Because healing magic is the province of divine spellcasters on Krynn, bards cannot cast spells from the Conjuration (Healing) subschool.

Cleric

Clerics of Ansalon function as described in the *Player's Handbook*, except that no clerics serve a cause, philosophy, or abstract source of divine power. The gods of Krynn created the world and are the original source of all magical power in the world, both divine and arcane.

Religion: Clerics on Krynn serve all the deities except the deities of the three moons of magic, Solinari, Lunitari, and Nuitari. The priesthoods of Habbakuk, Chislev, and Zeboim are divided between clerics and druids. All clerics in a Dragonlance campaign must choose a patron deity. Clerics can never worship more than one deity at a time, though a cleric may switch allegiance.

After the War of Souls, clerics of Paladine and Takhisis find themselves bereft of spells or any divine connection. Their clerics must decide for themselves whether to turn to one of the other gods of Good or Evil, explore the power of mysticism, or give up their devotion entirely.

Bardic Colleges

During the Age of Dreams, bards who followed the teachings of Gilean established formal centers of training and learning. Some of these "colleges" survived in later ages.

A small bardic college still thrives in the city of Sanction. The school admits no more than ten students at a time, who embark upon a six-year study in which they memorize hundreds of legends, songs, and epic poems. They learn different musical instruments and study forms of oratory and argument. Every twelve years, the Master Bards at the college convene to update the curriculum, which includes removing legends and songs too widespread to attract attention, as well as absorbing new works that have since found favor in the populace.

A similar school in Lancton was established in the early Age of Despair and has continued to accept students to the present day.

Many bards reject the idea of formalized education in such matters and simply learn the art on their own.

Races: Nearly all races have clerics among their members, to guide the worship of their chosen deities.

Game Rule Information: As described in the *Player's Handbook*. See the Medallions of Faith sidebar for information about clerics' special holy symbols. The deities of Krynn are summarized on Table 2–1: Deities with the information most relevant to cleric characters, but more detail is provided in Chapter 4: Deities.

Commoner (NPC)

The laborers of the world, such as innkeepers, servants, blacksmiths, farmers, and fisherfolk, represent the commoners of Ansalon. Though not normally given to adventuring, they take up arms and fight if their homes, families or livelihoods are threatened.

Druid

The druids of Krynn are specialized priests of nature, serving one of three nature gods: Habbakuk, Chislev, or Zeboim. Druids do not receive a *medallion of faith*.

Religion: A druid in a Dragonlance campaign must choose a patron deity, just like a cleric. Good druids revere Habbakuk, while evil ones worship Zeboim. Lawful neutral, chaotic neutral, and true neutral druids all revere Chislev.

Races: Members of races with close ties to nature feel most drawn to the path of the druid, such as Kagonesti elves, centaurs, and human nomads.

Medallion of faith

Game Rule Information: As described in the *Player's Handbook*.

Expert (NPC)

Skilled artisans, specialist laborers, and ingenious inventors represent Krynn's experts. They are the gemcutters, blacksmiths, winemakers, and judges. Many of the gnomes of Mount Nevermind are experts, endlessly tinkering with their inventions and discussing them in committees. In other races and cultures, experts fill important roles, doing work that requires a high level of skill and specific knowledge.

Fighter

Fighters are professional soldiers, mercenaries, duelists, or members of any other profession requiring skill in the arts of battle and war. Future Knights of Solamnia or Knights of Neraka are fighters during their "squire" periods. Others go on to become steel legionnaires or lead entire armies as legendary tacticians.

Religion: Fighters venerate the martial deities Kiri-Jolith and Sargonnas. Some also praise Mishakal, whose clerics tend to the wounds they suffer in battle.

Races: Warfare is a sadly common occurrence on Ansalon, and people of all races take up the way of the sword to defend their homes and loved ones. Dwarves, half-ogres, and minotaurs are among the most feared soldiers.

Medallions of Faith

When a supplicant becomes accepted as a cleric by his patron deity, he is given a *medallion of faith*, which serves as an outward sign of the cleric's commitment and faith. The silver medallion bears the sign of the cleric's god. Without the medallion, the cleric is unable to pray for, or evoke, spells of higher than 3rd level.

Medallions of faith have two abilities outside their purpose as a focus for divine spellcasting.

First, and primarily, the *medallion of faith* can create other *medallions of faith* to be presented to those who have been accepted as clerics for one of the true gods. Regardless of the faith symbolized on the original medallion, the symbol of the newly accepted cleric's medallion is that of her new deity. Thus, it is possible for a priest of the goddess Mishakal to create a medallion for a newly accepted priest of Habbakuk. While in theory any cleric can grant any acolyte a new *medallion of faith*, it is extremely rare for two beings of opposed alignment to engage in this kind of profound exchange.

The second ability of a *medallion of faith* is purely defensive in nature. The medallion resists any effort to be forcefully removed from the neck of the cleric. Any attempt to take the medallion causes the target to suffer 2d4 points of divine damage. This damage is neither sacred nor profane, but purely divine and damages the target without allowing for a saving throw or spell resistance.

Game Rule Information: As described in the *Player's Handbook*.

Monk

Though rare, small communities of monks exist in isolated places in Ansalon. They rarely let the affairs of the outside world affect their search for perfection of body and mind.

Religion: Most monks on Krynn worship Majere and are members of a rare sect called *Claren Elian,* devoted to peace and enlightenment. These monks are lawful good or lawful neutral. Evil monks worship Sargonnas, or Sargas in the case of a few well-disciplined minotaurs.

Races: Humans are most drawn to the quest for inner perfection, though half-elves may find solace in the regimented life of the monk.

Game Rule Information: As described in the *Player's Handbook*.

Mystic

Mystics are spellcasters who have learned to channel divine energy without worshiping (or even acknowledging) any deity. The process of harnessing this magic is one of inner awareness and self-discovery–a private faith that leads to great magical power. Mystical energy affects only the living or the spiritual energy that leaves the body upon death.

There are as many different types of mystics as there are mystical "spheres" of knowledge. Nomadic healers, feral shapechangers, and vile necromancers are examples of mystics.

Adventures: Mystics are on a continual journey of self-discovery, their focus internal rather than external. They may undertake dangerous quests to test themselves and add to their knowledge of the spiritual forces of the world. Adventure sometimes finds mystics who do not seek it, for their powers (which do not require obedience or homage to any deity) make them useful to others.

Characteristics: One mystic is rarely like another, but they do have certain things in common. They tend to be introspective. The path to power requires the mystic to listen to her own inner voice. For those who do not understand, the mystic may appear to live in an inner dream. In truth, however, mystics are often better prepared to face difficult choices and confront life-changing situations than others. Mystics have already asked themselves hard questions and forced themselves to examine complex truths.

Alignment: Because mystics follow an inner truth rather than a doctrine imposed on them from the outside, mystics rarely possess a lawful alignment.

Religion: During the early Age of Dreams, mystics were divine spellcasters who had yet to establish a strong relationship with the deities and instead searched for answers within themselves. During the early Age of Mortals, mystics studied their art under the direction of those who still revered the missing gods, and thus honored them in memory. After the War of Souls, many mystics rejected the deities, who seemed capricious and unreliable. Mystics are content to know that they have the power to channel divine magic without being obliged to follow rules.

Background: Anyone who possesses the latent talent and the sensitivity required to harness the power of the heart may become a mystic. Mystics prefer quiet contemplation to crowds and noise and tend to be loners. Others search for truth in life, having failed to find it with the gods.

Races: Mystical talent is present in almost of Ansalon's races, though most commonly found in humans and half-elves. Only the gnomes possess little talent for mysticism, preferring to work with external power and technology rather than seek answers from within.

Mystic

Other Classes: Mystics and sorcerers work well together, since their magic functions in a similar fashion. They sometimes find themselves at odds with those who worship or revere the deities, such as clerics, knights, and Wizards of High Sorcery.

Table 2-2: The Mystic

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	—Spells Per Day— 0	1	2	3	4	5	6	7	8	9
1	+0	+2	+0	+2	Domain	5	3	—	—	—	—	—	—	—	—
2	+1	+3	+0	+3		6	4	—	—	—	—	—	—	—	—
3	+2	+3	+1	+3		6	5	—	—	—	—	—	—	—	—
4	+3	+4	+1	+4		6	6	3	—	—	—	—	—	—	—
5	+3	+4	+1	+4		6	6	4	—	—	—	—	—	—	—
6	+4	+5	+2	+5		6	6	5	3	—	—	—	—	—	—
7	+5	+5	+2	+5		6	6	6	4	—	—	—	—	—	—
8	+6/+1	+6	+2	+6		6	6	6	5	3	—	—	—	—	—
9	+6/+1	+6	+3	+6		6	6	6	6	4	—	—	—	—	—
10	+7/+2	+7	+3	+7		6	6	6	6	5	3	—	—	—	—
11	+8/+3	+7	+3	+7		6	6	6	6	6	4	—	—	—	—
12	+9/+4	+8	+4	+8		6	6	6	6	6	5	3	—	—	—
13	+9/+4	+8	+4	+8		6	6	6	6	6	6	4	—	—	—
14	+10/+5	+9	+4	+9		6	6	6	6	6	6	5	3	—	—
15	+11/+6/+1	+9	+5	+9		6	6	6	6	6	6	6	4	—	—
16	+12/+7/+2	+10	+5	+10		6	6	6	6	6	6	6	5	3	—
17	+12/+7/+2	+10	+5	+10		6	6	6	6	6	6	6	6	4	—
18	+13/+8/+3	+11	+6	+11		6	6	6	6	6	6	6	6	5	3
19	+14/+9/+4	+11	+6	+11		6	6	6	6	6	6	6	6	6	4
20	+15/+10/+5	+12	+6	+12		6	6	6	6	6	6	6	6	6	6

Game Rule Information

Mystics have the following game statistics.

Abilities: Wisdom determines the power of the spell the mystic can cast, how many spells she can cast per day, and how hard those spells are to resist.

Alignment: Any.

Hit Die: d8.

Class Skills

The mystic's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Heal (Wis), Knowledge (arcana) (Int), Knowledge (nature) (Int), Knowledge (religion) (Int), Profession (Wis), and Spellcraft (Int). See Chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at 1st Level: (2 + Int modifier) × 4
Skill Points at Each Additional Level: 2 + Int modifier

Class Features

All the following are class features of the mystic.

Weapon and Armor Proficiency: The mystic is proficient in the use of all simple weapons. Mystics are proficient with light and medium armor and with shields (except tower shields).

Spells: A mystic casts divine spells chosen from the cleric spell list. To cast a spell, a mystic must have a Wisdom score of 10 + the spell's level. A mystic receives bonus spells based on Wisdom. The Difficulty Class of a saving throw against a mystic's spell is 10 + the spell's level + the mystic's Wisdom modifier.

A mystic's repertoire of spells is extremely limited. A mystic begins play knowing four 0-level spells (orisons) and two 1st-level spells of the player's choice, plus an additional 1st-level spell dictated by the mystic's choice of a domain (see Domains, below). At each level, the mystic gains one or more new spells, as indicated on Table 2–3: Mystic Spells Known. (The number of spells a mystic knows is not affected by his Wisdom bonus; the numbers on Table 2–3 are fixed.) These spells are chosen from the cleric spell list in the *Player's Handbook* as well as the additional cleric/mystic spells presented in this book.

Upon reaching 4th level, and at every even-numbered level after that, a mystic can choose to learn a new spell in place of one she already knows. If effect, the mystic "loses" the old spell in exchange for the new one. The new spell's level must be the same as the spell being exchanged, and must be at least two levels lower than the maximum level of spell the mystic can cast. For instance, upon becoming a 4th-level mystic, the character could trade in a single 0-level spell (since she now knows spells up to 2nd level) for a different spell of the same level. At 6th level, she could trade in a single 0-level or 1st-level spell (since she now knows spells up to 3rd level) for a different spell of the same level. The character may only swap a single spell per opportunity, and may never lose a domain spell.

A mystic is limited to casting a certain number of spells per day (as noted on Table 2–2), representing her maximum limit for channeling divine energy. She need not prepare her spells in advance. The number of spells she can cast per day is

Table 2–3: Mystic Spells Known

Mystic	Spells Known								
Level	0	1	2	3	4	5	6	7	8	9
1	4	2+d	—	—	—	—	—	—	—	—
2	5	2+d	—	—	—	—	—	—	—	—
3	5	3+d	—	—	—	—	—	—	—	—
4	6	3+d	1+d	—	—	—	—	—	—	—
5	6	4+d	2+d	—	—	—	—	—	—	—
6	7	4+d	2+d	1+d	—	—	—	—	—	—
7	7	5+d	3+d	2+d	—	—	—	—	—	—
8	8	5+d	3+d	2+d	1+d	—	—	—	—	—
9	8	5+d	4+d	3+d	2+d	—	—	—	—	—
10	9	5+d	4+d	3+d	2+d	1+d	—	—	—	—
11	9	5+d	5+d	4+d	3+d	2+d	—	—	—	—
12	9	5+d	5+d	4+d	3+d	2+d	1+d	—	—	—
13	9	5+d	5+d	4+d	4+d	3+d	2+d	—	—	—
14	9	5+d	5+d	4+d	4+d	3+d	2+d	1+d	—	—
15	9	5+d	5+d	4+d	4+d	4+d	3+d	2+d	—	—
16	9	5+d	5+d	4+d	4+d	4+d	3+d	2+d	1+d	—
17	9	5+d	5+d	4+d	4+d	4+d	3+d	3+d	2+d	—
18	9	5+d	5+d	4+d	4+d	4+d	3+d	3+d	2+d	1+d
19	9	5+d	5+d	4+d	4+d	4+d	3+d	3+d	3+d	2+d
20	9	5+d	5+d	4+d	4+d	4+d	3+d	3+d	3+d	3+d

improved by her bonus spells, if her Wisdom score is high enough to grant her any.

A mystic may use a higher-level slot to cast a lower-level spell if she so chooses. The spell is still treated as its actual level, not the level of the slot used to cast it.

Domain: Mystics do not derive their power from the deities of Krynn, but they are concerned with same cosmic, natural, and mortal forces as clerics–Good and Evil, Knowledge and Passion, Protection and Destruction. A mystic chooses one domain from among those available to clerics, including the domains in the *Player's Handbook* (even Sun, which is not granted by any of the living deities of Krynn, but not Magic) and the new domains presented in Chapter 3: Magic of Krynn (including several that are available only to mystics). A mystic can choose an alignment domain (Chaos, Evil, Good, or Law) only if her own alignment matches that domain, but there are otherwise no restrictions on her choice of a domain.

A mystic's single domain gives her one additional known spell at each spell level, from 1st on up, as well as a granted power. Unlike a cleric, a mystic does not have to prepare a domain spell and can freely cast all her known spells without special consideration for her domain spell.

For example, Hevara Tarn is a mystic who has chosen the Animal domain. At 1st level, she knows four 0-level spells unrelated to her domain, two 1st-level spells that she can choose freely, and *calm animals,* the 1st-level spell of the Animal domain. She chooses *cure light wounds* and *divine favor* as her two 1st-level spells. She can cast three 1st-level spells per day (plus any bonus spells from her Wisdom score), and these three spells can be any of the spells she knows:

The Influence of Chaos

Magic was originally the province of the gods alone. Magical power resides in the world itself, however–primordial spiritual and arcane energies that were used in Krynn's creation. When the gnomes freed the Graygem during the Age of Dreams, the gem amplified the magical energies and infused them with the essence of Chaos. Select mortals learned to tap into this source of power, shaping the chaotic energies through their own will. These wild mages and mystics were known as Scions.

Though the Scions were critical in the defeat of the evil dragons during the Second Dragon War, their wild magic also caused great destruction and sorrow. The three deities of magic, Solinari the Good, Nuitari the Evil, and Lunitari the Neutral, vowed to grant their power to the mortal races, a power based in order instead of chaos. They took disciples and formed the Orders of High Sorcery.

The Graygem's influence lasted for centuries, its power eventually diminishing. The Scions' power waned as wizardry gained ascendance. During the Age of Might and Age of Despair, the magic of the Scions was reduced until it very nearly vanished entirely, for only the faintest hints of power could be gleaned from the energies of chaos, while the magic of the gods flowed freely to those who followed them.

The state of magic changed again when the irda foolishly opened the Graygem, releasing Chaos into the world in full form. His power infused the world, and again the world's primordial energies became accessible to mortals. When the Age of Mortals began and the magic of the deities was lost, the people of Ansalon found their own magic in these energies. Though the Scions are long forgotten, their legacy endures with the mystics and sorcerers of the Age of Mortals.

she could cast *cure light wounds* three times, *calm animals* three times, or any other combination of the three spells she knows.

A mystic who chooses the Sun domain gains the ability to turn undead as her granted power, and she cannot perform a greater turning. No other mystic can turn undead.

Noble

Nobles are illustrious because of their rank, title, or birth. Nobles have the ability to use their background, education, natural charm, and skills in social maneuvering to their advantage in their day-to-day lives. An elven princess, the lord of Palanthas, a dwarven thane are examples of the noble class. While the motivations and goals of such characters vary widely, each is capable of masking his true intentions behind the veil of etiquette, and of using his charm and wit to gain what he desires.

Adventures: Adventuring nobles might be abroad at the behest of their families or working for a more powerful lord, such as a prince or king. Nobles are also effective diplomats, military commanders and politicians. In rare cases, a noble rebels against his heritage and responsibilities to work toward different goals, while still practicing the skills of his class. Nobles feel a sense of responsibility for those in their company.

Characteristics: While nobles are trained to defend themselves and fight to protect those for whom they hold responsibility, the noble's true battlefields are the throne room, the counsel chamber, the parlor, and the hallways–any place where people meet and interact. His tongue and charm are his most effective weapons. Nobles prefer civilized areas, where laws are in effect and a clear social structure is defined. They often enjoy the finer things in life, including expensive clothes and good food and drink. Even impoverished nobles attempt to appear at their best. Nobles abhor crude behavior and may chastise those who demonstrate a lack of good manners.

Alignment: Nobles tend toward lawful alignments, working within the rules for their own personal goals, whether good or evil.

Noble

Religion: Nobles revere any deity who matches their own moral alignment (good, evil, or neutral) and whose motivations and methods match theirs. Being leaders themselves, they often honor Kiri-Jolith, Gilean, and Sargonnas.

Background: Almost every society has an "upper class." Noble characters are born with either wealth or long family lineage, usually both. Anyone raised in a life of privilege might be a noble, even if they are not termed nobility by society. Nobles may also gain rank and title by advantageous marriages.

Races: Many of Ansalon's races have a defined aristocracy, including human, elven, and dwarven cultures. Races with a shifting (or nonexistent) social structure, such as kender, gully dwarves, or minotaurs produce few (if any) nobles.

Other Classes: Nobles work well with those who are educated, such as Knights of Solamnia, wizards, clerics, and bards. Noble characters sometimes have difficulty adjusting to the crude or rough behavior of those who have received their education in the streets or from nature, such as rogues, barbarians, and rangers.

Game Rule Information

The noble class may be taken only at 1st level. This reflects the idea that one is born to this class. Nobles have the following game statistics.

Abilities: Charisma is the noble's most important ability, affecting his primary means of influencing others and positioning himself in a leadership role. Intelligence and Wisdom are also important, particularly for those nobles with a sense of obligation for their followers. Nobles who function as military commanders also benefit from high physical abilities (Strength, Dexterity, and Constitution).

Alignment: Any.

Hit Die: d8.

Class Skills

The noble's class skills (and the key ability for each skill) are Appraise (Int), Bluff (Cha), Diplomacy (Cha), Gather Information (Cha), Intimidate (Cha), Knowledge (all skills, taken individually) (Int), Listen (Wis), Perform (Cha), Ride

Table 2-4: The Noble

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+2	+2	Bonus class skill, favor +1
2nd	+1	+0	+3	+3	Inspire confidence 1/day
3rd	+2	+1	+3	+3	Favor +2
4th	+3	+1	+4	+4	Coordinate +1
5th	+3	+1	+4	+4	Inspire confidence 2/day
6th	+4	+2	+5	+5	
7th	+5	+2	+5	+5	Favor +3
8th	+6/+1	+2	+6	+6	Coordinate +2
9th	+6/+1	+3	+6	+6	Inspire confidence 3/day
10th	+7/+2	+3	+7	+7	
11th	+8/+3	+3	+7	+7	Inspire greatness (1 ally)
12th	+9/+4	+4	+8	+8	Favor +4
13th	+9/+4	+4	+8	+8	Coordinate +3, inspire confidence 4/day
14th	+10/+5	+4	+9	+9	Inspire greatness (2 allies)
15th	+11/+6/+1	+5	+9	+9	
16th	+12/+7/+2	+5	+10	+10	Favor +5
17th	+12/+7/+2	+5	+10	+10	Inspire confidence 5/day, inspire greatness (3 allies)
18th	+13/+8/+3	+6	+11	+11	Coordinate +4
19th	+14/+9/+4	+6	+11	+11	
20th	+15/+10/+5	+6	+12	+12	Coordinate +5, inspire greatness (4 allies)

(Dex), Sense Motive (Wis), and Speak Language. See Chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at 1st Level: (4 + Int modifier) × 4
Skill Points at Each Additional Level: 4 + Int modifier

Class Features

All the following are class features of the noble.

Weapon and Armor Proficiency: The noble is proficient in the use of all simple and martial weapons, light armor, and shields. Some armor types incur armor check penalties to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Sleight of Hand, Swim, and Tumble.

Bonus Class Skill: At 1st level, a noble may designate any one cross-class skill as a class skill. This represents an area of study the noble character has pursued on his own.

Favor: The noble has the ability to call in favors from those he knows. By making a favor check, the noble can call upon contacts to gain important information without going through the time and trouble of a Gather Information check. Favors can also be used to acquire the loan of equipment or documents from influential acquaintances.

To call in a favor, the noble makes a favor check. Roll a d20 and add the character's favor bonus (+1 at 1st level, +2 at 3rd level, and so on). The DM sets the DC based on the scope of the favor being requested. The DC ranges from 10 for a simple favor to as high as 25 for highly dangerous, expensive, or illegal favors. The noble can't take 10 or take 20 on this check, nor can he retry the check for the same (or virtually the same) favor. Favors should help advance the plot of an adventure. A favor that would enable a character to circumvent an adventure should always be unavailable to the character, regardless of the results of a favor check.

A noble can try to call in a favor a number of times in a week of game time that's equal to half his noble levels, rounded down (minimum one). So a 1st-level noble can attempt to call in a single favor per week, while a 7th-level noble can attempt to call in favors as many as three times from different contacts.

The DM should carefully monitor the noble's use of favors to ensure that this ability isn't abused. The success or failure of a mission shouldn't hinge on the use of a favor, and calling in favors shouldn't replace good roleplaying or the use of other skills. The DM may disallow any favor deemed to be disruptive to the campaign.

Inspire Confidence: Beginning at 2nd level, a noble can use oratory to inspire confidence in allies, bolstering them and improving their chances of success. An ally must listen to and observe the noble for a full round for the inspiration to take hold. The effects last for 5 rounds. The noble can inspire a number of allies equal to half his noble levels, rounded up.

An ally inspired with confidence gains a +2 morale bonus on saving throws and a +1 morale bonus on attack and weapon damage rolls.

The noble can't inspire confidence in himself. The ability only aids his allies.

Coordinate: A noble has a knack for getting people to work together. When the noble can aid others and give directions, he provides a bonus to the task at hand by making an aid another check. This bonus is in addition to the normal aid another bonus of +2, and it increases as the noble gains levels. Therefore, the noble provides a total +3 bonus at 4th level (+2 aid another bonus, +1 cooperation bonus), a +4 bonus at 8th level, and so on.

This ability can't be used to assist in combat.

Inspire Greatness: Beginning at 11th level, a noble can inspire greatness in an ally, granting extra fighting capability. This works similar to inspire confidence, except it affects but a single ally. An ally inspired with greatness gains +2d6 temporary hit points, a +2 competence bonus on attacks, and a +2 moral bonus on saving throws. The effect lasts for 5 rounds. The noble can inspire greatness once per day. For every three levels beyond 11th, the noble can inspire greatness in one additional ally.

The noble can't inspire greatness in himself. The ability only aids his allies.

Ranger

Much of Krynn is vast and untamed wilderness, comprised of desert, forest, plains, and jungle. These wilds are home to the ranger.

Religion: Unlike clerics, rangers do not have to choose a patron deity until they reach 4th level and acquire divine spellcasting ability. (Without a patron deity, a ranger cannot cast divine spells.) Many rangers choose a patron deity before 4th level, but others begin their careers out of devotion to the ranger's way of life instead of to one of the gods. Rangers must choose a god of nature that corresponds with their moral alignment: Habbakuk, Chislev, or Zeboim.

Races: As with druids, rangers mainly emerge from those races with close ties to nature, such as Kagonesti elves, centaurs, and human nomads.

Game Rule Information: As described in the *Player's Handbook*. Rangers may select an organization instead of a creature type as a favored enemy. For example, a good ranger might choose to oppose the Knights of Neraka or the Order of the Black Robes. Evil rangers might oppose the Knights of Solamnia or the clerics of a good-aligned deity.

Rogue

Rogues in Krynn may be thieves, troubleshooters, jacks-of-all-trades, or scouts. Thieves are more commonly found in large cities where the pickings are better than in rural areas and thieves' guilds provide support and protection.

Religion: Rogues rarely have much spiritual inclination, but may whisper quick prayers to Branchala or Hiddukel to keep their steps silent and their movements undetected.

Other Classes

Some classes from the *Player's Handbook* do not appear in the main listings for this chapter. Here are ways to include or substitute such characters in a Dragonlance campaign.

Adepts (NPC)
Adepts as described in Chapter 4: Nonplayer Characters in the *Dungeon Master's Guide* do not exist in the Dragonlance setting. Primitive spellcasters (such as goblins) become wizards, clerics, sorcerers, or mystics, depending on the era of play.

Aristocrats (NPC)
The Noble class fills the role of the Aristocrat in a Dragonlance campaign.

Paladins
The Knights of Solamnia take the place of knightly champions of good in a Dragonlance campaign, so normally paladin characters are unavailable. Paladins may be allowed at the Dungeon Master's discretion, however, as rare champions of one of the good deities (such as Kiri-Jolith). A blackguard in such a campaign would be a champion of an evil deity.

Handlers

While kender rogues possess the same range of skills and abilities as their counterparts from other races, kender have much different habits and motivations, which have earned them the nickname "Handler."

Most cultures in Ansalon (including kender) condemn stealing and severely punish the guilty. The only exceptions to this rule are the kender. Kender handlers do not steal for personal gain, but simply out of an intense curiosity about everything and everyone.

Kender handlers are just as likely to leave something behind as to take something. The object they leave may be more valuable than the one they take, for kender have no interest in the monetary value or worth of an object. The kender usually takes the object with the firm intention of returning it to its rightful owner, but becomes distracted before remembering to do so.

Kender rarely have the slightest idea of what they have collected. Their pouches may hold all manner of interesting, grotesque, mundane, valuable, or magical objects that, when revealed, come as a complete surprise to the kender.

Races: Every race has its rogues, though their place in society can vary widely from the despised (such as thieves among civilized humans) to the exalted (such as assassins among kapak draconians). Kender rogues exist outside the normal rules of thievery, and are call themselves "handlers." Kender are often jailed for theft, but just as quickly escape (or are released for the sake of the jailor's sanity).

Game Rule Information: As described in the *Player's Handbook.*

Sorcerer

Sorcerers are spellcasters who can channel arcane energy without drawing power from the moons of magic. By extending their awareness into their surroundings, sorcerers tap into the arcane energies that were used to create Krynn itself and focus those energies into magical spells. Their art is called "primal sorcery" in contrast to the highly structured practice of wizardry and High Sorcery.

Sorcerer

Religion: After the War of Souls, with the return of the deities to Krynn, some sorcerers acknowledged and honored the gods of magic, while others repudiated them and the Orders of High Sorcery.

Races: Talent for sorcery can be found in nearly all of Ansalon's races, but most commonly in humans and half-elves. Kender generally lack the ability to summon the focused concentration necessary to cast arcane spells, but rare kender do have the ability to learn the basic principles of sorcery. Dwarves and gnomes are generally not interested in learning the arcane arts.

Game Rule Information: As described in the *Player's Handbook.*

Warrior (NPC)

Warriors are the soldiers, guards, and militia of Ansalon. They are men and women who have trained in the use of arms, but they lack the focus (or raw talent) of fighters and the raw fury and toughness of barbarians.

Wizard

The three moons of magic–Solinari the White, Lunitari the Red, and Nuitari the Black–grant the arcane magic of wizardry. The magic of the moons is available to anyone, but advancement to true power comes at a price.

A low-level wizard (through 4th level) is considered an apprentice by the Orders of High Sorcery. Knowledge of 1st- and 2nd-level spells is unrestricted. Anyone who advances in power beyond that is required to take the Test of High Sorcery and declare allegiance to one of the Orders of High Sorcery (see the Wizard of High Sorcery prestige class, below). Those who seek to gain power without obeying the laws of the order commit themselves to the dangerous life of a renegade mage.

Religion: The act of casting an arcane spell is an act of worship to Solinari, Nuitari, or Lunitari, depending on the spellcaster's alignment.

Races: Humans and elves make up the largest percentage of those who turn to the structured magic of wizardry, though irda and even occasional dark dwarf wizards are not unheard of.

Game Rule Information: As described in the *Player's Handbook.*

Prestige Classes

The following classes represent some of the most influential organizations in Ansalon. Characters who position their careers toward entering one of these classes have made commitments to becoming important players in the politics of life on Krynn.

Prestige classes that add to the character's base class for determining the number of spells per day also add to the character's caster level (such as for dispel checks and level checks to overcome spell resistance, as well as level-based variable spell effects).

Knights of Krynn

Of all the institutions of Ansalon, among the most important throughout its history have always been knightly orders–beginning centuries ago with the Knights of Solamnia, founded during the Age of Dreams, and in more recent years with two additional orders: the Knights of Neraka and the Legion of Steel. The members of these orders are among the most feared and respected warriors (and, in some cases, clerics and even wizards) in all Ansalon, counting among their ranks the greatest heroes and foulest villains. For player characters and NPCs alike, these knightly orders offer extensive opportunities, tremendous power, and great responsibility.

Knights of Solamnia

The Knights of Solamnia have existed since the Age of Dreams as a warrior order dedicated to the cause of Good. All knights are bound by the oath *Est Sularus oth Mithas* ("My honor is my life"). A knight's actions throughout life are defined by an extensive code of laws known as the Measure.

Blamed unjustly for the Cataclysm, the knighthood was reviled during the Age of Despair and many knights abandoned their sacred oaths. A courageous few remained steadfast to their code and the knighthood gained respect and power during the War of the Lance. The knights remain a powerful force in the Age of Mortals, despite their devastating losses during the Chaos War.

Adventures: True knights dedicate themselves to the Oath and the Measure. Evil must be destroyed and the defenseless protected. Those who are brave and true of heart will attain honor and glory. Many knights are assigned specific duties, which can be as mundane as guarding an important location or as exciting as skirmishing with minotaur raiders. In desperate times, knights might be charged with a dangerous quest that involves a perilous journey or the recovery of a valuable artifact. Knights who are not charged with specific duties might go looking for adventure, and will be lauded if they uphold their honor and the ideals of their order.

Characteristics: The Oath and the Measure determine the actions of a Solamnic Knight. They provide the knight courage in the face of terrible danger, give the knight strength when the knight's own is failing, and grant the knight guidance when presented with difficult choices. The Oath and the Measure lead a knight to champion the cause of Good and uphold the laws (at least those that are consistent with his beliefs). An honorable knight helps those in need, without expecting or requesting reward.

A character's knowledge of the Oath and the Measure is measured by ranks in the Knowledge (nobility and royalty) skill.

Knights of Solamnia

Alignment: Knights of Solamnia must be lawful good. Those who change alignments will be removed from the knighthood if discovered. The Solamnic Knights' definition of law and good is defined very strictly by the Measure.

Religion: After the War of Souls, Kiri-Jolith takes Paladine's place as the chief deity venerated by the Knights of Solamnia, although they honor the memory of Paladine and have deep respect for the Walking God, Valthonis, because his sacrifice embodies a selfless act of good and honor. They also revere the other gods of Good.

Background: For countless generations, the Knights of Solamnia were drawn only from the youth of Solamnic nobility, often with families tied very closely to the knighthood (including names such as Brightblade, Crownguard, and Tallbow). This was especially true during the Age of Despair, when the knights were largely despised. Few young people wanted to become knights and those who did came from families where joining the knighthood was a long-standing tradition. During and after the War of the Lance, the knights opened their ranks to non-Solamnics and allowed those not of noble blood to ascend to their highest ranks.

Races: Traditionally the knights have allowed only humans to join their ranks, though after the War of the Lance they begin to accept half-elves (a rare breed in any case) among their numbers. The knights have honored exceptional individuals of other races with titles, such as in the case of the dwarven hero Kharas, but stopped short of admitting them into the knighthood.

Other Classes: While the disciplined knights work best with each other, they can become an effective part of a diverse team. As a highly religious order, they are very respectful of good clerics, and find camaraderie with fighters and barbarians of nonevil alignments. Knights during the Age of Might and the early Age of Despair (before the War of the Lance) do not like or trust mages, but those of other eras accept and work alongside Wizards of the White Robes, although the knights keep their distance from other spellcasters. Knights do not tolerate evil or chaotic behavior, and quickly part ways with such individuals (if they don't challenge them directly).

Advancing Orders

A character who plans a career as a Solamnic Knight has a number of choices, but he must first apply to become a squire of the Crown (see the sidebar below), and then meet all the qualifications for the Knight of the Crown prestige class. As a Knight of the Crown, the character may choose to advance as a Knight of the Crown or, by fulfilling all the mechanical and roleplaying requirements, advance to become a Knight of the Sword. As a Knight of the Sword, likewise, he may choose to remain in that class (maximizing his spellcasting abilities) or apply to join the Knights of the Rose after he has fulfilled all requirements for that order.

When a character advances to a new order, he may never take additional levels in any of his previous Solamnic Knight classes. For example, a Knight of the Rose may never take additional levels as a Knight of the Crown or Knight of the Sword. He may, however, intersperse his knight levels with levels in other classes, usually fighter or cleric. (A 20th-level Crown Knight, for example, is likely a Ftr 10 or Clr 10/Crown 10.)

The three orders are clearly established in a hierarchy, and a knight who wishes to become a Knight of the Rose must first pass through the two junior orders. However, not all knights do to strive for that pinnacle of achievement, and not all who wish to are allowed to. There are 20th-level Knights of the Crown and Knights of the Sword, brave and talented knights who chose to excel in lower orders rather than advancing to the highest. Indeed, the threefold Order of the Knights of Solamnia is governed, not by Knights of the Rose alone, but by representatives of all three orders.

Behind the Curtain: Knightly Virtue

The requirements for the Knight of the Sword and the Knight of the Rose prestige classes include a lengthy special requirement called "Knightly Virtue." These requirements consist of deeds the knight must have performed that prove his commitment to the Solamnic ideals of honor and virtue, and his obedience to the Oath and the Measure. The guidelines for these deeds are traditionally somewhat vague. Within the game world, determining what constitutes an acceptable test of a knight's generosity is left to the discretion of a Knightly Council. In the game itself, the same issue is left to the DM's discretion. Some players enjoy keeping detailed and elaborate records of the tests of wisdom their knights have passed, then roleplaying the entire trial before the Knightly Council, complete with other PCs serving as witnesses. Others would rather gloss over the whole process and assume that, by the time the character has met the mechanical requirements (base attack bonus, feats, and so on), he has also completed the roleplaying requirements. Either approach is fine.

The mechanical prerequisites for each prestige class are clearly defined and easy to adjudicate, so the roleplaying prerequisite can be looser and open to interpretation. If you're

interested in playing a Solamnic Knight character, talk with your DM about how strict he plans to be regarding the tests required for your knight to advance in the orders, and come to an agreement you can both live with. As long as you meet the other prerequisites, the prestige classes work fine whether you decide to play out these quests as hard requirements or as softer guidelines.

Ex-Knights of Solamnia

A knight of any order who ceases to be lawful good, who willfully commits an evil act, or who grossly violates the Oath and the Measure immediately loses any spellcasting and supernatural abilities. If his actions are discovered, he might face trial by a Knightly Council. Possible sentences include being stripped of knighthood or even execution (in which the knight's throat is slit with his own sword). Atonement for evil actions is possible (see the *atonement* spell description).

Knight of the Crown

The Order of the Crown is the first tier of the Solamnic Knights. A group of warriors trained for obedience and loyalty, they are charged with upholding the honor of the knighthood and of their order.

Knights of the Crown are often younger than those of the higher orders and, as such, are eager to accept any challenge given to them. The Measure teaches them, however, to temper their sword-arm with wisdom and be obedient to those they serve.

Hit Die: d10.

Requirements

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

Alignment: Lawful good.

Base Attack Bonus: +3.

Base Save Bonus: Fort +4.

Skills: Diplomacy 2 ranks, Knowledge (religion) 2 ranks, Ride 2 ranks.

Feats: Armor Proficiency (Heavy), Honorbound, Martial Weapon Proficiency (any one), Shield Proficiency.

Special: *Squire of the Crown:* The character must already have been accepted as a squire (see Squires of the Crown, above).

Class Skills

The Knight of the Crown's class skills (and the key ability for each skill) are Craft (Int), Diplomacy (Cha), Intimidate (Cha), Knowledge (nobility and royalty) (Int), Knowledge (religion) (Int), Profession (Wis), and Ride (Dex).

Skill Points at Each Level: 2 + Int modifier.

Class Features

All the following are class features of the Knight of the Crown.

Weapon and Armor Proficiency: Knights of the Crown are proficient with all simple and martial weapons. They gain no additional armor or shield proficiency.

Strength of Honor (Su): Once per day, a 1st-level Knight of the Crown can gain a +4 morale bonus to her Strength score for a number of rounds equal to 3 + her Charisma modifier. For every 3 additional levels she advances as a Knight of the Crown, she can gain this bonus an additional time each day (2/day at 4th level, 3/day at 7th level, and 4/day at 10th level). Activating this ability is a free action.

Knightly Courage (Su): A Knight of the Crown applies her Charisma modifier (if positive) as a morale bonus on all saving throws against fear effects.

Heroic Initiative (Ex): Starting at 2nd level, a Knight of the Crown gains a +1 bonus on initiative checks. This bonus increases by +1 for every three levels the character attains beyond 2nd (+2 at 5th level and +3 at 8th level).

Fight to the Death (Ex): At 3rd level, a Knight of the Crown gains the Diehard feat as a bonus feat, even if she does not have the prerequisite feat.

Squires of the Crown

All characters who want to become Solamnic Knights must first enter the knighthood as squires of the Knights of the Crown. (A candidate may be of any class or level to apply as a squire.) All knights begin their training in the virtue of loyalty. The candidate for Solamnic Knighthood must be presented to a Knightly Council and be sponsored by a knight in good standing from any of the Solamnic Orders. The candidate swears an oath to the honor of the knighthood, to the causes of the order, and to allegiance to the order, and vows to live by the Oath and the Measure.

If there is no dissent from the knights, and no question of honor regarding the candidate is brought forth, he is accepted into the knighthood as a squire. Any question of the candidate's honor requires that he be interrogated. If the question of honor is dismissed, then the candidate is accepted normally. If the question is found valid in the Council, the candidate is dismissed until the question of honor can be satisfied.

Optionally, the Dungeon Master may allow a player character to begin a campaign as a squire.

Once a character has advanced at least one level (in any class) during the period as a squire and fulfills the requirements for the Knights of the Crown, the squire may petition at the next Knightly Council for full knighthood.

Table 2-5: The Knight of the Crown

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+0	+0	Strength of honor 1/day, knightly courage
2	+2	+3	+0	+0	Heroic initiative +1
3	+3	+3	+1	+1	Fight to the death
4	+4	+4	+1	+1	Honorable will, strength of honor 2/day
5	+5	+4	+1	+1	Heroic initiative +2
6	+6	+5	+2	+2	Might of honor
7	+7	+5	+2	+2	Armored mobility, strength of honor 3/day
8	+8	+6	+2	+2	Heroic initiative +3
9	+9	+6	+3	+3	Aura of courage
10	+10	+7	+3	+3	Crown of knighthood, strength of honor 4/day

Honorable Will (Su): A 4th-level Knight of the Crown applies her Charisma bonus (if any) as a morale bonus on saving throws against compulsion spells and effects. Her powerful sense of honor and loyalty to her order strengthens her will.

Might of Honor (Su): At 6th level, when a Knight of the Crown uses her strength of honor ability, she gains a +6 bonus instead of +4.

Armored Mobility (Ex): At 7th level, a Knight of the Crown treats heavy armor as medium armor for all purposes, including running speed. In addition, her armor check penalty when wearing heavy armor is reduced by –1. This benefit stacks with the armor check penalty reduction granted by masterwork or dragonmetal armor.

Aura of Courage (Su): Beginning at 9th level, a Knight of the Crown becomes completely immune to fear (magical or otherwise). Allies within 10 feet of the knight gain a +4 morale bonus on saving throws against fear effects. This ability functions while the knight is conscious, but not if she is unconscious or dead.

Crown of Knighthood (Su): When she reaches 10th level, a Knight of the Crown is the living embodiment of the principles of honor, obedience, and loyalty. She adds her Charisma modifier as a morale bonus on all saving throws, and gains an additional +4 bonus on saves against compulsion effects (this replaces the bonus from her honorable will ability). In addition, she can act as if under the effect of a *heroic valor* spell once per day, gaining a +4 morale bonus on attack rolls, weapon damage rolls, and saving throws, and gaining 15 temporary hit points. This effect lasts for 10 minutes.

Knight of the Sword

Knights of the Sword are warriors who fight with power and faith to defend justice and truth. They believe that the spirit is the wellspring from which courage flows. Their willingness to sacrifice their own needs–even their own lives, if necessary–makes the Knights of the Sword such powerful champions of good.

Kiri-Jolith grants the Sword Knights magic that gives them strength in battle, the power to defeat dangerous opponents, and the ability to protect others in need. Even when they do not have divine magic from their deity, faith and courage sustains them.

Hit Die: d8.

The Measure of the Crown Knight

The Order of the Crown exemplifies the ideals of Loyalty and Obedience in all that a knight is and does. Loyalty requires unquestioned obedience to higher power and authority, as long as that power and authority follows and adheres to the precepts set forth in the Oath and the Measure.

Loyalty is due to one's family, all that is good, those oppressed by evil, and those monarchs who by decree and common consent of the Knightly Councils are in good standing with the Knighthood and deserving of its honorable loyalty and protection.

Acts befitting a Knight of the Crown include:

- Unquestioned obedience to those whose authority is righteously maintained in the Knightly Councils.
- Dedication to the ideals of the Measure.
- Loyalty to brother knights of all orders.
- All other acts that cause the strengthening of loyalty among the knights.

Responsibilities of a Crown Knight

A Knight of the Crown must serve and aid any fellow knight who is on the business of his order and requires assistance, and serve the kingdoms on the List of Loyalty as compiled by the Grand Circle of Knights. Failure to fulfill these duties may cause the honor of a knight to be questioned, and may cause her knighthood to be stripped from her.

Requirements

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

Alignment: Lawful good.

Base Attack Bonus: +6.

Base Save Bonuses: Will +4.

Skills: Knowledge (nobility and royalty) 2 ranks, Knowledge (religion) 4 ranks, Ride 4 ranks.

Feats: Diehard, Endurance, Honor-bound.

Spellcasting: Ability to cast 1st-level divine spells.

Special: To become a Knight of the Sword, the character must have at least one level of the Knight of the Crown prestige class and the knightly courage class ability.

Knightly Virtue: A character must be a Knight of the Crown in good standing before he can petition the Order of the Sword to be accepted into that body. During his time as a Knight of the Crown, the candidate must demonstrate his virtue and his adherence to the Oath and the Measure. Before he can apply to a Knightly Council for acceptance into the Order of the Sword, he must have accomplished all the following, and be able to present witnesses to attest to his performance:

- A journey of 500 miles or more in length and 30 days or more in time.
- Three tests of the knight's wisdom.
- One test of his generosity.
- One test of compassion.
- The restoration of something that was lost.
- Single combat with a worthy evil opponent (whose Challenge Rating is no more than two lower than the knight's character level).
- A deed of heroism and valor that upholds the virtues of knightly honor and good.

When he feels he is ready, the knight is presented before a Knightly Council and there the tales of his deeds are told. The candidate is accepted as a knight of the order if the tales are acceptable to the presiding Lord Knight from the Order of the Sword. If no Lord Knight is present, then the highest-ranking Knight of the Sword can adjudicate as long as it is a lawful council of knights. If no lawful council can be convened, then the matter is set aside until such a council can be convened. Any knight candidate who feels that he has been unjustly found wanting in his deed and tale may take the matter before the presiding council of the knights.

Class Skills

The Knight of the Sword's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Intimidate (Cha), Knowledge (nobility and royalty) (Int), Knowledge (religion) (Int), Profession (Wis), and Ride (Dex).

Skill Points at Each Level: 2 + Int modifier.

Class Features

All the following are class features of the Knight of the Sword.

Weapon and Armor Proficiency: Knights of the Sword do not gain any additional weapon or armor proficiency.

Spells per Day/Spells Known: At each level, the Knight of the Sword gains new spells per day (and spells known, if applicable) as if he had also gained a level in a divine spellcasting class to which he belonged before adding the prestige class level. He does not, however, gain any other benefit a character of that class would have gained (improved chance of turning or destroying undead, bonus feats, and so on). If the character had more than one divine spellcasting class before becoming a Knight of the Sword, the player must decide to which class to add each Knight of the Sword level for the purpose of determining spells per day. Sword Knights receive their divine powers from Kiri-Jolith.

Smite Evil (Su): Once per day, a Knight of the Sword may attempt to smite evil with one normal melee attack. He adds his Charisma modifier (if positive) to his attack roll and deals 1 extra point of damage per level. If the knight accidentally smites a creature that is not evil, the smite has no effect but it is still used up for that day.

The Measure of the Sword Knight

Knights of the Sword act as warriors for the gods of Good, upholding the purest ideals of heroism and courage. Heroism is the willingness to sacrifice one's self for one's beliefs. Heroic deeds include:

- Strengthening the weak.
- Enriching the poor.
- Freeing the enslaved.
- Exonerating the falsely accused.
- Championing the defenseless.
- Aiding fellow knights in need.

Courage is the readiness to die honorably in the fight for Good. Courageous acts include:

- Facing evil fearlessly.
- Defending the honor of the knighthood.
- Defending the honor of a fellow knight.
- Protecting the defenseless and weak.

Responsibilities of a Sword Knight

A Knight of the Sword must pay homage to Kiri-Jolith and the deities of Good each day, eagerly engage evil opponents in combat (not retreating regardless of the enemy's strength), protect the weak and defenseless, and forswear use of knightly powers for unrighteous reasons.

Table 2-6: The Knight of the Sword

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells Per Day
1st	+0	+2	+0	+2	Smite evil (1/day), aura of good	+1 level of existing class
2nd	+1	+3	+0	+3	Turn undead	+1 level of existing class
3rd	+2	+3	+1	+3	Aura of courage	+1 level of existing class
4th	+3	+4	+1	+4		+1 level of existing class
5th	+3	+4	+1	+4	Smite evil (2/day)	+1 level of existing class
6th	+4	+5	+2	+5		+1 level of existing class
7th	+5	+5	+2	+5		+1 level of existing class
8th	+6	+6	+2	+6		+1 level of existing class
9th	+6	+6	+3	+6		+1 level of existing class
10th	+7	+7	+3	+7	Soul of knighthood, smite evil (3/day)	+1 level of existing class

At 5th level, and again at 10th level, the Knight of the Sword may smite evil one additional time per day as indicated by the number in parentheses, to a maximum of 3 times per day at 10th level.

Aura of Good (Ex): The power of a Knight of the Sword's aura of good (see the *detect good* spell) is equal to his class level plus his cleric or mystic level (if any).

Turn Undead (Su): When a Knight of the Sword reaches 2nd level, he gains the supernatural ability to turn undead. He may use this ability a number of times per day equal to three plus his Charisma modifier. He turns undead as a cleric of one level lower would. If he is also a cleric, he adds his Knight of the Sword levels –1 to his cleric levels to determine his turning ability. In this case, he does not gain additional turning attempts in a day.

Aura of Courage (Su): A Knight of the Sword of 3rd level or higher gains a +4 morale bonus against fear effects. Allies within 10 feet of the Knight of the Sword gain a +4 morale bonus against these effects as well.

Soul of Knighthood (Su): At 10th level, a Knight of the Sword is the living embodiment of knightly devotion to the deities of Good and the principles of his alignment. Any weapon the knight uses in combat is considered a holy weapon for purposes of overcoming the damage reduction of certain evil outsiders. In addition, he can cloak himself in a *holy aura* once per day, as the spell, with a duration of 10 rounds. Only the knight is protected by the *holy aura;* it does not extend to his allies.

Knight of the Rose

The Knights of the Rose are the highest tier of the Solamnic Knights, an order that embraces honor guided by wisdom and justice. They hold themselves up as examples of nobility, bravery, and honor to the knighthood and those who serve under their command.

Knights of the Rose are leaders, who must provide guidance and direction to their charges, as well as inspiration and courage when they must lead their order into battle. They act as diplomats and advisors to other governments, as well as forming the governing body of the Solamnic Knights themselves.

Hit Die: d10.

Requirements

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

Alignment: Lawful good.

Base Attack Bonus: +8.

Base Save Bonuses: Will +7.

Skills: Diplomacy 8 ranks, Knowledge (nobility and royalty) 8 ranks, Ride 8 ranks.

Feats: Endurance, Honor-bound, Leadership, Mounted Combat.

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

Special: To become a Knight of the Rose, the character must have at least one level of the Knight of the Crown prestige class and the knightly courage Crown Knight class ability. He must also have at least three levels in the Knight of the Sword prestige class and the aura of courage Sword Knight class ability.

Knightly Virtue: A character must be a Knight of the Sword in good standing before he can petition the Order of the Rose to be accepted into that body. During his time as a Knight of the Sword, the candidate must demonstrate his virtue and his adherence to the Oath and the Measure. Before he can apply to a Knightly Council for acceptance into the Order of the Rose, he must have accomplished all the following, and be able to present witnesses to attest to his performance:

- A journey of 500 miles or more in length and 30 days or more in time.
- One test of the knight's wisdom.
- Three tests of his generosity.
- Three tests of compassion.
- The restoration of something that was lost.
- Single combat with a worthy evil opponent (whose Challenge Rating is equal to or greater than the knight's character level).

Table 2-7: The Knight of the Rose

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells Per Day
1st	+1	+2	+0	+2	Rallying cry, *detect evil,* aura of good	+1 level of existing class
2nd	+2	+3	+0	+3	Inspire courage (+2, 2/day)	+1 level of existing class
3rd	+3	+3	+1	+3	Leadership bonus +1, divine grace	+1 level of existing class
4th	+4	+4	+1	+4	Inspire greatness, turn undead	+1 level of existing class
5th	+5	+4	+1	+4	Inspire courage (+3, 3/day)	+1 level of existing class
6th	+6	+5	+2	+5	Wisdom of the Measure	+1 level of existing class
7th	+7	+5	+2	+5	Leadership bonus +2	+1 level of existing class
8th	+8	+6	+2	+6	Inspire courage (+4, 4/day)	+1 level of existing class
9th	+9	+6	+3	+6	Final stand	+1 level of existing class
10th	+10	+7	+3	+7	Knighthood's flower	+1 level of existing class

When he feels he is ready, the knight is presented before a Knightly Council and there the tales of his deeds are told. The candidate is accepted as a Knight of the Rose if the tales are acceptable to the entire council. If no lawful council can be convened, then the matter is set aside until such a council can be convened. Any knight candidate who feels that he has been unjustly found wanting in his deed and tale may take the matter before the presiding council of the knights.

Class Skills

The Knight of the Rose's class skills (and the key ability for each skill) are Craft (Int), Diplomacy (Cha), Intimidate (Cha), Knowledge (nobility and royalty) (Int), Knowledge (religion) (Int), Profession (Wis), and Ride (Dex).

Skill Points at Each Level: 2 + Int modifier.

Class Features

All the following are class features of the Knight of the Rose.

Weapon and Armor Proficiency: Knights of the Rose do not gain any additional weapon or armor proficiency.

Spells per Day/Spells Known: At each level, the Knight of the Rose gains new spells per day (and spells known, if applicable) as if he had also gained a level in a divine spellcasting class to which he belonged before adding the prestige class level. He does not, however, gain any other benefit a character of that class would have gained (improved chance of turning or destroying undead, bonus feats, and so on). If the character had more than one divine spellcasting class before becoming a Knight of the Rose, the player must decide to which class to add each Knight of the Rose level for the purpose of determining spells per day. Rose Knights receive their divine powers from Kiri-Jolith.

Rallying Cry (Su): The Rose Knight may, as a free action, utter a powerful shout that causes all allies within 60 feet to gain a +1 morale bonus on their next attack roll and increases their base speed by 5 feet on their next action. Rallying cry is a mind-affecting ability that may be used up to three times per day. It affects only allies who can hear the Knight of the Rose's cry.

Detect Evil **(Sp):** At will, the Knight of the Rose can *detect evil.* This ability duplicates the effects of the spell *detect evil.*

Aura of Good (Ex): The power of a Knight of the Rose's aura of good (see the *detect good* spell) is equal to his class level plus his cleric or mystic level (if any) plus his Knight of the Sword levels.

Inspire Courage (Su): At 2nd level, a Knight of the Rose can inspire courage is his allies (including himself) twice per day, bolstering them against fear and improving their combat abilities. To be affected, an ally must be able to hear the Rose Knight speak. The effect lasts as long as the ally hears the Rose Knight continue to speak and for 5 rounds thereafter. While speaking, the Rose Knight can fight but cannot cast spells, activate magic items by spell completion (such as scrolls), or activate magic items by magic words (such as wands). Affected allies gain a +2 morale bonus on saving throws against charm and fear effects and a +2 morale bonus on attack and weapon damage rolls. At 5th level, and again at 8th level, this bonus increases by +1 and the knight can use the ability one additional time per day. Inspire courage is a mind-affecting ability.

Leadership Bonus: At 3rd level, the Rose Knight gains a +1 bonus to his Leadership score. This bonus increases to +2 at 7th level. This stacks with all other bonuses to Leadership, such as the bonus for being lawful and any bonus derived from the knight's personal reputation.

Divine Grace (Su): A 3rd-level Knight of the Rose applies his Charisma modifier (if positive) as a bonus on all saving throws. This ability does not stack with any similar ability.

Inspire Greatness (Su): A 4th-level Knight of the Rose can inspire greatness in a single willing ally within 30 feet, granting extra fighting capability. For every three levels the knight attains beyond 4th, he can inspire greatness in one additional creature. Each use of this ability counts against the knight's daily uses of his inspire

courage ability. To inspire greatness, the knight must speak (as with the inspire courage ability) and the creature must hear the knight speak. The effect lasts for as long as the ally hears the knight continue to speak and for 5 rounds thereafter. A creature inspired with greatness gains temporary hit points equal to two d10 Hit Dice (apply the target's Constitution modifier, if any, to these bonus Hit Dice), a +2 competence bonus on attacks, and a +1 competence bonus on Fortitude saves. The bonus Hit Dice count as regular Hit Dice for determining effects such as the *sleep* spell. The knight may inspire greatness in himself. Inspire greatness is a mind-affecting ability.

Turn Undead (Su): A Knight of the Rose adds his level –3 to his effective cleric level (including his Knight of the Sword level –1 and any cleric levels he possesses) when turning undead.

Wisdom of the Measure (Ex): At 6th level, the Rose Knight may attempt to use his extensive knowledge of the Solamnic Measure to give him guidance. Twice per day, the Rose Knight may make a DC 14 Knowledge (nobility and royalty) check. Success grants the Rose Knight knowledge equivalent to an *augury* spell cast by a cleric of equal level. The knowledge granted by this ability is always in the form of a historical anecdote, proverb, or law written in the Measure.

Final Stand (Su): Once per day, a 9th-level Rose Knight can inspire troops to a heroic effort, temporarily increasing their vitality. All allies within 10 feet of the knight gain 2d10 temporary hit points. This ability affects a number of creatures equal to the knight's class level + his Charisma modifier and lasts an equal number of rounds.

Knighthood's Flower (Su): A 10th-level Knight of the Rose is the living embodiment of all that the Knights of Solamnia stand for: honor, wisdom, and justice. He gains complete immunity to compulsion effects (except harmless effects, such as *aid*). In addition, once per day, the knight can call upon the wisdom inherent in the Measure to grant himself the benefit of the *foresight* spell for a duration of 100 minutes. The knight can only gain *foresight* regarding himself, not another creature. Thus, while this effect is active, the knight cannot be surprised or flat-footed, and gains a +2 insight bonus to AC and on Reflex saves.

Knights of Neraka

These knights were formerly known as the Knights of Takhisis or simply "Dark Knights" because those who belonged to the order were devoted to the goals of the Queen of Darkness. Each Knight took a Blood Oath and followed a Vision of "One World Order." Their honor and discipline was dictated by a strict and harsh Code.

When the Chaos War erupted on Krynn, the Knights lost their leader and were plunged into disorder themselves. To make matters worse, Takhisis seemingly vanished from the world and with it, the Vision she imparted to each knight. The Dark Knights that remained after the terrible battle with Chaos rebuilt their order near Neraka. Then, in the early Fifth Age, powerful spellcasters (in collaboration with the highest-ranking knights of the order) began using mysticism to fake the Vision, causing the rest of the knights to believe the Queen of Darkness had returned to them once more.

That all changed when Sir Morhan Targonne became the leader of the order and abandoned the Vision, changing the group's name to the Knights of Neraka. Currently, the group struggles to find a new identity, one separate from their fallen goddess, who was slain at the end of the War of Souls. They seek no new divine patron, having already turned to mysticism and sorcery as a source of magic.

(For a fuller explanation of events noted above, refer to the timeline in Chapter 6.)

Like the Knights of Solamnia, the Dark Knights are divided into separate orders. Unlike their rivals, however, each order within the Knights of Neraka enjoys equal status within the entire organization. All Knights of Neraka are trained warriors; the Knights of the Lily excel in that arena, while the Knights of the Skull supplement their martial talents with divine magic, and the Knights of the Thorn wield mighty arcane spells.

The Measure of the Rose Knight

The Order of the Rose embraces honor guided by justice and wisdom. Honor is the allegiance to one's oath to defend the cause of good. Justice is the heart of the Measure and the soul of a Rose Knight. Justice requires that the Rose Knight render to everyone–creature, person, or deity–his or her due.

Acts befitting a Rose Knight include:

- Having compassion for the less fortunate.
- Sacrificing one's life for the sake of others.
- Giving no thought to one's own safety in defense of the Knighthood.
- Protecting the lives of fellow knights.
- Seeing that no life is wasted or sacrificed in vain.

Responsibilities of a Rose Knight

A Knight of the Rose is expected to honor the gods of Good at all times and in all acts, to fight for justice without regard to personal safety or comfort, to refuse to submit to any evil foe, and to sacrifice all in the name of honor.

Knights of Neraka

Adventures: Freed from the following the Vision of Takhisis, the Knights of Neraka today adhere to the Blood Oath and their strict Code, even as they try to forge a new identity. They adventure when their duties require it.

Characteristics: Knights of Neraka are dedicated and focused, with discipline instilled through fear. They follow their goals with the focus of soldiers and the dedication of fanatics. Dark Knights have broad discretion in the manner they carry out the commands, however. As long as their actions do not violate the standing orders of their knighthood or the specific orders they have been given, knights are free to act as they wish.

Unlike the Solamnic Knights, the Knights of Neraka are permitted to lie, steal, or commit murder, but only if such acts are not committed for personal gain or through loss of self-control. While their order is evil and harsh, it is not unnecessarily cruel. A Dark Knight does not engage in needless torment or acts of cruelty. Those who submit are treated well, and given every courtesy except freedom.

Alignment: Knights of Neraka must be lawful evil. Those who change alignments will be removed from the knighthood if discovered. The Dark Knights' definition of law and evil are defined by the Code.

Religion: Even before Takhisis was slain, the Dark Knights–believing her to be gone–had already embraced mysticism and sorcery to power their magic. And now that the Queen of Darkness truly is no more, they're not inclined to pledge themselves to a new divine patron.

That doesn't mean they honor no deities at all, however. They honor Sargonnas as a fierce god of war and Zeboim as the mother of their founder, Lord Ariakan. During the War of Souls, many knights turned to the worship of the unnamed "One God." But after the war's conclusion, most of the knights turned their backs on all deities in the belief that they had been betrayed.

Background: Knights of the Lily are often recruited as youths, either young people who were lured away from their families or runaways who were taken in and trained in the art of battle.

Knights of the Skull are former clerics of Takhisis who devote themselves to establishing an order of evil. During the early Age of Mortals, the Skull Knights turned to the study of mysticism to maintain their power. (Though mystics rarely possess a lawful alignment, Skull Knights, like all Knights of Neraka, remain lawful evil.)

Knights of the Thorn are often renegades or Black Robe Wizards of High Sorcery who sought more powerful magic, wishing to be free of the laws of the Conclave. During the early Age of Mortals, the Thorn Knights turned to the study of sorcery to maintain their power. (Like all Knights of Neraka, Thorn Knights are lawful evil, despite the fact that few sorcerers have a lawful alignment.)

Races: The Dark Knights admit almost anyone into their order who meets their requirements, including dark elves and fatherless dwarves. Kender and gnomes are not welcome. Neither are draconians, who are regarded as subhuman monsters unworthy of knighthood.

Other Classes: While the Dark Knights work best with their brethren, they can also perform as reliable members of any team. As members of a highly religious order, they are very respectful of evil clerics. They do not trust Wizards of High Sorcery, since even Black Robe mages are rivals of the gray-robed Knights of the Thorn.

Ex-Knights of Neraka

A knight of any order who ceases to be lawful evil or who grossly violates the Code will face immediate punishment (often death) if discovered.

If a knight is stripped of title and responsibilities, he may no longer advance in rank in any of the three orders.

Knight of the Lily

"Independence breeds chaos. Submit and be strong."

Evil counterparts to the Solamnic Knights of the Crown, the Knights of the Lily are the order of warriors within the Knights of Neraka. Their most basic tenet teaches that strength is achieved through conformity and uniformity. Free-thinking and individuality result in chaos.

Knights of the Lily are committed to world conquest. In the first years following the Summer of Chaos, some knights still fought for Takhisis, confident that she would return. Today, those who still worship the Queen of Darkness are very few in number, as most Knights of the Lily have abandoned the Vision.

Hit Die: d10.

Requirements

To qualify to become a Knight of the Lily, a character must fulfill all the following criteria.

Alignment: Lawful evil.

Test of Takhisis

When members of the order were still called the Knights of Takhisis, they had to pass a dangerous test of loyalty to prove that their hearts were loyal to the purpose of the Dark Queen's Vision. Now, as the Knights of Neraka, they still must pass a test–but one designed to ensure that squires are dedicated to the order itself, rather than to the ideals of the fallen goddess. Some still refer to this rite as the "Test of Takhisis," even though it serves a wholly opposite intent.

Ranking knights of all three orders are present to administer the test, with the two spellcasters using combinations of spells to create illusions and mental images that seem absolutely real to the squire.

The test centers around three themes: Vision, Order, and Obedience. Problems given in the test include the following assessments: Will the knight sacrifice whatever is necessary–power, fortune, a loved companion, life itself–to remain loyal to the order? Is obedience more important to the tested knight than sentiment and compassion? Will the knight obey a command even if means the sacrifice of the knight's own life or the lives of those he loves?

Rare cases may require the knight to go on an important quest in lieu of an illusionary test, though the problems faced in such a test are inevitably similar.

Failure of the test results in death. But if the knight passes the ordeal, he is taken to a dark temple for four days of fasting and prayer, at the end of which the Skull Knights name him a new Knight of Neraka, who may then join his new order.

The Blood Oath

"Submit or die" is the phrase that binds all Dark Knights to their cause. They must obey the will of their superiors. All personal considerations must be secondary. Total obedience does not mean that a Dark Knight is not allowed to use intelligence or creativity, however. Their use is dictated by the Code.

The Code

The Code is a firm set of laws, based in part on the Measure of the Solamnic Knights. The text is direct and the rules are strict, but there is room for exceptions and flexibility. The Code is written primarily to deal with military situations, but cleverly phrased so that it applies directly to the personal lives of the Dark Knights. Matters can be disputed and adjudicated by high-ranking knights, with each case decided on its own merits.

Table 2-8: The Knight of the Lily

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+0	Sneak attack +1d6
2nd	+2	+3	+0	+0	Demoralize
3rd	+3	+3	+1	+1	Fight to the death
4th	+4	+4	+1	+1	Sneak attack +2d6, unbreakable will (+2 bonus)
5th	+5	+4	+1	+1	
6th	+6	+5	+2	+2	Armored mobility
7th	+7	+5	+2	+2	Sneak attack +3d6
8th	+8	+6	+2	+2	Unbreakable will (+4 bonus)
9th	+9	+6	+3	+3	
10th	+10	+7	+3	+3	One thought, sneak attack +4d6

Base Attack Bonus: +5.

Skills: Knowledge (religion) 2 ranks, Intimidate 4 ranks.

Feats: Honor-bound.

Special: *Squire of the Lily:* A candidate wanting to become a Knight of the Lily must have a patron (a Knight of the Lily of at least 3rd level). If deemed acceptable, the candidate becomes a squire of the Lily. Optionally, the Dungeon Master may allow a player character to begin a campaign as a squire.

Test of Takhisis: Once a character has advanced at least one level (in any class) during the period as a squire and fulfills the requirements for the Knights of the Lily, the squire may petition to undertake the Test of Takhisis (see sidebar). If the applicant passes, he is accepted as a knight in the Order of the Lily.

Class Skills

The Knight of the Lily's class skills (and the key ability for each skill) are Climb (Str), Craft (Int), Diplomacy (Cha), Intimidate (Cha), Jump (Str), Knowledge (religion) (Int), Profession (Wis), and Ride (Dex).

Skill Points at Each Level: 2 + Int modifier.

Class Features

All the following are class features of the Knight of the Lily.

Weapon and Armor Proficiency: Knights of the Lily are proficient with all simple and martial weapons, with all types of armor (heavy, medium, and light), and with shields (except tower shields).

Sneak Attack: If a Knight of the Lily can catch an opponent when she is unable to defend herself effectively from his attack, he can strike a vital spot for extra damage. Basically, any time the knight's target would be denied her Dexterity bonus to AC (whether she actually has a Dexterity bonus or not), or when the knight flanks the target, the knight's attack deals +1d6 points of damage. This extra damage increases by +1d6 points every three levels (+2d6 at 4th level, +3d6 at 7th level, and +4d6 at 10th level). Should the knight score a critical hit with a sneak attack, this extra damage is not multiplied.

It takes precision and penetration to hit a vital spot, so ranged attacks can only count as sneak attacks if the target is 30 feet away or less.

With a sap or an unarmed strike, the Knight of the Lily can make a sneak attack that deals subdual damage instead of normal damage. He cannot use a weapon that deals normal damage to deal subdual damage in a sneak attack, not even with the usual –4 penalty, because he must make optimal use of his weapon to execute the sneak attack.

A Knight of the Lily can only sneak attack living creatures with discernible anatomies–undead, constructs, oozes, plants, and incorporeal creatures lack vital areas to attack. Additionally, any creature immune to critical hits is similarly immune to sneak attacks. Also, the knight must also be able to see the target well enough to pick out a vital spot and must be able to reach a vital spot. The knight cannot sneak attack while striking at a creature with concealment or by striking the limbs of a creature whose vitals are beyond reach.

If a Knight of the Lily gets a sneak attack bonus from another source (such as rogue levels), the bonuses to damage stack.

Demoralize (Ex): Starting at 2nd level, a Knight of the Lily gains a +2 profane bonus on Intimidate checks made to demoralize an opponent in combat. If the knight's check is successful, the target is shaken for 1 round per class level of the knight.

Fight to the Death (Ex): At 3rd level, a Knight of the Lily gains the Diehard feat as a bonus feat, even if he does not have the prerequisite feat.

Unbreakable Will (Su): At 4th level a Knight of the Lily has such devotion to his cause that he becomes immune to fear effects. In addition, he receives a +2 morale bonus on all saving throws against mind-affecting magic. This bonus increases to +4 at 8th level.

Armored Mobility (Ex): At 6th level, a Knight of the Lily treats heavy armor as medium armor for all purposes, including running speed. In addition,

his armor check penalty when wearing heavy armor is reduced by –1. This benefit stacks with the armor check penalty reduction granted by masterwork or dragonmetal armor.

One Thought (Su): At 10th level, Knights of the Lily working as a group have perfected their uniformity to the point where they almost seem to share a common mind. A 10th-level knight is not surprised or flat-footed if any other Knight of the Lily (of any level) within 100 feet is not surprised or flat-footed. He also cannot be considered flanked unless every other Knight of the Lily within 100 feet is also flanked. These benefits apply only to a 10th-level knight, not to any other Knight of the Lily nearby.

Knight of the Skull

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

Entering battle with strength and divine magic, Knights of the Skull are the spirit of the Dark Knights, like the Order of the Lily is the body and Order of the Thorn is the mind. The Skull Knights can be both brutal and subtle in their work, wielding divine magic against enemies in battle, and using seduction, manipulation, and diplomacy to achieve their goals.

Skull Knights are often placed as ambassadors or advisers to foreign powers. Such postings take advantage of their natural skill at intrigue, which they supplement with the power of their divine magic. When deployed with other Dark Knights, they act as a secret police, keeping close watch on every knight's activities and reporting violations of the Code to their superiors.

Before the Chaos War, Skull Knights were more or less specialized clerics of the Dark Queen. After the Chaos War, most of them turned to mysticism, some holding to the idea that their Queen would return. But as with the Knights of the Lily, most Skull Knights have long since given up on the Vision of their former patron.

Hit Die: d8.

Requirements

To qualify to become a Knight of the Skull, a character must fulfill all the following criteria.

Alignment: Lawful evil.

Base Attack Bonus: +3.

Skill: Knowledge (religion) 4 ranks.

Feat: Alertness.

Spellcasting: Ability to cast 3rd-level divine spells.

Special: *Squire of the Lily:* A candidate wanting to become a Knight of the Skull must have a sponsor (a Knight of the Skull of at least 3rd level). If deemed acceptable, the candidate is considered a squire of the Lily (even though she will eventually be a Skull Knight). Optionally, the Dungeon Master may allow a player character to begin a campaign as a squire.

Test of Takhisis: Once a character has advanced at least one level (in any class) during the period as a squire and fulfills the requirements for the Knights of the Skull, the squire may petition to undertake the Test of Takhisis (see sidebar). If the applicant passes, she can be accepted as a knight in the Order of the Skull.

Class Skills

The Knight of the Skull's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Intimidate (Cha), Knowledge (religion) (Int), Profession (Wis), and Ride (Dex).

Skill Points at Each Level: 2 + Int modifier.

Class Features

All the following are class features of the Knight of the Skull.

Weapon and Armor Proficiency: Knights of the Skull do not gain any additional weapon or armor proficiency.

***Detect Good* (Sp):** At will, the Knight of the Skull can detect good. This ability duplicates the effects of the spell *detect good*.

Smite Good (Su): Once per day, a Skull Knight may attempt to smite good with one normal melee attack. She adds her Charisma modifier (if positive) to the attack roll and deals 1 extra point of damage per level. If the knight accidentally smites a creature that is not good, the smite has no effect but is still used up for that day. Smite good is a supernatural ability.

At 5th level and again at 10th level, the Knight of the Skull may smite good one additional time per day, to a maximum of 3 times per day at 10th level.

Aura of Evil (Ex): The power of a Knight of the Skull's aura of evil (see the *detect evil* spell) is equal to her class level plus her cleric level, if any.

Spells per Day: At 2nd level, and each level thereafter, a Knight of the Skull gains new spells per day (and spells known, if applicable) as if she had also gained a level in a divine spellcasting class to which she belonged before adding the prestige class level. She does not, however, gain any other benefit a character of that class would have gained (improved chance of turning or destroying undead and so on). If the character had more than one divine spellcasting class before becoming a Knight of the Skull, the player must decide to which class to add each Knight of the Skull level for the purpose of determining spells per day.

Dark Blessing (Su): A 2nd-level Knight of the Skull applies her Charisma modifier (if positive) as a bonus on all saving throws.

Table 2-9: The Knight of the Skull

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells Per Day
1st	+0	+2	+0	+2	*Detect good,* smite good (1/day), aura of evil	—
2nd	+1	+3	+0	+3	Dark blessing	+1 level of existing class
3rd	+2	+3	+1	+3	*Discern lies,* rebuke undead	+1 level of existing class
4th	+3	+4	+1	+4		+1 level of existing class
5th	+3	+4	+1	+4	Smite good (2/day)	+1 level of existing class
6th	+4	+5	+2	+5		+1 level of existing class
7th	+5	+5	+2	+5		+1 level of existing class
8th	+6	+6	+2	+6		+1 level of existing class
9th	+6	+6	+3	+6		+1 level of existing class
10th	+7	+7	+3	+7	Favor of the Dark Queen, smite good (3/day)	+1 level of existing class

***Discern Lies* (Sp):** A Skull Knight of 3rd level or higher may use *discern lies* as a spell-like ability a number of times per day equal to her Wisdom modifier.

Rebuke Undead (Su): At 3rd level, a Knight of the Skull gains the ability to rebuke undead as an evil cleric. Her effective cleric level is her class level –2. If she is also a cleric, add her knight level –2 to her cleric level to determine her turning ability.

Favor of Darkness (Su): At 10th level, the Knight of the Skull is a virtual embodiment of evil. Any melee weapon that the character wields is considered an unholy weapon for purposes of bypassing the damage reduction of certain good outsiders. In addition, the weapon deals an additional +1d6 points of unholy damage to any good creature it hits. The weapon loses both properties as soon as the Knight of the Skull stops touching it.

Knight of the Thorn

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

The Knights of the Thorn are also known as the "gray robes" for the ash-colored robes they wear to indicate that they do not serve the Orders of High Sorcery. In addition to wielding devastating arcane magic, Thorn Knights are seers and diviners, working to understand how every person and event fits into their order's design.

Thorn Knights are able to see and understand seemingly random events as part of a grand design. While the Order of the Skull seeks to manipulate people and events, the Thorn Knights try to profit from a greater understanding of fate. Their pursuit of forbidden magic outside the laws of the Conclave allows them access to magical secrets to enhance their spellcasting.

Before the Chaos War, Thorn Knights gained their magical powers from Takhisis, who was defying the breakdown of power by granting magic (which is the province of her son, Nuitari). After the Chaos War, most of them turned to sorcery, some holding to the idea that their Queen would return. But like the Knights of the Lily and Knights of the Skull, those who still long for the return of Takhisis are nearly extinct.

Hit Die: d6.

Requirements

To qualify to become a Knight of the Thorn, a character must fulfill all the following criteria.

Alignment: Lawful evil.

Base Attack Bonus: +3.

Base Save Bonus: Fort +4, Will +3.

Skills: Knowledge (arcana) 4 ranks, Knowledge (religion) 4 ranks, Spellcraft 8 ranks.

Feat: Any one metamagic feat, Armor Proficiency (heavy), Martial Weapon Proficiency (all).

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

Special: *Squire of the Lily:* A candidate wanting to become a Knight of the Thorn must have a sponsor (a Knight of the Thorn of at least 3rd level). If deemed acceptable, the candidate is considered a squire of the Lily (even though he will eventually be a Thorn Knight). Optionally, the Dungeon Master may allow a player character to begin a campaign as a squire.

Test of Takhisis: Once a character has advanced at least one level (in any class) during the period as a squire and fulfills the requirements for the Knights of the Thorn, the squire may petition to undertake the Test of Takhisis (see sidebar). If the applicant passes, he can be accepted as a knight in the Order of the Thorn.

Class Skills

The Knight of the Thorn's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Intimidate (Cha), Knowledge (all skills, taken individually) (Int), Profession (Wis), Ride (Dex), and Spellcraft (Int).

Skill Points at Each Level: 2 + Int modifier.

Class Features

All the following are class features of the Knight of the Thorn.

Weapon and Armor Proficiency: Knights of the Thorn do not gain any additional weapon or armor proficiency.

Spells per Day/Spells Known: At each level, a Knight of the Thorn gains new spells per day (and spells known, if applicable) as if he had also gained a level in an arcane spellcasting class to which he belonged before adding the prestige class level. He does not, however, gain any other benefit a character of that class would have gained. If the character had more than one arcane spellcasting class before becoming a Knight of the Thorn, the player must decide to which class to add each knight level for the purpose of determining spells per day.

Diviner (Ex): Knights of the Thorn place great emphasis on the arts of divination, believing that a proper understanding of Ansalon's past, present, and future is essential to the achievement of their goals. A Knight of the Thorn casts all divination spells as if his caster level were one level higher than it actually is.

If he is a wizard or sorcerer, the Knight of the Thorn gains the additional benefits of a specialist diviner—one additional divination spell or spell known at each level per day, and a +2 bonus on Spellcraft checks to learn Divination spells—without sacrificing access to spells of any other school. If he is already a specialist in another school, he retains that specialization in addition to gaining a new specialization in divination.

Read Omens: A Knight of the Thorn is adept at consulting omens and seeing meaning in hidden places. He can cast *augury* as a 2nd-level spell. It is automatically added to his spellbook or to his spells known. (If he is a sorcerer, it does not count against his total spells known at that level.)

Armored Spellcasting (Ex): A Knight of the Thorn is better able than other characters to cast arcane spells while wearing armor. At 2nd level, the knight reduces the arcane spell failure chance for any armor he wears by –5%. At 5th level, he reduces the spell failure chance by –10%. At 8th level, he reduces it by –20%.

Aura of Terror (Su): A 3rd-level Knight of the Thorn is surrounded by a palpable aura of evil magic that makes other creatures—even other Knights of Neraka—uneasy and fearful. Creatures within 10 feet of the knight must make successful Will saves (DC 10 + the knight's class level + his Cha modifier) or become shaken. A creature that successfully saves is immune to that knight's aura of terror for one day.

Weapon Touch (Su): At 4th level, a Knight of the Thorn gains the ability to deliver touch spells by means of a melee attack, channeling spells through his weapon. Delivering a spell in this manner requires a normal melee attack, rather than a melee touch attack. If the attack is successful, the knight deals normal weapon damage in addition to the effects of the spell. If the attack is unsuccessful, the spell is discharged and wasted (unless the spell allows the caster to deliver multiple touches). As with a normal touch spell, the knight can cast the spell and make the attack in the same round; however, doing so is a full-round action and so the knight cannot move more than a 5-foot step between casting the spell and delivering the attack.

Read Portents: At 6th level the Thorn Knight adds *divination* to his spell list as a 4th-level spell. It is automatically added to his spellbook or to his spells known. (If he is a sorcerer, it does not count against his total spells known at that level.)

***Cosmic Understanding* (Sp):** At 10th level, the Thorn Knight adds *commune* to his spell list as a 5th-level spell. It is automatically added to his spellbook or to his spells known. (If he is a sorcerer, it does not count against his total spells known at that level.)

In addition, once per day the knight can claim an insight bonus equal to his wizard or sorcerer caster level on any single attack roll, opposed ability or skill check, or saving throw, or to his AC against a single attack (even if flat-footed). This works exactly like the *moment of*

Table 2-10: The Knight of the Thorn

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells Per Day/Spells Known
1st	+0	+0	+0	+2	Diviner, read omens	+1 level of existing class
2nd	+1	+0	+0	+3	Armored spellcasting (–5%)	+1 level of existing class
3rd	+2	+1	+1	+3	Aura of terror	+1 level of existing class
4th	+3	+1	+1	+4	Weapon touch	+1 level of existing class
5th	+3	+1	+1	+4	Armored spellcasting (–10%)	+1 level of existing class
6th	+4	+2	+2	+5	Read portents	+1 level of existing class
7th	+5	+2	+2	+5		+1 level of existing class
8th	+6	+2	+2	+6	Armored spellcasting (–20%)	+1 level of existing class
9th	+6	+3	+3	+6		+1 level of existing class
10th	+7	+3	+3	+7	*Cosmic understanding*	+1 level of existing class

prescience spell, except that the knight can claim the bonus at any time (but no more than once per day).

The Legion of Steel

The Legion of Steel was formed as a solution to the problems plaguing Ansalon in the era following the Chaos War, when neither the ancient Knights of Solamnia nor the recently formed Knights of Takhisis seemed able to rise to new challenges. It is the youngest of Ansalon's three knightly orders, but also the most flexible and resilient–and therefore, many would argue, the strongest, like forged steel.

In contrast to the other knightly organizations, the Legion of Steel is not a rigid hierarchy divided into three orders, nor does it follow a rigid code of codes and measures. Instead, its members–including disillusioned former knights of the other two orders–are loosely grouped into cells beholden only to an oral tradition called Sara's Legacy. Named after the Legion's founder Sara Dunstan, the Legacy teaches a few central virtues without codifying virtue into legislation: to always have the courage to do what is right; to gain strength through self-knowledge; to remain vigilant against danger and injustice; to respect virtue in all its forms; to grant justice to all beings; and to fight for one's beliefs unto death.

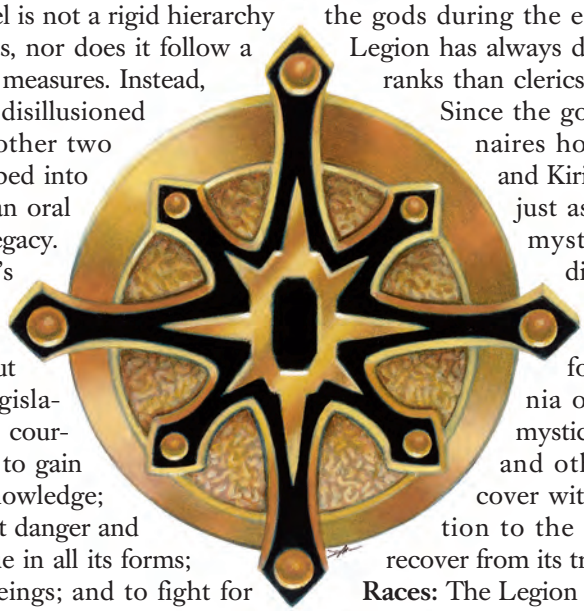
The Legion of Steel counts characters of all classes as members–not just knightly fighters and paladins, but stealthy rogues and rangers, mystics and sorcerers, bards and barbarians. A legionnaire is defined not by her abilities and powers, but by her commitment to the Legacy.

Adventures: Members of the Legion of Steel engage in a wide variety of activities, all dedicated to serving the common good. These include subtle manipulation of politicians and merchants, aiding the poor and hungry, rebuilding destroyed villages, and acting as messengers between nations. Since the defeat of the major dragon overlords and the return of the gods, many legionnaires hold that the Legion has fulfilled its purpose and should now disband, while others maintain that there will always be a place for the Legion in this troubled world.

Characteristics: The Legion of Steel is an order based upon selflessness and self-sacrifice. Its first members were former knights such as Sara Dunstan, Knights of Solamnia and Takhisis alike who had become disillusioned with their respective orders. Soon, these renegades began forming clandestine cells across Ansalon, creating an underground organization dedicated to resisting the tyranny of the dragon overlords and to upholding the tenets of justice.

Alignment: Legionnaires all share a good alignment, though they sometimes engage in activities that some might find questionable in the name of a greater good. Unlike Solamnic Knights and Dark Knights, legionnaires are as often chaotic as lawful, believing that too much regulation and discipline quickly stifles the cause of good.

Religion: Founded in an era during which the deities had left Krynn, the Legion of Steel lacks the strong religious ties of the other knightly orders. Though it ostensibly sought the return of the gods during the early Age of Mortals, the Legion has always drawn more mystics to its ranks than clerics, and continues to do so. Since the gods' return, some legionnaires hold Mishakal, Branchala, and Kiri-Jolith in high regard, but just as many prefer to trust in mysticism rather than the divine power of the deities.



Background: The majority of legionnaires are former Knights of Solamnia or of Neraka. Others are mystics, sorcerers, rogues, bards, and other characters who discover within themselves a dedication to the cause of helping Krynn recover from its trials.

Races: The Legion of Steel admits characters of any race to its ranks, making it easily the most diverse and inclusive organization in Ansalon.

Steel Legionnaire

Steel legionnaires are members of the Legion of Steel. They are centrally guided by one phrase: "All we have is each other." They also follow the Legacy, which includes the ideals of service to others, integrity, loyalty, valor, and justice.

Not all members of the Legion of Steel adopt this prestige class, and rank within the organization does not depend on a character's level in this or any other class. Steel legionnaires encountered as NPCs will be higher-ranking warriors and leaders within the organization.

Hit Dice: d8.

Requirements

To qualify to become a steel legionnaire, a character must fulfill all the following criteria.

Alignment: Any nonevil.

Base Attack Bonus: +4.

Base Save Bonuses: Fort +2, Ref +2, Will +2.

Skills: Bluff 3 ranks, Diplomacy 4 ranks, any one skill 9 ranks.

Table 2-11: The Steel Legionnaire

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+2	Legion knowledge, 1st favored enemy
2nd	+2	+3	+0	+3	Reputation
3rd	+3	+3	+1	+3	Apprentice, 2nd favored enemy

Class Skills

The steel legionnaire's class skills (and the key ability for each skill) are Bluff (Cha), Climb (Str), Craft (Int), Diplomacy (Cha), Disguise (Cha), Gather Information (Cha), Hide (Dex), Jump (Str), Knowledge (all skills taken individually) (Int), Profession (Wis), Sense Motive (Wis), Speak Language, Swim (Str). See Chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 4 + Int modifier.

Class Features

All the following are class features of the steel legionnaire prestige class.

Weapon and Armor Proficiency: Steel legionnaires do not gain any additional weapon or armor proficiency.

Legion Knowledge (Ex): A steel legionnaire collects knowledge and news from all over Ansalon by staying in contact with her cell and sharing news with others. A steel legionnaire may make a special Legion Knowledge check with a bonus equal to her character level + her Intelligence modifier to see whether she knows any relevant information about local people, history, faraway places, or recent events. The steel legionnaire may not take 10 or take 20 on this check; this sort of knowledge is essentially random. The DM determines the Difficulty Class of the check by referring to Table 2-12. If the check fails by 5 or more, the legionnaire produces false information, garnered second- or third-hand.

Table 2-12: Legion Knowledge

DC	Type of Knowledge
10	Commonly known, something that most people have heard and gossiped about. *Example: The dragon Beryllinthranox was destroyed in the Battle of Qualinost.*
20	Known by select groups of individuals, not widely known by the general populace. *Example: A city council member in Haven is rumored to have a weakness for dwarf spirits.*
25	Known only by few individuals, spoken of only in whispers and secrecy. *Example: A Solamnic Knight's family fortunes were built upon piracy back in the time of Istar.*
30	Unknown to the vast majority of people, long since forgotten by most. *Example: Dhamon Grimwulf has become the shadow dragon.*

Favored Enemy (Ex): At 1st level, a steel legionnaire selects a favored enemy from the following list of foes who oppose the Legion of Steel: chromatic dragons, draconians, dragonspawn, goblins, Knights of Solamnia, Knights of Neraka, and minotaurs. The legionnaire gains a +2 bonus on Bluff, Listen, Sense Motive, Spot, and Survival checks when using these skills against creatures of this type. Likewise, she gets a +2 bonus on weapon damage rolls against creatures of this type, and creatures of this type suffer a –1 penalty on their saving throws against spells and spell-like, supernatural, or

The Founding of the Legion of Steel

In the wake of the Chaos War, both the Knights of Solamnia and the Knights of Takhisis were left in shambles. Members of both orders had fallen during the war, including Lord Ariakan, the leader of the Knights of Takhisis. The Knights of Solamnia retreated to their realm to rebuild their shattered orders, while the Knights of Takhisis retreated to Neraka.

Sara Dunstan, a former Knight of Takhisis and Lord Ariakan's mistress, formed the Legion of Steel. Sara was the surrogate mother to Steel Brightblade, the famous Knight of Takhisis who sacrificed himself in the final battle against Chaos. Hearing that the Knights of Takhisis were reforming, Sara traveled to Neraka and was disturbed to see the knighthood devolving into little more than a gang of thugs. Together with a young knight, Derrick Yaufre, she traveled to the Tomb of the Last Heroes in Solace, hoping to receive a new vision for the Knighthood.

In Sara's vision, she saw Derrick and a Knight of Solamnia track down and defeat a marauding giant. After the battle, when the Solamnic Knight sought to distribute the giant's hoard to the beast's victims, Derrick instead challenged the other knight to a duel of honor. The two fought ceaselessly, neither willing to surrender, until they both collapsed and died from their wounds. When the vision faded, Steel Brightblade appeared before Sara, handing her the same elven starjewel he had received from his father, Sturm Brightblade, who had received it as a token of love from Alhana Starbreeze, princess of the Silvanesti elves. This vision inspired Sara to found a new order, the Legion of Steel.

extraordinary abilities the steel legionnaire uses against them.

If the legionnaire already has one or more favored enemies (such as by having levels in the ranger class), her bonus against any one selected favored enemy (including the one just selected, if so desired) increases by +2. If she has selected a category of favored enemies (such as dragons, goblinoids, or humans) that includes the more specific favored enemy she chooses as a legionnaire, the bonuses stack when dealing with the specific foe. For example, a ranger/steel legionnaire who has a +4 bonus against dragons from her ranger levels and a +2 bonus against chromatic dragons from her legionnaire levels gains a total +6 bonus against chromatic dragons.

At 3rd level, a steel legionnaire selects a second favored enemy from the list above, and her bonus against any one selected favored enemy (including the one just selected, if so desired) increases by +2.

Reputation (Ex): Steel legionnaires are widely regarded as champions of the common people. When dealing with working-class or poor individuals, steel legionnaires of 2nd level or higher gain a +4 circumstance bonus on Bluff and Diplomacy checks.

Apprentice: At 3rd level, a steel legionnaire has the option of taking on an apprentice. This apprentice is a cohort whose abilities are determined exactly as though the character had the Leadership feat (although she cannot gain followers as a result of this ability). The steel legionnaire is responsible for training this apprentice in the Legacy and the work of the Legion, as well as for protecting him from danger and corruption.

High Sorcery

Of all the orders of Ansalon, none are as feared or as respected as the Orders of High Sorcery. Throughout history, the Wizards of High Sorcery have been considered by the rest of the populace as either a bastion of strength or an abomination that needed to be destroyed.

During the reign of the last Kingpriest of Istar, Wizards of High Sorcery were persecuted because of his fear of their magic. After the Cataclysm, when clerics disappeared from the world and it seemed that the gods had abandoned the people, the Wizards of High Sorcery maintained their strength in magic as well as their faith in their deities.

In the wake of the Chaos War, when the three moons disappeared with their magic, the Wizards of High Sorcery were disbanded. The Last Conclave determined that the old ways were inappropriate for the more personalized focus of so-called "primal" sorcery. Unfortunately, this left former Wizards of High Sorcery without standards and guidelines for using magic. Their loyalties shifted from keeping the laws of magic to a more self-centered view.

When the moons of magic returned, movements arose to rebuild the Orders of High Sorcery, for wizards felt the need to keep magic from becoming a threat to the world as it was in the days of the early ages of Krynn.

Adventures: Wizards of High Sorcery, united by their devotion to magic, are nevertheless diverse in their goals and motivations. Some adventure for profit or in search of magical artifacts. Some are on secret missions or assignments. Others travel the world for the sheer pleasure of meeting new people and seeing new sights. Regardless, whether they wear the White Robes of Good, the Red Robes of Neutrality, or the Black Robes of Evil, all Wizards of High Sorcery seek knowledge, power, and the advancement of magic in the world.

Characteristics: Wizards of High Sorcery, despite the stark differences between orders, hold magic above all other differences–including moral considerations. Protecting and nourishing the practice of magic and preserving its knowledge and history are of paramount importance of all three orders. In other issues, each wizard acts in accordance with his alignment and personal beliefs, as well as the instructions passed down the ranks of wizards.

Alignment: Wizards of High Sorcery tend toward law over chaos, since the study of magic is a hard and difficult path undertaken by those willing to dedicate themselves wholly to a lifetime of work, study, and sacrifice.

White Robes are always aligned toward Good and use their magic to further the predominance of Good in the world. They believe that a world in which there are only good deeds and thoughts will benefit all races and end suffering.

Black Robes believe that the true power lies in the dark sides of all creatures. They believe that magic should be pursued without ethical or moral restraints, since magic is beyond such considerations.

Red Robes recognize that Good and Evil exist in all creatures and that trying to eliminate one or the other is not only futile, but undesirable. Only when the two opposing elements of Good and Evil are balanced does life have the richness sought by all. Red Robes use their magic to encourage and maintain that balance.

Despite differences in personal philosophy, every Wizard of High Sorcery, regardless of the color of his or her robes, vows primary allegiance to magic above all other considerations.

Religion: The three gods of magic–Solinari of the White Moon, Lunitari of the Red Moon, and Nuitari of the Black Moon–instruct mortals

in the proper ways of channeling and using the dangerous forces of magic. They are the only deities revered by the Wizards of High Sorcery. The reverence of magic involves the advancement of magic and the study of and experimentation with spells both old and new. Even during the Age of Despair, when it was believed all the gods had disappeared, the Wizards of High Sorcery knew better because they could see their deities in the heavens each night when the three moons rose (though only Wizards of the Black Robes can see the dark light of Nuitari).

Background: Wizards of High Sorcery come from every part of society, from lowly street urchins who possess the unique mindset needed for wizardry to Silvanesti elves of House Magus, who have studied magic for countless human generations. The common understanding regarding the laws of magic allows Wizards of High Sorcery to transcend the barriers of race, culture, or even alignment when it comes to dealing with others of their kind. Unfortunately, despite the wizards' stringent adherence to the laws put forth by the three gods of magic, people on Ansalon still view the Wizards of High Sorcery with suspicion or outright hostility.

Races: Humans are the most prolific members of the Wizards of High Sorcery, turning to magic for any number of reasons: curiosity, ambition, lust for power, natural talent, or simply for a love of knowledge. Human drive, creativity, and adaptability are well suited for the study of magic.

Magic is as natural to the elves as breathing or blinking. Elves view magic in much the same light as they would any aspect of nature, as a gift to be nurtured and guided toward perfect harmony with the world. Elves tend to be White Robe wizards. Any elf who shows inclination toward embracing Red or Black Robes is deemed an outcast dark elf. Those who choose to follow the path of Neutrality or Evil sacrifice both homeland and family to follow the magic.

Dwarven wizards are extremely rare, but not unheard of. Dwarves of the Theiwar and Daegar clans were once seen at the Towers of High Sorcery, preparing to take their Test of High Sorcery or engaging in the study of magic. Dwarves from other clans occasionally show an aptitude for magic, but since magic is highly distrusted by dwarves, these dwarves are usually outcasts.

Gnomes exhibit a marked disdain for magic, preferring instead to rely on science and technology. Gnomes are capable of using magic, but few realize they have the potential. There are stories of gnomes whose experiments and inventions show capabilities "not explainable by modern scientific principles," but they are never accused of being wizards–a phrase that is a deadly insult to a gnome.

Kender and magic are like oil and fire–a potentially dangerous combination. No kender has ever taken the Test of High Sorcery (nor does there seem to be any willingness among the wizards to allow a kender to take the test). Though kender may be interested in the effects of magic, they are unable to summon the necessary focus required by any who want to master the magical arts.

Members of other races, such as the sea-dwelling Dargonesti and the minotaurs in their island kingdoms, operate outside the strictures of High Sorcery. There are records of minotaurs, sea elves, and other, stranger creatures who have taken (and passed) the Test of High Sorcery, but such instances are so few as to be considered aberrations.

Other Classes: *The warrior has his blade. The wizard has his magic.* All Wizards of High Sorcery embrace this truism. Magic is the only weapon a wizard truly needs for, once mastered, it can be a powerful and versatile tool. The skills of a fighter and a wizard are complimentary–while the fighter focuses on the battle, intent on protecting the wizard from harm, the wizard can provide support and protection for the fighter and keep an eye out for enemy magic. Unfortunately, all too often, the potential power a wizard wields becomes a wedge that divides him from others who incapable of understanding his arts. Some wizards show a marked disdain for nonwizards, while others freely use their magic to aid and support others.

Wizard of High Sorcery

Wizards in Ansalon draw their strength from the three deities of magic, Solinari, Lunitari, and Nuitari, who trained the first Wizards of High Sorcery in the laws of magic. The First Conclave called other spellcasters, who found worthy students and taught them the laws that would bring order to the chaotic energies that were proving disruptive to the world. Since that time, the laws of magic have been upheld by all three orders of High Sorcery.

Once a wizard successfully completes (and survives) the Test of High Sorcery, the choices he makes during his test determine which color robes he wears and which deity of magic grants him power. In game terms, once a wizard character completes the test, he automatically gains the Wizard of High Sorcery prestige class. The character is no longer simply a wizard.

Wizards of the Black Robes: Black Robe wizards embrace the cause of evil. They do not, however, hurl random fireballs at peasant's cottages (at least, not usually), since such activities would abuse and jeopardize their primary loyalty, which is to magic itself. Black Robe wizards may be cruel, but they are also selfish and cunning,

and avoid open acts of violence if a more subtle way can be found.

Wizards of the Red Robes: Red Robe wizards delicately tread the path of Neutrality. In addition to their ultimate loyalty to magic, Red Robe wizards work to balance Good and Evil, often acting as the moderating voice of reason and peace. While the forces of Good and Evil battle for control of Krynn, the forces of Neutrality seek only to maintain the balance that keeps the world moving.

Wizards of the White Robes: White Robe wizards work to promote Good. Aside from their vow to support magic, the cause of Good is their central concern. Acts that violate the precepts of Good can lead to the wizards' ruin. White Robe wizards who stray from the path soon find they lose the blessings of Solinari. White Robe wizards assist quests and causes undertaken in the name of good, sometimes finding themselves allied with clerics of the gods of Good and occasionally with the Knights of Solamnia. There have been periods of time, however, when White Robe wizards did not ally with these groups because of a fear of persecution.

Hit Die: d4.

Wizards of High Sorcery

Requirements

To qualify to become a Wizard of High Sorcery, a character must fulfill all the following criteria.

Alignment: Any evil (Black Robe), good (White Robe), or neutral (Red Robe).

Base Save Bonus: Will +4.

Spellcasting: Ability to prepare and cast 2nd-level arcane spells, specialized in a school of magic: Abjuration or Divination (White Robe), Illusion or Transmutation (Red Robe), Enchantment or Necromancy (Black Robe). (See Focused Specialization, below.)

Skills: Spellcraft 7 ranks.

Feats: Spell Focus (any), any two Item Creation or Metamagic feats. (See Focused Specialization, below.)

Special: *Test of High Sorcery:* One of the traditions established by the First Conclave was

Table 2-13: The Wizard of High Sorcery

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells Per Day
1st	+0	+0	+0	+2	Enhanced specialization, item of power, moon magic, tower resources	+1 level of existing class
2nd	+1	+0	+0	+3	Arcane research +1	+1 level of existing class
3rd	+1	+1	+1	+3	1st order secret	+1 level of existing class
4th	+2	+1	+1	+4	Arcane research +2	+1 level of existing class
5th	+2	+1	+1	+4	2nd order secret	+1 level of existing class
6th	+3	+2	+2	+5	Arcane research +3	+1 level of existing class
7th	+3	+2	+2	+5	3rd order secret	+1 level of existing class
8th	+4	+2	+2	+6	Arcane research +4	+1 level of existing class
9th	+4	+3	+3	+6	4th order secret	+1 level of existing class
10th	+5	+3	+3	+7	5th order secret, arcane research +5	+1 level of existing class

the institution of a Test of High Sorcery, that would test the dedication of any student who wanted to master the art of magic. Failure means death, for the wizards judge that it better that an unfocused or undisciplined student should die before achieving a position where his magic could harm innocent people. The threat of death does much to dissuade those who are only peripherally interested in magic.

Each Test of High Sorcery is unique, specially designed for the individual taking it. Each test should include at least three problems solved by the wizard's knowledge of magic and its use. Characters must solve problems and defeat foes by casting every spell they know at least once. A character should be challenged in some way by someone thought to be a friend or ally. The test must also include a lethal danger of a Challenge Rating equal to the wizard's own level.

Those taking the test can bring their companions with them, but the challenges will be scaled upward to compensate for their presence. No one who comes along is guaranteed to return alive.

Focused Specialization: Certain schools of magic in Krynn are the near-exclusive provinces of one order of wizards. A wizard who hopes to enter any order must be specialized in one of two schools favored by that order (indicated above), and he must choose all his barred schools from among the four schools that are favored by the other two orders. A wizard also cannot choose the Spell Focus feat in a school favored by a different order.

Class Skills

The Wizard of High Sorcery's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Intimidate (Cha), Knowledge (all skills, taken individually) (Int), Profession (Wis), Speak Language, and Spellcraft (Int). See Chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

Class Features

All the following are class features for Wizards of High Sorcery, regardless of which path they follow (White Robe, Red Robe, or Black Robe).

Weapon and Armor Proficiency: Wizards of High Sorcery gain no proficiency with any weapons or armor. In fact, tradition forbids them from using any weapon except a quarterstaff or dagger. There is no penalty for ignoring this prohibition, but most wizards choose to honor it, holding strongly to their ancient traditions. Like wizards and sorcerers, Wizards of High Sorcery suffer a chance of arcane spell failure if they attempt to cast spells with material components while wearing armor.

Spells per Day: When a new Wizard of High Sorcery level is gained, the character gains new spells per day as if he had also gained a level in an arcane spellcasting class he belonged to before adding the prestige class. He does not, however, gain any other benefit a character of that class would have gained (bonus metamagic or item creation feats, hit points beyond those he receives from the prestige class, and so on), except for increased effective level of spellcasting. If a character had more than one arcane spellcasting class before becoming a Wizard of High Sorcery, he must decide to which class he adds the new level for purposes of determining spells per day.

Enhanced Specialization: Upon passing the Test of High Sorcery, a wizard increases his devotion to his chosen school of specialization. At 1st level, a Wizard of High Sorcery casts all spells from that school at +1 caster level. In addition, he gains a +1 bonus on saving throws against spells from his specialist school and spell-like abilities (but not supernatural abilities) that duplicate such spells.

In exchange for this enhanced focus on one school, the wizard must give up one additional school of magic, chosen from among the schools that the other two orders of High Sorcery specialize in (see Focused Specialization, above). He can never again learn spells from that school.

He cannot choose a prohibited school that he already chose as a 1st-level wizard. He can still use the prohibited spells he knew prior to becoming a Wizard of High Sorcery, including using items that are activated by spell completion or spell trigger.

For example, Rikar is a wizard of the Red Robes who specializes in the school of Illusion. His prohibited schools are Necromancy and Enchantment. When he passes his test, he must choose one additional school, and he has only one option: Abjuration. (He must choose all his barred schools from among the schools favored by the Orders of the White and Black Robes, and no wizard can choose Divination as a prohibited school.)

Item of Power: Once a prospective Wizard of High Sorcery successfully completes his test, his order gives him a permanent magic item, valued between 2,000–4,000 gp in value. The order does not tell the newly robed Wizard of High Sorcery what powers the item possesses; discovering them himself is viewed as a means of refining his focus.

Moon Magic: All Wizards of High Sorcery draw strength directly from the moon aligned with their particular order. White Robe wizards draw power from Solinari, the white moon. Red Robe wizards draw their power from Lunitari, the red moon. Black Robe wizards are the only individuals able to see the full face of Nuitari, the black moon from which they draw their own strength.

The waxing and waning of their respective moons has an effect upon the magic of Wizards of High Sorcery. When a moon is at High Sanction (from waxing gibbous, through full, to waning gibbous), wizards of that moon's order cast spells at +1 caster level and with saving throw DCs against their spells increased by +1. When a moon is at Low Sanction (from waning crescent, through new, to waxing crescent), wizards of that moon's order cast spells at –1 caster level and with saving throw DCs against their spells decreased by –1. During the waxing and waning periods around the quarter moons, wizards of that moon's order cast at their normal caster level.

The alignment of any two moons is a positive event for wizards of their orders, even if the moons are at Low Sanction. When two moons are in conjunction, wizards of both moons' orders cast spells at +1 caster level and with saving throw DCs for their spells increased by +1. These bonuses stack with any bonus or penalty in place for the phase of the moons. Thus, if Lunitari and Nuitari come into conjunction at High Sanction, wizards of the Red and Black Robes cast at +2 caster levels and have their save DCs increased by +2. If the same two moons come into conjunction at Low Sanction, the benefit from the conjunction cancels out the penalty for the moons being at Low Sanction, and these wizards cast spells as normal.

When all three moons come into alignment, all magic becomes more powerful. Wizards of all three orders cast spells at +2 caster levels and with saving throw DCs for their spells increased by +2. Again, these bonuses stack with any bonus or penalty in place for the phase of the moons. When the three moons are in conjunction at Low Sanction, every wizard still casts at +1; when they align at High Sanction, the bonuses increase to +3. This ominous occurrence, known as the Night of the Eye, occurs in a cycle of 504 days (exactly 1 1/2 years).

See The Moons of Magic in Chapter 3 for full details on the cycles of the three moons.

Tower Resources: A Wizard of High Sorcery gains full admission to the Tower of High Sorcery in Wayreth, with resources available for spell research and the creation of magical items.

Access to Libraries: A wizard who has passed the Test of High Sorcery and declared allegiance to the deities of magic gains access to the libraries within the tower. These libraries contain the spellbooks of countless wizards throughout history, stretching back to the Age of Dreams. With access to these libraries, it is easier for wizards to create new spells or to add new spells to their spellbooks. When researching or scribing a spell while using the tower's libraries, the time requirement for replacing or copying spells is halved (so a wizard can scribe two spells per day), while the cost for creating new spells is three-quarters (750 gp per week of research).

Access to Laboratories: With access to the libraries also comes access to the laboratories in the Tower of High Sorcery. These laboratories are available for any Wizard of High Sorcery to use for creating magic items, and come complete with commonly used components (rare and exotic components may have to be bartered for, or independently gained through other channels). A wizard using these laboratories can almost certainly complete creation of an item without interruption.

Limited Benefits: With the Towers of High Sorcery currently inaccessible, these benefits are limited unless wizards can find mentors willing to share their spellbooks, or perhaps even conclaves of wizards with their own laboratories. Meanwhile, the search for the Towers continues.

Arcane Research: A Wizard of High Sorcery has access to the secrets and knowledge of the Conclave and the Towers of High Sorcery. Beginning at 2nd level, the character gains a competence bonus on Spellcraft and Knowledge (arcana) checks.

In addition, each level that grants a bonus in arcane research also allows the Wizard of High

Sorcery to add a bonus spell to his spellbook (in addition to the spell normally gained through level advancement). This spell must be of a level the Wizard of High Sorcery can cast, and must be of one of the schools that his order specializes in.

Limited Benefits: With the Towers of High Sorcery currently inaccessible, these benefits are limited unless wizards can find mentors willing to share their spellbooks, or perhaps even conclaves of wizards with their own laboratories. Meanwhile, the search for the Towers continues.

Order Secret (Su): At 3rd level, and again at 5th, 7th, 9th, and 10th level, a Wizard of High Sorcery learns one of the secrets of his order. The secrets of the three orders are described in the following sections.

Secrets of the Black Robes

The following are secrets of the Order of the Black Robes. Each time an evil-aligned Wizard of High Sorcery gains an order secret, she may choose from one of the following. The character may not choose the same secret twice.

Magic of Betrayal: Once per day for every two class levels she possesses, a Black Robe who knows this secret may Empower or Extend a Necromancy spell, as though she had applied the appropriate metamagic feat to the spell (although the spell does not use a higher-level slot). When she does so, a backlash of negative energy deals 2d6 points of damage to a single living ally within 30 feet, chosen by the wizard (she may not choose an undead ally, who would benefit from the negative energy). The ally is allowed a Will save (DC 10 + one-half the wizard's caster level + the wizard's Intelligence modifier) for half damage.

Magic of Darkness: Once per day for every two class levels she possesses, a Black Robe who knows this secret can imbue a damaging spell with negative energy. Half of the damage dealt by such a spell is negative energy damage, and is therefore not subject to being reduced by *protection from energy* or similar magic (although *death ward* is effective). The remainder of the damage dealt is as normal for the spell. Undead are healed by negative energy, so an undead creature simply takes no damage from a spell modified in this way. (Consider that the healing takes place first, even granting the undead creature temporary hit points above its maximum if necessary, and then the damage affects the creature, leaving it back where it started.)

Magic of Fear: A Black Robe who knows this secret can make her spells quite intimidating. As a full-round action, the wizard can cast a damaging spell with a normal casting time of one standard action and simultaneously attempt to demoralize an opponent within 30 feet by making an Intimidate check. The wizard receives a circumstance bonus on the Intimidate check equal to the level of the spell she casts. As per the normal use of Intimidate, demoralized opponents are shaken for 1 round.

Magic of Hunger: A Black Robe who knows this secret may draw even further upon her own resources to increase the scope of her magic. Each day, she may prepare one extra spell of any level she can cast at the cost of 1 point of temporary Constitution damage per spell level. This ability damage heals normally but cannot be restored magically.

Magic of Pain: Once per day for every two class levels she possesses, the Black Robe who knows this secret may cast a damaging spell to inflict pain beyond the damage it deals. Any creature damaged by such a spell must make a successful Fortitude save (DC 10 + spell level + the wizard's Con modifier) or suffer a –2 penalty on attack rolls, skill checks, and ability checks for 1 round due to the lingering pain of the spell. As a price for this wracking pain, the Black Robe herself takes 1d6 points of damage when the spell takes effect.

Secrets of the Red Robes

The following are secrets of the Order of the Red Robes. Each time a neutral-aligned Wizard of High Sorcery gains an order secret, he may choose from one of the following. The character may not choose the same secret twice.

Magic of Change: Once per day for every two class levels he possesses, a wizard who knows this secret may Enlarge or Extend a Transmutation spell he casts as though he had applied the appropriate metamagic feat to the spell (although the spell does not use a higher-level slot).

Magic of Deception: Once per day for every two class levels he possesses, a wizard who knows this secret may Enlarge or Extend an Illusion spell he casts as though he had applied the appropriate metamagic feat to the spell (although the spell does not use a higher-level slot).

Magic of Independence: A Red Robe who knows this secret casts spells that are harder to dispel. When another spellcaster makes a dispel check to dispel one of the Red Robe's spells (including using *dispel magic* to counterspell a spell the Red Robe is casting), the DC is 15 + the Red Robe's caster level.

Magic of Mystery: A Red Robe who knows this secret casts spells that are harder to detect and identify. When another spellcaster employs a divination spell, spell-like ability, or magic item, such as a *detect magic* spell, that may detect the magical aura of one of the Red Robe's spells, the other caster must make a level check (DC 11 + the Red Robe's caster level) to successfully detect the spell. Similarly, a spellcaster attempting

to use a divination such as *see invisibility* to reveal the effects of one of the Red Robe's spells must make a level check to reveal the spell's effects. Any given caster can check only once for each divination spell used, no matter how many of the Red Robe's spell effects may be operating in an area.

In addition, when another spellcaster attempts to identify the spell a Red Robe is casting (for instance, to counterspell it), the DC of the required Spellcraft check is increased by +1 for every 2 class levels the Red Robe has attained.

Pure Magic: Once per day for every two class levels he possesses, a Red Robe who knows this secret can imbue a damaging spell with pure arcane energy. Half of the damage dealt by such a spell comes from this arcane energy, and is therefore not subject to being reduced by *protection from energy* or similar magic. The remainder of the damage dealt is as normal for the spell.

Secrets of the White Robes

The following are secrets of the Order of the White Robes. Each time a good-aligned Wizard of High Sorcery gains an order secret, he may choose from one of the following. The character may not choose the same secret twice.

Magic of Defense: Once per day for every two class levels he possesses, a wizard who knows this secret may Empower or Extend an Abjuration spell he casts as though he had applied the appropriate metamagic feat to the spell (although the spell does not use a higher-level slot).

Magic of Radiance: Once per day for every two class levels he possesses, a White Robe who knows this secret can imbue a damaging spell with radiant energy. Half of the damage dealt by such a spell comes from this radiant energy, and is therefore not subject to being reduced by *protection from energy* or similar magic. The remainder of the damage dealt is as normal for the spell. Against undead, a spell modified in this way deals half again as much damage as normal (double the radiant energy damage). Radiant spells give off as much light as a *light* spell of equivalent caster level as a side effect, and this light lingers in the area for 1 round after the end of the spell's duration (1 round for an instantaneous spell).

Magic of Resistance: This secret allows a White Robe to more easily counter or dispel the magic cast by others. The wizard gains the benefit of the Improved Counterspell feat (if he does not already possess it) and gains a competence bonus on dispel checks equal to +1 per 2 class levels he possesses.

Magic of Sustenance: This secret allows a White Robe to cast spells even under difficult circumstances. The wizard gains a competence bonus equal to +1 per 2 class levels on all Concentration checks made to cast spells despite damage, distraction, motion, entanglement or grappling, or weather conditions. This bonus applies to all Concentration checks for spellcasting, concentrating on an active spell, or directing a spell, except for casting defensively when threatened by an opponent.

Magic of Truth: Once per day for every two class levels he possesses, a wizard who knows this secret may Enlarge or Extend a Divination spell he casts as though he had applied the appropriate metamagic feat to the spell (although the spell does not use a higher-level slot).

Ex-Wizards of High Sorcery

A Wizard of High Sorcery who forswears his vows or does not answer a summons from the Conclave becomes a renegade. He no longer gains any of the benefits (nor suffers any of the restrictions) of being a Wizard of High Sorcery. He does not lose any bonus feats he may have gained, but he loses the benefits of his order, forfeits access to the libraries and laboratories, and no longer gains any benefit (or suffers any penalty) based on the phases of the moons of magic. He is no longer bound by the laws of High Sorcery and can wear armor, use weapons, and the like. A Wizard of High Sorcery who advances wizard levels instead of prestige class levels is not automatically considered a renegade (indeed, most Wizards of High Sorcery adopt this route by the time they reach high levels), only those who break their vows.

Renegade wizards are considered dangerous by the Conclave. The Wizards of High Sorcery use their resources and manpower to track down and neutralize renegade wizards. How a renegade is dealt with varies, depending on the pursuing order of magic. (See Chapter 3 for more details.)

Switching Allegiance (Changing Robes)

A Wizard of High Sorcery who changes alignment must either atone for his actions (as with the *atonement* spell) or declare allegiance to his new order of magic. Once the allegiance is declared, the wizard instantly assumes the abilities of a mage of the appropriate robes. He must change his school specialization to one of the schools favored by his new order, and declare new prohibited schools from among the schools favored by the other two orders, possibly including his prior school of specialization. He can no longer cast any spells he might know from schools that are now prohibited to him, and does not automatically gain the knowledge of any new spells in schools that were formerly prohibited to him. Most wizards who change orders put great effort and expense into acquiring new spells suited to their new specialization through every

means possible–purchasing scrolls, finding spellbooks, and even theft.

A Wizard of High Sorcery who changes orders retains any bonus feats and order secrets learned, but may not learn any new secrets from his previous order. With each Wizard of High Sorcery level he advances after he changes orders, he may exchange one secret from his previous order for one secret from his new order, until he has replaced all his old secrets. The wizard does not receive the full benefit from moon magic until one full turning of his new god's moon. In addition, there is a penalty for switching allegiances. Until he gains a new level, he suffers a -20% XP penalty. This penalty stacks with the identical penalty for a multiclass character with uneven levels.

Other Prestige Classes

Certain careers on Ansalon are very specialized, requiring those who choose them to possess unique talents, and possibly even encouraging or demanding membership in certain orders, conclaves or organizations.

Dragon Rider

Throughout Krynn's history, dragons and their riders have fought together as effective teams, helping to change or sway the tide of battle. Both metallic and chromatic dragons are intelligent and powerful foes, yet they are solitary creatures and not have the innate talent, as do wolves or lions, to join together to hunt their foes in packs. Battles among dragons are fought on a one-to-one basis, with tooth and claw and magic, and they have little need for strategy and tactics.

Humans teach dragons how much more efficient they can be in battle by pairing with a skilled rider who can guide the dragon in flight, watch out for additional foes, and wield his own weapon. A dragon fighting together with a skilled rider is a deadly and implacable foe.

Dragon riders develop a strong bond with their mounts that allows the two to work together to protect each other, communicate without words, and combine their skills to be as effective as possible in battle.

Hit Die: d8.

Requirements

To qualify to become a dragon rider, a character must fulfill all the following criteria.

Base Attack Bonus: +10.

Skills: Handle Animal 8 ranks, Ride 8 ranks.

Feats: Leadership, Mounted Combat, Resist Dragonfear.

Special: Must have ridden a dragon.

Class Skills

A dragon rider's class skills (and the key ability for each skill) are: Balance (Dex), Concentration (Con), Craft (any) (Int), Diplomacy (Cha), Handle Animal (Cha), Heal (Wis), Jump (Str), Profession (any) (Wis), and Ride (Dex). See Chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 4 + Int modifier.

Class Features

The following are class features for the dragon rider prestige class. All these special features function only when a dragon rider is riding his preferred mount (see below).

Weapon and Armor Proficiency: Dragon riders gain no new weapon or armor proficiencies.

Dragon Cohort: At 1st level the dragon rider may designate a dragon that he has previously ridden as his dragon cohort, though this is limited by the dragon rider's Leadership score and the dragon's equivalent level (see Table 2-15 for CR and Effective Character Level of various dragon cohorts). A dragon rider counts a dragon's Effective Character Level as being 3 lower than its actual value. The dragon rider cannot attract a cohort whose Effective Character Level (counting the –3 adjustment) is higher than his total levels (this is an exception to the normal rule, which states that the cohort must be lower than the character's level).

First, the dragon rider must use the Leadership feat to gain an appropriate dragon as a cohort.

Table 2-14: The Dragon Rider

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+2	+2	+0	Dragon cohort, mounted attack
2	+1	+3	+3	+0	Dragon feat
3	+2	+3	+3	+1	Empathic communication
4	+3	+4	+4	+1	
5	+3	+4	+4	+1	Dragon feat
6	+4	+5	+5	+2	Inspire fear
7	+5	+5	+5	+2	Directed attacks
8	+6	+6	+6	+2	Defensive tactics
9	+6	+6	+6	+3	Dragon feat
10	+7	+7	+7	+3	Defensive teamwork

If the character already has a special mount, familiar, or animal companion, he suffers a –2 penalty on his Leadership score.

A dragon will not agree to serve anyone whose alignment opposes its own. The dragon rider may have only one dragon cohort at any one time, and either party may sever the relationship at any time. Once the relationship ends, the mount loses any benefits it gained according to Table 2-16. A dragon cohort ages but does not gain experience.

Most dragon cohorts are at least of young age. Wyrmling and very young dragons are too young to serve as cohorts, as they are either still under the care of their parents or too immature to deal with the symbiotic relationship required between a dragon rider and his mount. (Red and gold dragons tend to be amenable to the cohort relationship by the time they are very young.) Dragons older than adult age make poor cohorts, since they are unable or unwilling to bind themselves to a humanoid (an obviously lesser being) for an extended period of time.

Also, in order for the dragon rider (and dragon) to gain all the benefits of the prestige class, the dragon must be capable of bearing the rider, the same as a typical mount. The dragon must be at least one size category larger than the rider. This means that Small riders can actually use their cohorts as mounts earlier than their Medium counterparts. The mount must also be strong enough to bear the rider aloft. As a quadruped, a dragon can carry more than the normal weight of a creature with its size and Strength; however, flying creatures can carry weight aloft only up to their maximum light load.

The dragon rider must spend a minimum of seven days training with his cohort before any benefits accrue. Thereafter, the dragon gains the advantages listed on Table 2-16 based on the dragon rider's level. The dragon gains no abilities other than those listed, though it is considered a bonded companion (for abilities and spells that affect bonded relationships).

Additionally, the dragon rider has a number of obligations to his mount. First, the dragon needs a suitable lair. The *Monster Manual* provides information detailing typical lairs for the various dragon species. Dragons not provided with a suitable lair will certainly rebel against their riders.

Secondly, the dragon must be provided with treasure to keep in its lair. A minimum hoard of 1,000 gp value of treasure per Hit Die of the dragon is typical, with the exact makeup depending on the type and likes of the dragon. (The dragon is not keeping treasure safe for its rider; the treasure belongs to the dragon, who will not part with its treasure easily.)

Finally, and most important, the dragon must be treated with the respect that a creature of its Intelligence, power, and stature commands. It is not a dumb beast to order around, nor is it merely a

Dragon rider

Table 2-15: Dragon Cohorts

Dragon	Alignment	Effective Character Level*
White (young)†	CE	9
Wyvern	N	9
Black (young)†	CE	10
Brass (young)†	CG	11
Copper (young)†	CG	12
Red (very young)	CE	12
Gold (very young)	LG	13
Green (young)†	LE	13
Black (juvenile)†	CE	14
Blue (young)†	LE	14
Brass (juvenile)†	CG	14
Dragon turtle	N	14
White (juvenile)†	CE	14
Bronze (young)†	LG	15
Copper (juvenile)†	CG	15
Silver (young)†	LG	15
Red (young)	CE	16
Gold (young)	LG	17
Green (juvenile)	LE	17
Black (young adult)	CE	18
Blue (juvenile)	LE	18
Brass (young adult)	CG	18
White (young adult)	CE	18
Bronze (juvenile)	LG	19
Copper (young adult)	CG	19
Silver (juvenile)	LG	19

* The Effective Character Level in this column reflects the dragon rider's special ability to treat a dragon's ECL as three lower for purposes of determining what dragon he can have as a cohort.

† Medium dragons may be ridden only by a Small rider.

minion to command. Even lawful good dragons are willful creatures with their own desires and needs.

If the dragon rider meets all these requirements and successfully attracts a dragon cohort, the dragon gains certain benefits, gleaned from training with the dragon rider (see Table 2–16: Dragon Rider's Mount for benefits). If the dragon rider and dragon part ways (either through mutual decision, the death of the rider, or other event), the dragon loses the bonuses at a rate of –1 per week, until the dragon's normal statistics are reached.

Table 2-16: Dragon Rider's Mount

Dragon Rider Level	Bonus Hit Dice	Natural Armor	Strength Adjustment
1-3	+2	+2	+1
4-6	+4	+4	+2
7-9	+6	+6	+3
10	+8	+8	+4

Dragon Rider Level: This refers to the character's dragon rider levels only. If the dragon suffers a level drain, treat the dragon as the mount of a lower-level dragon rider.

Bonus Hit Dice: These are extra twelve-sided (d12) Hit Dice, each of which provides a Constitution modifier, as normal. Remember that extra Hit Dice also improve the dragon's base attack and save bonuses. A dragon's base attack bonus is equal to its HD. A dragon has three good saves. The dragon doesn't gain any extra skill points or feats for bonus HD.

Natural Armor: The number listed here is an improvement to the dragon's existing natural armor bonus. It represents the preternatural toughness of a dragon rider's mount.

Strength Adjustment: Add this figure to the dragon's Strength score.

Mounted Attack: A dragon rider can always attack on the same round as his dragon cohort, and is not required to make a Ride check to do so.

Dragon Feat: At 2nd level, a dragon rider can grant the dragon cohort the full benefits of a bonus feat chosen from the following list: Cleave, Flyby Attack, Hover, Improved Initiative, Improved Sunder, Power Attack, Quicken Spell-Like Ability, Snatch, Strafing Breath, Weapon Focus, or Wingover. The bonus feat does not count against the dragon's normal feat capacity, though it must still meet all prerequisites, as noted in the appropriate feat descriptions. A dragon rider must spend one week training with the dragon in order for it to receive the bonus feat. The dragon rider may bestow a second bonus feat at 5th level, and a third at 9th level. The additional feats require the same training time as the first.

Empathic Communication (Ex): Starting at 3rd level, a dragon rider is able to use nonverbal communication with his preferred mount. A dragon rider can convey information and instructions to the mount as long as they are within sight of one another.

Inspire Fear: Starting at 6th level, a dragon rider adds his dragon rider levels to his dragon cohort's Hit Dice when determining the DC of the dragon's frightful presence. The range of the dragon's frightful presence is calculated as if the dragon were one age category higher.

Directed Attacks: Beginning at 7th level, a dragon rider may give encouragement and direct his dragon cohort's attacks. Directing the dragon is a full-round action that does not provoke an attack of opportunity. When directed, the dragon gains a +4 circumstance bonus on its attack rolls.

Defensive Tactics: At 8th level, neither a dragon rider nor his dragon cohort can be flanked while the dragon rider is in the saddle. The dragon and rider have learned to look in each other's "blind spots" to prevent enemies from sneaking up on them.

Defensive Teamwork: At 10th level, a dragon rider and his dragon cohort work so well together that they continually act to protect each other from harm. Both the dragon rider and the dragon receive a +2 circumstance bonus to Armor Class and a +1 circumstance bonus on Reflex saving throws.

Inquisitor

By definition, an inquisitor is one who inquires, someone who hunts for people, information, or answers. The inquisitor both sees and observes, and picks up on minute details that may be missed by others. Inquisitors combine different skills that enable them to solve some of life's puzzles, from petty theft to murder. Due to their special skills, inquisitors are often employed as spies or double agents.

Rogues, with their understanding of the darker aspects of life, make the best inquisitors, although there are inquisitors who have been fighters, knights, clerics, and wizards. Some inquisitors specialize in certain areas, such as Wizards of High Sorcery trained to ferret out and hunt down renegades or Knights of Solamnia who investigate possible violations of the Measure. Regardless of specialty, inquisitors are often as feared as they are respected.

Inquisitor

NPC inquisitors might be members of the city watch who work to bring criminals to justice, clerics who track down heretics, or bounty who hunters bring in those with a price on their heads.

Hit Dice: d6.

Requirements

To qualify to become an inquisitor, a character must fulfill all the following criteria.

Alignment: Any nonchaotic.

Base Attack Bonus: +3.

Skills: Gather Information 8 ranks, Knowledge (any one) 6 ranks, Sense Motive 5 ranks.

Feats: Alertness.

Class Skills

The inquisitor's class skills (and the key ability for each skill) are Appraise (Int), Bluff (Cha), Concentration (Con), Craft (Int), Decipher Script (Int), Diplomacy (Cha), Disguise (Cha), Gather Information (Cha), Hide (Dex), Intimidate (Cha), Knowledge (all skills, taken individually) (Int), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Profession (Wis), Search (Int), Sense Motive (Wis), Speak Language, Spot (Wis).

Skill Points at Each Level: 6 + Int modifier.

Class Features

All the following are class features of the inquisitor prestige class.

Weapon and Armor Proficiency: Inquisitors gain no additional proficiency with any weapons or armor.

Extreme Focus (Ex): An inquisitor must be able to ignore outside distractions while following up a lead, for fear of missing an important detail. Once per day per level of the inquisitor, he may add his ranks in Concentration to any one Intelligence- or Wisdom-based skill check.

Trap Sense (Ex): An inquisitor gains an intuitive sense that alerts him to danger from traps, giving him a +1 bonus on Reflex saves made to avoid traps and a +1 to his AC against attacks by traps. This bonus increases to +2 at 4th level and +3 at 7th level. This bonus stacks with the similar bonus granted by rogue levels.

Erudite Synergy (Ex): At 2nd level, the inquisitor selects one of his Knowledge skills in which he has 5 or more ranks. So deep is the inquisitor's knowledge of that subject that he gains an additional +2 bonus on related skill checks. This bonus stacks with the synergy bonus he receives for having 5 or more ranks in a Knowledge skill. At 5th and 8th level, the inquisitor can either select another Knowledge skill in which he has 5 or more ranks and increase his synergy bonus by +2, or he can increase his synergy bonus from the same Knowledge skill by an additional +2.

Table 2-17: The Inquisitor

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+0	+2	Extreme focus, trap sense (+1)
2nd	+1	+0	+0	+3	Erudite synergy
3rd	+2	+1	+1	+3	Uncanny dodge
4th	+3	+1	+1	+4	Trap sense (+2)
5th	+3	+1	+1	+4	Erudite synergy
6th	+4	+2	+2	+5	Improved uncanny dodge
7th	+5	+2	+2	+5	Trap sense (+3)
8th	+6	+2	+2	+6	Erudite synergy
9th	+6	+3	+3	+6	
10th	+7	+3	+3	+7	Intuitive logic

Uncanny Dodge (Ex): An inquisitor has the extraordinary ability to react to danger before he would normally be aware of it. Beginning at 3rd level, the inquisitor retains his Dex bonus to AC (if any) regardless of being caught flat-footed or struck by an invisible attacker. (The inquisitor still loses any Dexterity bonus to AC if immobilized.) If he already has the uncanny dodge ability, he gains improved uncanny dodge instead.

Improved Uncanny Dodge (Ex): At 6th level, the inquisitor can no longer be flanked, since he can react to multiple opponents as easily as he can react to a single attacker. This defense denies the rogue's ability to use flank attacks to do a sneak attack on the inquisitor. The exception to this defense is that a rogue at least 4 levels higher than the inquisitor can flank the investigator (and thus sneak attack).

Intuitive Logic (Ex): At 10th level, the inquisitor's keen mind sometimes makes incredibly intuitive leaps of logic. Though not a supernatural ability, it often seems as if the inquisitor has been blessed with knowledge from the gods (or other sources). Once per day, an inquisitor may duplicate the effects of a *divination* spell (with a base 80% chance of success) and receive a burst of insight regarding a single question. The answer is assembled from disparate information that is brought together in the inquisitor's mind. The insight requires that he be able to concentrate, uninterrupted, for at least an hour prior to receiving the answer. Any interruption may ruin the attempt, unless the inquisitor succeeds at a Concentration check.

Legendary Tactician

Ansalon is a land that has been ravaged by war, stretching back to the Age of Dreams. All military campaigns require leadership. Those ideally suited for this responsibility must have an innate sense of strategy and tactics. They must be able to command soldiers in the heat of battle and lead them to perform acts of heroism. They must be capable of standing firm even against overwhelming odds. Legendary tacticians are respected (or feared) for their ability to inspire their troops.

Fighters and nobles fill the ranks of legendary tacticians. Occasionally, a legendary tactician emerges from the clergy of various religions (particularly priests dedicated to Kiri-Jolith) or even from those who have studied wizardry. These legendary tacticians are known for being capable of unleashing devastating offensives, including various spells that aid their own troops while hindering enemy armies. During the War of the Lance, a number of individuals rose to prominence for their abilities as legendary tacticians, including Laurana, the Qualinesti princess called the Golden General; Commander Kang of the First Dragonarmy Engineers; and Ariakas, the Dragonlord of the Red Dragonarmy.

NPC legendary tacticians are generals of armies, military advisors to kings and rulers, and old warhorses swapping stories of ancient battles long forgotten. They are sergeants in charge of training new recruits, leaders of mercenary bands, and bandit-lords.

Hit Die: d8.

Requirements

To qualify to become a legendary tactician, a character must fulfill all the following criteria.

Base Attack Bonus: +5.

Skill: Diplomacy 4 ranks.

Feat: Leadership.

Special: Must have been involved in at least three major skirmishes (battles involving at least ten foes in an opposing army), one of which must have been counted as a defeat. Must also have a group of soldiers loyal to him, though this group need not include more than five members (comprising the legendary tactician's personal or elite guard).

Class Skills

The legendary tactician's class skills (and the key ability for each skill) are Bluff (Cha), Concentration (Con), Craft (Int), Diplomacy (Cha), Intimidate (Cha), Knowledge (history) (Int), Profession (Wis),

Table 2-18: The Legendary Tactician

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+0	Leadership bonus +1
2nd	+2	+3	+0	+0	Inspire courage (+2, 2/day)
3rd	+3	+3	+1	+1	Direct troops, leadership bonus +2
4th	+4	+4	+1	+1	Rally troops
5th	+5	+4	+1	+1	Hard march, leadership bonus +3, inspire courage (+3, 3/day)
6th	+6	+5	+2	+2	Rout enemies
7th	+7	+5	+2	+2	Battle standard, leadership bonus +4
8th	+8	+6	+2	+2	Strategic retreat, inspire courage (+4, 4/day)
9th	+9	+6	+3	+3	Leadership bonus +5
10th	+10	+7	+3	+3	The Forlorn Hope

Ride (Dex), Sense Motive (Cha). See Chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 4 + Int modifier.

Class Features

All the following are class features of the legendary tactician prestige class.

Weapon and Armor Proficiency: Legendary tacticians are proficient with all simple and martial weapons, with all types of armor, and with shields.

Leadership Bonus (Ex): At 1st level, a legendary tactician gains a +1 bonus to his leadership score, enabling him to attract more powerful cohorts and followers. This bonus increases to +2 at 3rd level, +3 at 5th level, +4 at 7th level, and +5 at 9th level.

Inspire Courage (Su): At 2nd level a legendary tactician can inspire courage is his allies (including himself) twice per day, bolstering them against fear and improving their combat abilities. To be affected, an ally must be able to hear the legendary tactician speak. The effect lasts as long as the ally hears the legendary tactician continue to speak and for 5 rounds thereafter. While speaking, the legendary tactician can fight but cannot cast spells, activate magic items by spell completion (such as scrolls), or activate magic items by magic words (such as wands). Affected allies gain a +2 morale bonus on saving throws against charm and fear effects and a +2 morale bonus on attack and weapon damage rolls. At 5th level, and again at 8th level, this bonus increases by +1 and the legendary tactician can use the ability one additional time per day. Inspire courage is a mind-affecting ability.

Direct Troops (Su): At 3rd level, as a full-round action, a legendary tactician can give compelling directions. He can bestow a +2 competence bonus on either attacks or skill checks to all allies within 30 feet. This bonus lasts a number of rounds equal to the legendary tactician's Charisma bonus.

Rally Troops (Su): Upon reaching 4th level, the legendary tactician's presence is enough to grant any allies within 30 feet a second saving throw against *fear* and charm effects that they have already succumbed to. Even if they fail the second saving throw, any *fear* effects are less severe: panicked characters are only frightened,

Legendary tactician

frightened characters are only shaken, and shaken characters are unaffected.

Hard March (Su): Beginning at 5th level, a legendary tactician can exhort his troops to march faster. Anyone traveling with the legendary tactician gains a +4 morale bonus to Constitution checks required for making a forced march or any other task requiring extended exertion. Animals are not affected.

Rout Enemies (Su): At 6th level, the legendary tactician can direct his troops to take better advantage of attacks on fleeing foes. By exhorting his troops and pressing the attack, the legendary tactician can drive his troops forward, urging them to follow their enemies. All allies within 30 feet of the legendary tactician gain a +1 morale bonus on attack and damage rolls on any attacks of opportunity they take against a fleeing enemy.

Battle Standard (Su): At 7th level, the mere sight of a legendary tactician's coat of arms or other heraldic display is enough to turn the tide of battle. As long as the standard remains within 30 feet of the legendary tactician (he does not have to carry it himself, and probably has a standard bearer), all allies within 30 feet per class level of the character gain the effect of both *inspire courage* and *rally troops* (above). These effects remain as long as the standard does not fall or is not captured. If fallen or captured, all allies within range aware of the standard's loss suffer a –1 morale penalty on attack and damage rolls, in addition to losing the beneficial effects of the standard, until it is recovered.

Strategic Retreat (Su): At 8th level, a legendary tactician may call for a strategic retreat, ordering his troops to fall back and regroup. While in a strategic retreat, all allies within 30 feet of the tactical strategist gain a morale bonus to their AC equal to the legendary tactician's Charisma bonus against any attacks of opportunity taken against them.

The Forlorn Hope (Su): At 10th level, the legendary tactician inspires such ferocious loyalty in his troops that they will make the ultimate sacrifice for his cause. Any allies within 30 feet of the legendary tactician continue to fight while disabled or dying without penalty. They continue to fight until they reach –10 hit points. If they stop fighting, they must make an immediate Fortitude save (DC of 15 +1 per hit point below 0) or die on the spot.

Righteous Zealot

The righteous zealot is a person with a cause that directs every aspect of his life. So important is this cause to the righteous zealot that he goes among the masses to spread the word of his beliefs, hoping to bring others into the fold. Righteous zealots see themselves as saviors. Nonbelievers may view them either with amusement or with justifiable concern. A righteous zealot who grows too powerful can dictate the destiny of nations.

Bards and clerics become righteous zealots–bards because of their mastery of the spoken word and clerics because of their unwavering belief and faith. Unfortunately, righteous zealots may become so caught up in their causes that they become blinded by their own glory, as evidenced by the Kingpriest of Istar, whose arrogance and zeal brought about the Cataclysm that reshaped the entire world.

NPC righteous zealots are leaders of cults, such as the Seekers of Abanasinia, or fanatical followers of any deity or ideology. They are manipulators, with an army of followers who are fanatically loyal. Once a righteous zealot has a cause, he does not allow anything or anyone to stand in his way.

Hit Dice: d6.

Requirements

To qualify to become a righteous zealot, a character must fulfill all the following criteria.

Skills: Bluff 3 ranks , Concentration 8 ranks, Diplomacy 8 ranks, Perform (any, including storytelling) 3 ranks, Sense Motive 4 ranks.

Table 2-19: The Righteous Zealot

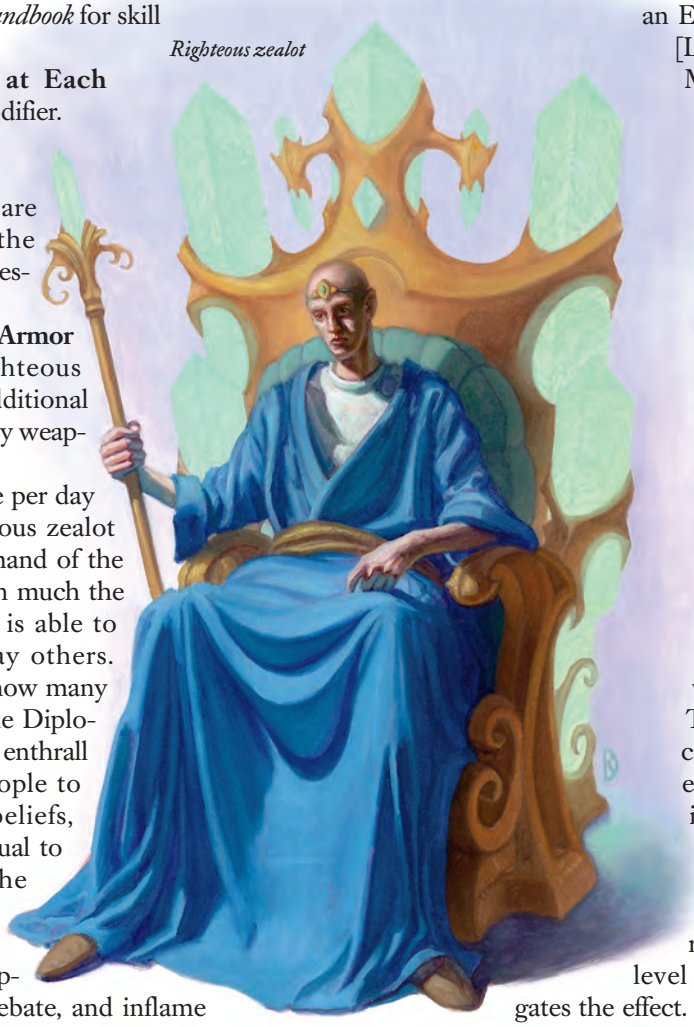
Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+0	+2	Oration: *enthralling discourse*, righteous indignation (1/day)
2nd	+1	+0	+0	+3	Oration: *compelling argument*, +1 save against Enchantment
3rd	+1	+1	+1	+3	Gather followers
4th	+2	+1	+1	+4	Righteous indignation (2/day), +2 save against Enchantment
5th	+2	+1	+1	+4	Oration: *condemning tirade*, gather followers +1
6th	+3	+2	+2	+5	+3 save against Enchantment
7th	+3	+2	+2	+5	Righteous indignation (3/day), gather followers +2
8th	+4	+2	+2	+6	Oration: *verbal obfuscation*, +4 save against Enchantment
9th	+4	+3	+3	+6	Gather followers +3
10th	+5	+3	+3	+7	Oration: *inflammatory oratory*, +5 save against Enchantment, martyr's luck

Class Skills

The righteous zealot's class skills (and the key ability for each skill) are Bluff (Cha), Concentration (Con), Diplomacy (Cha), Gather Information (Cha), Intimidate (Cha), Knowledge (religion) (Int), Perform (Cha), Profession (Wis), Sense Motive (Cha), and Speak Language. See Chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 4 + Int modifier.

Righteous zealot



Class Features

All the following are class features of the righteous zealot prestige class.

Weapon and Armor Proficiency: Righteous zealots gain no additional proficiency with any weapons or armor.

Oration: Once per day per level, a righteous zealot may use his command of the spoken language in much the same way a bard is able to use music to sway others. Depending upon how many ranks he has in the Diplomacy skill, he can enthrall crowds, cause people to question their beliefs, compel an individual to perform actions he or she might not normally undertake, confuse an opponent through debate, and inflame crowds into a bloodthirsty rage. The righteous zealot must be able to speak clearly and be heard to use this ability properly. As with casting a spell, a deaf righteous zealot suffers a 20% chance to fail with oration. If he fails, the attempt still counts against his daily limit.

Enthralling Discourse (Sp): A righteous zealot of at least 1st level with 8 or more ranks in Diplomacy can use his oration to sway groups of people, causing them to pause in their activities to listen to his words. The ability to speak before large crowds and control the ebb and flow of sentiment is perhaps the most potent tool of a righteous zealot. The crowd to be enthralled must be able to see and hear the righteous zealot, must be able to understand the righteous zealot (speak the same language), and must be within 90 feet. The righteous zealot makes a Diplomacy check, and each target can negate the effect with a Will saving throw equal to or greater than the zealot's check result. If the saving throw fails, the creature sits (or stands) quietly and listens to the zealot's words as long as the zealot continues to speak and concentrate (up to a maximum of 2 rounds per level of the righteous zealot). The effects are otherwise identical to the *enthrall* spell. Enthralling discourse is an Enchantment (Charm) [Language-Dependent, Mind-Affecting, Sonic] ability.

Compelling Argument (Sp): A 2nd-level righteous zealot with 9 or more ranks in Diplomacy can present a compelling argument, causing a single person to temporarily see things his way. This ability acts as a *suggestion* (as the spell), and can be used only on an individual who has either been enthralled (through enthralling discourse) or confused (through verbal obfuscation). The *suggestion* doesn't count against the righteous zealot's daily limit on orations, but the *enthralling* or *confusion* does. A Will saving throw (DC 10 + the righteous zealot's class level + Cha modifier) negates the effect. Compelling argument is an Enchantment (Compulsion) [Language-Dependent, Mind-Affecting, Sonic] ability.

Condemning Tirade (Sp): A righteous zealot of 5th level or higher with 13 or more ranks in Diplomacy can exploit weaknesses in other people. By verbally unleashing his anger against an individual, a righteous zealot can cause an opponent to question himself. The victim is allowed a Will save (DC 10 + the righteous zealot's class level + his Cha modifier) to avoid becoming shaken (suffering a –2 morale penalty on attack rolls, weapon damage rolls, and saving throws) for 10 minutes per level of the righteous zealot. Condemning tirade is an Enchantment (Charm) [Language-Dependent, Mind-Affecting, Sonic] ability.

Verbal Obfuscation (Sp): A righteous zealot of 8th level or higher with 16 or more ranks in Diplomacy is capable of trapping a single individual within a web of words. The victim is allowed

a Will save (DC 12 + the righteous zealot's class level + his Cha modifier) to avoid becoming confused for 1 minute per level of the righteous zealot. Verbal obfuscation is an Enchantment (Compulsion) [Language-Dependent, Mind-Affecting, Sonic] ability.

Inflammatory Oratory (Sp): A 10th-level righteous zealot with 18 or more ranks in Diplomacy gains near-total mastery over crowds. Once he has a crowd enthralled, he is able to inspire extremes of emotion within every person in the crowd, mimicking the effects of one of the following spells: *crushing despair, good hope,* or *rage*. The emotion lasts as long as the righteous zealot continues to direct the ebb and flow of emotions (as long as he maintains his enthralling discourse), though each victim is allowed an opposed Will save against the righteous zealot's Diplomacy check result to resist the effect. Inflammatory oratory is an Enchantment (Compulsion) [Language-Dependent, Mind-Affecting, Sonic] effect.

Righteous Indignation (Su): Filled with a sense of self-worth and virtue, a righteous zealot will not deviate from a given path. Once per day, the righteous zealot may add his Charisma modifier to any one saving throw. The righteous zealot may use this ability twice per day at 4th level and three times per day at 7th level.

Resist Enchantment (Ex): Righteous zealots are so caught up in their own moral superiority that it is difficult to sway their minds through magic. Starting at 2nd level, a righteous zealot gains a +1 bonus per two class levels on saving throws against Enchantment spells and effects.

Gather Followers (Ex): By 3rd level, the righteous zealot begins to attract a small group of loyal followers, effectively granting the righteous zealot the Leadership feat. At 5th level, the righteous zealot gains a +1 bonus to his leadership score. This bonus increases to +2 at 7th level and +3 at 9th level.

Martyr's Luck: The most skilled righteous zealots are able to turn their greatest failures into incredible successes. At 10th level, the righteous zealot may reroll a failed attack roll, saving throw, skill check, ability check, or level check. The righteous zealot may use this ability a number of times per day equal to 1 + his Charisma modifier.

Feats

Feats in a Dragonlance campaign not only give advantages to its heroes and villains, but they also help define these characters. A kender rogue might be charming and stealthy, or an elven cleric might show discipline and luck. Such feats give advantages in game terms and are roleplaying hooks to help both the players and Dungeon Master understand the character better.

The feats in this section supplement the feats in the *Player's Handbook* and follow all the rules in that book for determining how many may be chosen and how often a character may do so.

Cornered Rat [General]

You can go from piteous groveling to a murderous fury in the blink of an eye.

Prerequisites: Gully dwarf, base attack bonus +1.

Benefit: On your next action immediately following an enemy's Intimidate check against you or a round in which you made a Diplomacy check, you gain a +2 bonus on your attack rolls. Your foe may be caught off-guard by your attack; if you attack the opponent who made an Intimidate check against you or the target of your previous Diplomacy check, your opponent must succeed on a DC 10 Sense Motive check or be caught flat-footed and denied his Dexterity bonus to AC.

Draconian Breath Weapon [General]

You have harnessed your draconic heritage and can attack with a dragonlike breath weapon.

Prerequisites: Draconian, base Will save bonus +4.

Benefit: You gain the ability to use a breath weapon as a supernatural ability once per day. Your breath weapon deals 3d8 damage (Ref half, save DC 10 + 1/2 HD + Con modifier). The exact type of your breath weapon depends on your draconian race:

Baaz	60-ft. line of fire
Kapak	60-ft. line of acid
Bozak	60-ft. line of lightning
Sivak	30-ft. cone of cold
Aurak	30-ft. cone of fire

Normal: Draconians do not normally have a breath weapon.

Flyby Breath [General]

You can employ your breath weapon in a high-speed attack pass.

Prerequisite: Fly speed, breath weapon, Flyby Attack.

Benefit: When you are flying, you can use your breath weapon as a free action, provided you do nothing else but move in this turn. You cannot use Flyby Breath while using the Run action. You do not gain any "extra" uses of your breath weapon.

Normal: Using a supernatural ability is a standard action, which limits you to a single move action in the same turn you use your breath weapon.

Table 2-20: Feats

Feat	Prerequisites
Cornered Rat	Gully dwarf, base attack bonus +1
Draconian Breath Weapon	Draconian, base Will save bonus +4
Improved Draconian Breath Weapon	Draconian, Draconian Breath Weapon, base Will save bonus +8
Flyby Breath	Fly speed, breath weapon, Flyby Attack
Strafing Breath	Fly speed, breath weapon, Flyby Attack, Flyby Breath
Honor-bound	—
Hulking Brute	Half-ogre or minotaur
Reserves of Strength	Iron Will, spellcaster level 1
Resist Dragonfear	Base attack bonus +3, must have encountered a dragon at least once
Improved Resist Dragonfear	Base attack bonus +6, must have taken damage from a dragon attack at least once
Spear of Doom *f*	Base attack bonus +1
Spectacular Death Throes	Draconian
Tremendous Charge *f*	Ride 1 rank, Mounted Combat

f A fighter can gain this as one of his fighter bonus feats.

Honor-bound [General]

"My word is my honor and my honor is my life."
–Sturm Brightblade

Keeping your word and upholding your honor is of great importance to you.

Benefit: You gain a +2 circumstance bonus on any saving throw if failing that saving throw would result in breaking a promise, oath, or sworn duty.

Special: If you willingly break a promise or oath, you lose the benefits of this feat until you atone for your actions (see the *atonement* spell).

Hulking Brute [General]

You possess a truly impressive stature.

Prerequisites: Half-ogre or minotaur.

Benefit: Whenever you receive a modifier based on your size on an opposed roll (such as during grapple and bull rush attempts), you are treated as a creature of Large size if that's advantageous to you. You are also considered to be Large when determining whether a monster's special attacks based on size (such as improved grab or swallow whole) affect you.

Special: You may only take this feat as a 1st-level character.

Improved Draconian Breath Weapon [General]

You have mastered your draconic heritage and improved on your innate breath weapon.

Prerequisites: Draconian, Draconian Breath Weapon, base Will save bonus +8.

Benefit: You can use your draconic breath weapon as a supernatural ability three times per day. Your breath weapon deals 6d8 points of damage (Reflex save [DC 10 + 1/2 HD + Con modifier] for half).

Improved Resist Dragonfear [General]

You are able to demonstrate great courage in the presence of dragons.

Prerequisite: Base attack bonus +6, must have taken damage from a dragon attack at least once.

Benefit: You receive a +8 bonus on Will saving throws against the frightful presence of dragons.

Reserves of Strength [General]

When you cast a spell, you can choose to increase its effective caster level at the cost of exhausting yourself.

Prerequisites: Iron Will, spellcaster level 1.

Benefit: When you cast a spell, you can decide to increase your caster level with that spell by 1, 2, or 3, but you are stunned for an equal number of rounds immediately after doing so. Your increased caster level affects all level-based variables of the spell, including range, area of effect, spell penetration, and the difficulty of dispelling the spell. You can exceed the normal level-fixed limits of a spell with this feat, so a 9th-level wizard could use Reserves of Strength to cast a *fireball* as a 12th-level wizard and deal 12d6 fire damage.

If you are not subject to stunning effects, you instead suffer 1d6, 3d6, or 5d6 points of damage when you call upon your Reserves of Strength feat.

Resist Dragonfear [General]

You are able to show courage in the presence of dragons.

Prerequisite: Base attack bonus +3, must have encountered a dragon at least once.

Benefit: You receive a +4 bonus on Will saving throws against the frightful presence of dragons.

Spear of Doom [Fighter, General]

Few can avoid death on your spearpoint when you brace yourself for their attack.

Prerequisites: Base attack bonus +1.

Benefit: When you use the Ready action to set a spear or spearlike weapon against a charge, you gain a +4 bonus on your attack roll and deal double damage to a charging foe. If you use your readied action to attack a foe who enters a square you threaten without charging, you still gain a +4 bonus on your attack roll, but you do not deal double damage.

Normal: Setting a spear or similar weapon against a charge allows you to deal double damage against a charging foe or attack an approaching foe when he enters a square you threaten, but you do not gain any attack bonus for doing so.

Special: Weapons that may be set against a charge or readied in this manner include the spear, longspear, trident, halberd, and dwarven urgrosh.

Spectacular Death Throes [General]

Your body seethes with unchecked power, promising dire consequences to your killer.

Prerequisites: Draconian.

Benefit: Your draconian death throes are unusually powerful. When you die, your death throes have the following effect, based on your draconian race:

Baaz: You turn to stone the moment you die, as normal. However, on the round following your death, your statuelike corpse explodes in a blast of stony shards. All creatures within 20 feet are subject to a ranged attack (attack bonus +10) that deals 1d10 damage plus your Con modifier.

Kapak: Instead of melting into a pool of acid, your body explodes in a 20-ft. burst that deals 4d6 points of acid damage (Reflex save [DC 10 + 1/2 HD + Con modifier] for half).

Bozak: Your exploding bones deal 6d6 damage in a 20-ft. burst (Reflex save [DC 10 + 1/2 HD + Con modifier] for half). Any creature failing their save is also knocked prone.

Sivak: You assume your slayer's form or burst into flame, as normal, but draw life energy from your slayer to do so. Your slayer gains 1 negative level per 2 levels or HD you have (Fort save [DC 10 + 1/2 HD + Con modifier] negates).

Aurak: You explode in a blast of magical energy as normal, except you deal 6d6 damage in a 20-ft. burst. In addition, for the next 5 rounds, you explode again on your turn, each time detonating in a spot 30 feet in a random direction from the last spot you exploded.

Strafing Breath [General]

You can sustain your breath weapon when you use it on the wing, covering a larger ground area in its effect.

Prerequisites: Fly speed, breath weapon, Flyby Attack, Flyby Breath.

Benefit: When you use your breath weapon while flying (either with a single move, using the Flyby Attack feat, or with a double move, using the Flyby Breath feat), you can extend the area covered by your breath weapon on the ground. You can use your breath weapon over a distance up to half your fly speed if you move in a straight line along that distance. To determine the affected area, find the area your breath weapon would normally affect on the ground, then extend that area in a straight line the desired distance. Measure the extended distance from the center of the effect.

For example, an adult blue dragon has a fly speed of 150 feet, and its breath weapon is a 100-foot line of lightning. Normally, its breath weapon would cover a single 5-foot-by-5-foot circle on the ground, since a line is 5 feet wide and 5 feet high. Using Strafing Breath, it can cover an area 5 feet wide and 75 feet long (half its fly speed).

An old red dragon has a fly speed of 200 feet, and its breath weapon is a 120-foot cone. If it is flying at an altitude of 80 feet, its breath weapon affects a circle on the ground with a radius of 80 feet. Using Strafing Breath, it can cover an oblong area 80 feet wide and 180 feet long, with both ends shaped like half circles.

Tremendous Charge [Fighter, General]

You know how to use your mount's power to make your lance attacks even more deadly.

Prerequisites: Ride 1 rank, Mounted Combat.

Benefit: When you employ a heavy lance in a mounted charge, you can choose to use your mount's Strength score instead of your own for determining your damage bonus. For example, if you are a human fighter with a Strength score of 14 mounted on a heavy warhorse (Strength 18), you would deal 1d8+4 damage with your lance instead of 1d8+2 damage. You deal double damage for using the lance in a charge, as normal.

After you roll your attack and damage, the lance you use must make a DC 8 Fort save or be shivered into pieces by the tremendous charge.

Normal: Lances deal double damage when used in a mounted charge, but you use your own Strength score to determine the damage bonus. Lances do not have a chance to break in normal combat.

Special: You must be armed with a heavy lance or similar weapon (such as a *dragonlance*). You can use this feat while mounted on a flying creature, such as a dragon.

Chapter Three

Easeful the forest, easeful its mansions perfected
Where we grow and decay no longer, our trees ever green,
Ripe fruit never falling, streams still and transparent
As glass, as the heart in repose this lasting day.

Beneath these branches the willing surrender movement,
The business of birdsong, of love, left on the borders
With all of the fevers, the failures of memory.
Easeful the forest, easeful its mansions perfected.

And light upon light, light as dismissal of darkness,
Beneath these branches no shade, for shade is forgotten
In the warmth of the light and the cool smell of the leaves
Where we grow and decay; no longer, our trees ever green.

Here there is quiet, where music turns in upon silence,
Here at the world's imagined edge, where clarity
Completes the senses, at long last where we behold
Ripe fruit never falling, streams still and transparent.

Where the tears are dried from our faces, or settle
Still as a stream in accomplished countries of peace,
And the traveler opens, permitting the voyage of light
As air, as the heart in repose this lasting day.

Easeful the forest, easeful its mansions perfected
Where we grow and decay no longer, our trees ever green,
Ripe fruit never falling, streams still and transparent
As glass, as the heart in repose this lasting day.
–The Song of Wayreth

On Krynn, little draws as much awe and misunderstanding as the use of magic. From the powers gifted to clerics from their deities to the arcane power wielded by wizards, and from the ambient energy of the world used by sorcerers to the strange, inner power used by mystics, magic remains one of the driving forces upon Krynn.

During different ages of Krynn, different kinds of magic were more prominent. Before the Cataclysm, divine magic and arcane magic coexisted in relative peace, until the Kingpriest declared arcane magic anathema to the order of Good. After the Cataclysm, clerical magic disappeared when the gods withdrew from the world. It was not until the War of the Lance, more than three hundred years later, that divine magic began reappearing as the people turned to the deities once more.

After the Chaos War, both arcane and divine magic completely disappeared, since all the gods, including the three deities of magic, no longer had contact with the world. In the early Age of Mortals, "new" kinds of magic appeared–sorcery and mysticism. In contrast to the power granted by the gods, sorcery and mysticism rely on the power found in the world and the power found within the self, respectively. Former clerics and wizards turned from the old ways that no longer worked to the new magic, trying to regain the power they once wielded.

Fifty years after the Chaos War, a strange storm swept across Ansalon, and with it came a strange fading of both mysticism and sorcery as magic seemed to be disappearing once again. With the coming of the Army of the One God, change once more racked Ansalon. When it was revealed the One God was really Takhisis, who had stolen the world away in the aftermath of Chaos's defeat, it was also revealed that she has been using the souls of the dead to leech away magic to restore her lost power. With her defeat the other deities returned to Krynn, bringing with them the magical power of old.

Now, both the old and "new" kinds of magic coexist, though whether it will be a peaceful coexistence, or one filled with confrontation, has yet to be recorded in the River of Time.

Arcane Magic

Arcane magic is the purview of wizards, from those who take the Test of High Sorcery to renegades who disregard the laws set down by the three gods of magic.

Arcane magic involves the direct manipulation of the forces of creation. These are cataclysmic forces, as witnessed in the Age of Dreams when the deities of magic were forced to intercede to save mortals from unleashing powers beyond their understanding.

Since arcane magic holds such destructive potential, the gods of magic invoked what has become known as the Curse of the Magi. The Curse of the Magi causes spells to fade from a wizard's memory once they are cast, forces mages to rest from the draining effect magic has upon one's health, and requires them to study their spells over and over again. Without these prohibitions, mortals might unleash mass destruction even surpassing that of the Cataclysm itself.

In the wake of the Cataclysm, when the other deities withdrew from the world, the three gods of magic remained. Represented by the three moons that orbit Krynn, wizards knew with more certainty than any others that the gods had not truly left, but were merely waiting for the right time to "return."

Once Chaos was defeated, the three moons disappeared, replaced by a single moon that held

only a painful reminder of Solinari's lambent light, Lunitari's crimson glory, and Nuitari's stygian darkness (though Nuitari' shadow could only be seen by wizards of the Black Robes). With the disappearance of the three moons, arcane magic also disappeared. In the absence, many wizards turned to new, untested "primal" sorcery, though they resented the loss of power they'd once had. No longer bound by the laws of magic set forth by the three deities, sorcerers could wield steel and spell in each hand, but gone were the days of truly powerful magic. Or so many believed.

With the revelation of Takhisis as the One God and her eventual defeat, the gods were once more able to return to Krynn. Once more, the three deities of magic took their positions in the night sky, bringing with them the arcane magic of old.

Perhaps former wizards will return to their familiar magic. Some may decide to continue following the more independent, free-form path of sorcery. And perhaps it may be possible to meld the two.

High Sorcery

In the history of Ansalon, no other organizations are as highly regarded or as greatly feared as the Orders of High Sorcery. Formed early in the Age of Dreams, theirs is a legacy that has existed longer than any other organization, including the Knights of Solamnia.

The Orders of High Sorcery are comprised of three distinct groups: the White Robes of Good, the Red Robes of Neutrality, and the Black Robes of Evil. Divided by alignment, they are bound together by one ideal–a wizard's only loyalty is to magic.

When the three gods of magic first formed the orders, wizards were taught the Foundations of Wizardry:

1. All wizards are brothers and sisters in their order. All orders are brothers and sisters in the power.
2. The places of High Sorcery are held in common among all orders and no sorcery is to be used there in anger against fellow wizards.
3. The world beyond the walls of the towers may bring brother against sister and order against order, but such is the way of the universe.

Outside the towers, a Black Robe and a White Robe who found themselves on opposite sides of a battle would not hesitate to unleash their mightiest spells in an attempt to destroy one another. Yet within the towers, these same two may be found eagerly trading notes on magical research in perfect harmony. It is this loyalty to the magic above all that enabled the Orders of High Sorcery to remain in a world where they have occasionally been considered abominations that needed to be destroyed.

After the disappearance of the three deities of magic and arcane power, three sorcerers who had begun mastering the "new" form of magic gathered together and held the Last Conclave in the Tower of Wayreth. Palin Majere, nephew of the great Raistlin Majere, met with the stranger known only as the Master of the Tower and the enigmatic Shadow Sorcerer. All three agreed to disband the Orders of High Sorcery and close the towers, since there was no more High Sorcery. Throughout the first decades of the Fifth Age, without the orders to guide them, wizards either turned toward studying the new magic of sorcery (at Palin Majere's Academy of Sorcery) and mysticism (at the Citadel of Light, established by the powerful mystic Goldmoon, who was once a great priestess of Mishakal), or they turned away from magic completely. In the intervening years, many were killed or hunted down. It was truly a dark time for those members of the once-great Orders of High Sorcery.

In the wake of the return of the gods, the magic of true wizards has returned to the world. Three moons shine in the heavens, imbuing those who follow the arcane paths with a renewed sense of purpose. Now, Dalamar the Dark and Lady Jenna of Palanthas have joined together, hoping to return to the Tower of Wayreth–the center of the Orders of High Sorcery's power. Meanwhile, small schools have once more opened up across Ansalon, beginning to accept new students, preparing them for the days when they must once more undergo the tests that prove whether or

Curse of the Magi: Variant Rule

As a variant rule, to reflect the exhaustion inherent in casting the powerful spells of High Sorcery, you can institute the full effects of the Curse of the Magi.

Effectively, whenever a character casts an arcane spell, he must make a Fortitude saving throw against a DC of 10 + the spell's level after the spell is cast. If he succeeds, he does not suffer any adverse effects from the casting. However, if he fails, then he is fatigued. If he fails another saving throw while fatigued, then he becomes exhausted. If he fails a third saving throw, he then falls unconscious.

not they are ready to become full-fledged Wizards of High Sorcery. It is still unclear how the deities of magic and their orders view "primal" sorcery, or how they will coexist with those who wield such power.

Tutors and Academies

Most of those wishing to join the ranks of the Orders of High Sorcery begin their training at an early age. Master mages appointed by the Conclave are assigned to guide these young minds, carefully screening out those unsuitable for wizardry and keeping an eye out for those who could be true prodigies.

The teaching of a student only progresses so far, prompting those who wish further study to prepare themselves for their Test of High Sorcery. Some students never progress that far, remaining at the level of a mere initiate for the rest of their days. A small percentage of those students may secretly try to continue their studies, but those that do risk being branded renegades and hunted by the orders.

To take the Test of High Sorcery, students must receive an invitation to travel to the Tower at Wayreth. (Since the tower is inaccessible at the present time, students can meet with senior wizards at temporary gathering places now being established across Ansalon.) Once they arrive at their destination, a trip itself both physically and spiritually challenging, they are asked to declare their chosen allegiance. Students are assigned to a new master who prepares them for their test. A few, usually those already possessing some skill in magic (renegades who have agreed to join the orders instead of facing execution or special cases,

⊰ *Staff of Magius* ⊱

The *staff of Magius* is one of the most infamous magic items on Krynn. It is said to have been created and wielded by the great war-wizard Magius, whose magic was instrumental in aiding Huma in defeating the Queen of Darkness. Upon Magius's death, the staff was kept in the Tower of High Sorcery in Wayreth, until it was handed to the fledgling Red Robe wizard, Raistlin Majere, along with the accompanying *dagger of Magius*. Raistlin was given the staff after successfully completing his Test of High Sorcery, some say as a poor compensation for the shattering of his health during the test.

Raistlin Majere wielded the staff for years, researching the magic hidden within the wondrous weapon. After Raistlin's apparent death, it laid locked in the Tower of High Sorcery in Palanthas until Raistlin's nephew, Palin Majere, arrived at the tower to take his own test, when he then became the bearer of the staff. Palin wielded the staff until the end of the Chaos War, after which it mysteriously disappeared and has not been seen in Krynn since.

This *+2 quarterstaff* provides a +3 deflection bonus to AC to the person who carries it. Once per day it can cast *feather fall* (on the bearer only) and *daylight* (upon the staff only) by command. The bearer of the staff can dismiss the *daylight* with another command word.

The bearer of the *staff of Magius* can cast up to three spells per day that are enlarged as though using the Enlarge Spell feat. These spells must be of the following type: spells that create light, spells that manipulate air, or spells that affect minds.

The staff bestows one negative level on any creature that touches it that is not an arcane spellcaster. The negative level remains as long as the staff is held or carried and disappears when it is no longer held or carried. This negative level never results in actual level loss, but it cannot be overcome in any way (including *restoration* spells) while the staff is held or carried.

Oddly, the *staff of Magius* seems to exhibit different magical abilities for different wielders. Some theorize that these are all part of the staff's creation, while others believe that the owners add new powers to the staff. Either way, the wielder of the *staff of Magius* should never be underestimated.

Strong (all schools); CL 18th.

⊰ *Dagger of Magius* ⊱

Little is known of how the *dagger of Magius* was created. Before Huma's defeat of the Queen of Darkness, wizards were only allowed to wield staves, and then only because they were tools of magic as much as weapons. Magius wore all three colored robes, as well as being considered a renegade, so he may have created the dagger outside the Towers of High Sorcery while he was a renegade.

Along with the *staff of Magius*, Raistlin was given the *dagger of Magius* at the completion of his Test of High Sorcery. Unlike the staff, however, Raistlin was unaware of the dagger's history until he discovered, quite by accident, its property of remaining undetectable when his other gear was taken from him.

What happened to the dagger after Raistlin's apparent death is as great a mystery as the current location of the *staff of Magius*.

This *+3 dagger* is made of magically hardened silver. It cannot be detected by magical or mundane searches when carried by a mage.

Moderate abjuration and evocation; CL 9th; Craft Magic Arms and Armor, *invisibility*, *nondetection*; Price 28,300 gp.

such as Raistlin Majere) are allowed to immediately take their test.

Not all students of magic are lucky enough to attend a special academy of magic. Students who discover magic on their own (particularly if they live in a culture where magic is not held in high regard, such as in Solamnia during the Age of Despair), never really understand what they are studying. Specially trained Wizards of High Sorcery wander Ansalon, usually incognito, looking for such lost students. If the nascent wizards show an aptitude for magic and the potential to live up to the rigors of the art, then they are provided a way to travel to Wayreth, though the trail is very rarely easy. If the lost students show the aptitude but not the dedication, they are "gently" discouraged.

Towers of High Sorcery

Originally, there were plans for seven Towers of High Sorcery, since there were seven locations across Ansalon where it was believed that magic gathered. Five towers were built; the dwarves of Thorbardin thwarted an attempt to build a tower near their home.

Each of the five chosen sites had incredible magical properties and stood in wilderness areas, far from centers of civilization. Three of the sites, however, eventually proved to be ideal locations for settlements. Over the centuries, the cities of Daltigoth, Istar, and Palanthas were built around these towers. Only the Towers of Wayreth and Goodlund remained in areas of isolation.

Each tower had a magical grove imbued with magical properties to act as the first line of defense. The groves provided defense for the orders during the decades it took to build each tower.

Staff of Magius

The Grove of Daltigoth was enchanted to cause any living being who entered the grove to fall into a deep slumber. Slumbering individuals were then transported either into the tower or out of the forest, depending on the individual's purpose for entering the tower. The grove was destroyed with the tower.

The Grove of Istar was enchanted to cause people to forget, temporarily erasing the short-term memory of anyone who entered the grove. The effect lasted until the person left the forest. The grove was destroyed with the tower.

The Grove of Goodlund, which became known as the Ruins after it was destroyed by the orders, was said to inspire intense passions–hatred, love, vengeance, desire, and so on. The passion varied from one individual to the next and was said to be nearly impossible to resist for long. The grove was destroyed with the tower.

The Grove of Palanthas, known as Shoikan Grove, inspired intense fear. Once the tower was cursed, the Grove's fear took a darker edge, inspiring an absolute terror that makes even kender nervous. It is also haunted by undead that act as the grove's guardians, making any trip through the grove a true ordeal. The grove remains in Palanthas even after the tower's disappearance. It is said undead still haunt the grove, though no one has seen them–only heard their terrifying sounds.

The Grove of Wayreth was always meant to be the seat of the Conclave and is therefore the most powerful of the groves. The grove creates an interdimensional field, allowing the tower and a 10-mile radius around the tower to transport itself anywhere within 500 miles of the

The Nightjewel

A token bequeathed to those the Master of the Tower of Palanthas deemed worthy of entering the tower, the *nightjewel* is a minor artifact with a unique purpose–to aid any who wish to pass through the terrifying Shoikan Grove.

Black and unlovely to look at, the *nightjewel* resembles nothing more than a lump of coal that feels oddly cold to the touch. When held within the grove, it begins to shine with an eerie pale light only visible to undead. The user must be bareheaded, allowing the unseen illumination to shine upon his face and in his eyes.

The *nightjewel* does alleviate some, but not all, of the magical effects of the grove, so the wielder must still summon up his or her courage to pass through the trees. Undead may still attack the *nightjewel* wielder, though the gem provides some defense against them as well. If presented and touched to one of the undead, the wielder may attempt to rebuke the undead creature as if he were an evil cleric of his total character level.

The *nightjewel* provides protection in a 10-foot radius, as long as it is held high. However, if any weapon is drawn or spell is cast, whether it is in defense or to attack, the magic of the *nightjewel* no longer offers its protection, leaving the holder at the not-so-tender mercies of Shoikan Grove.

Strong abjuration; CL 17th.

tower's construction site. The area indicated on maps (see Chapter 5) indicates the construction site, not the tower's actual location, which can vary from one moment to the next. No group has been able to successfully locate and claim the tower after the War of Souls, though many wizards restored to power wish to re-form the Orders of High Sorcery.

Test of High Sorcery

The Orders of High Sorcery established the Test of High Sorcery for several reasons: to test an individual's magical potential, to screen out those who were not serious about their magic, and most important, to learn how the potential wizard would use magic in the future. Each test is different, specifically tailored to the individual's strengths, weaknesses, and needs. If the applicant successfully passes her test, the new wizard has literally pledged to make magic her life and to abide by the strictures of the Conclave.

Those who undergo the test are often marked by their success. Sometimes, the change is physical–such as Raistlin Majere's shattered health, gold-hued skin, and hourglass eyes, or former Head of the Red Robes Justinius's partially crippled leg. Other times, the change is mental–a haunting dream of what may come or an aversion to something specific that appeared in the test. Regardless, the change is meant as a constant reminder to the wizard: magic is life, life is magic, and if you deny one you lose the other.

Every test, though unique to the individual applicant, has several key elements in common. The test must be rigorous; failure means death. Every test must be comprised of at least three challenges that test the wizard's knowledge and usage of magic. Every spell the wizard knows will be called into play. The test must include at least three tasks or perils that cannot be solved through magic alone, and at least one confrontation with an individual the wizard considers a friend, companion, or ally. Finally, the wizard must face at least one enemy who is more powerful than she.

More often than not, challenges within the test combine several of these key elements, such as causing a known friend to be viewed as an enemy whose magical skill surpasses that of the mage, forcing the wizard to rely on her wits to survive.

The tests themselves are highly magical. Some may actually take place in another location, or even another time. Part of dark elf Dalamar's test placed him in a situation where he had to choose between the sanctity of the test or the whims of his "master," all while the Cataclysm was occurring in Istar. The tests can also occur solely within the applicant's mind, making her believe she is someone else. With magic involved in the tests, anything is possible.

Sometimes, those attempting the test are allowed to bring companions with them–though the orders do not guarantee the health or survival of those companions.

Renegade Wizards

When the gods of magic created the Orders of High Sorcery, they did so to preserve the balance of magic in the world. Those who did not or would not follow the laws of magic were to be considered renegades.

A renegade wizard is any wizard who exists outside the Orders of High Sorcery, and whose usage of magic is considered a threat to the balance as well as a threat to the fragile image of Wizards of High Sorcery. A renegade wizard whose magic is terrorizing a small village is still a wizard to the villagers, no matter what kind of robes he wears.

Mere initiates, those who are deemed not strong enough to take the Test of High Sorcery, are not considered a true threat. Those wizards whose hunger for power drives them to use magic without regard for the strictures of magic, or those who betrayed the Orders of High Sorcery, are dubbed true renegades.

It is the duty of the orders to hunt down renegades and neutralize the threat they represent. Wizards of the White Robes try to hunt down and capture the renegade to bring him before the Conclave, preferably without hurting the renegade too much. Should they fail, they report the renegade to the nearest tower or gathering place, while trying to keep a close watch on the renegade's actions. White Robes only try to destroy the renegade as a last resort, if he represents a serious threat to the balance or is a threat to the lives of others.

Red Robe wizards try to capture the renegade and bring him before the Conclave, if possible. If not, the Red Robes do whatever is in their power to destroy the renegade. Balance must be maintained.

Black Robe wizards try to convince the renegade to join the Black Robes, hoping to add a new member to their ranks. If the renegade demurs, the Black Robes destroy him without hesitation.

Unless the renegade has performed serious crimes of magic, the renegade is given the option of taking the Test of High Sorcery and joining the ranks of the orders. Those who agree are allowed to take the test and join the appropriate order as their alignment dictates. A renegade who refuses is imprisoned or dealt with appropriately. He is rarely ever seen again.

The Moons of Magic

When the other deities took their positions in the celestial sky, the three gods of magic chose to take a position much closer to the world, embodied by the three moons that orbit about Krynn. Each of the three Orders of High Sorcery receives its powers from one of the moons of magic.

Wizards of the White Robes receive their magic from the silver moon, Solinari, whose soft radiance is honored in their white robes. Red Robes are empowered by Lunitari, the red moon, while Black Robes receive energy from Nuitari, the mysterious black moon that only they can see.

The position and aspects of each order's moon have an effect upon the order's magic. In addition, when the moons come into alignment, the magic of each order is enhanced. See High Sorcery in Chapter 2 for details about moon effects.

A genuine conjunction of all three moons is rare, occurring about three times every year and a half–twice when the moons are slim crescents and once when they are full (known as the Night of the Eye, though it actually lasts two nights). By contrast, conjunctions of only two moons are quite common: Nuitari is in conjunction with one of the other two moons about one day in every four, thanks to its hasty path around its orbit. It meets Lunitari about once every eleven to twelve days and Solinari about once every ten to eleven days. Most often the conjunction lasts for only one night, but it sometimes stretches out to two. Lunitari and Solinari come into conjunction with each other only about every four and a half months, but their conjunctions last for seven or eight days in a row.

On certain days, Nuitari enters conjunction with one moon in the morning and the other moon at night, while Lunitari and Solinari are not in conjunction with each other. During these "false conjunctions," wizards of all three orders gain the benefit of their moon being in conjunction, but not the extra benefit of all three moons being in conjunction.

Calculating Positions of the Moons

There are two approaches to tracking the position of Krynn's moons in your campaign. If you keep careful track of the passage of time, you might want to use the Moon Chart to track each moon's location on a daily basis. If not, you can roll a new moon position whenever it becomes important.

To find the starting position of the moons, roll 1d20 and place a marker for each moon on the corresponding space on the Moon Chart. (Roll only 1d20, not one die for each moon.) A roll of 20, for example, indicates that the campaign begins with a Night of the Eye, while a roll of 18 puts Nuitari waxing, Lunitari waning, and Solinari at Low Sanction. Each day thereafter, move each marker one space counter-clockwise on its respective track.

If you don't wish to track the position of the moons on a day-to-day basis, simply generate a position for the moons each time it matters. Use the method described above to generate a starting position, then move each marker 0–9 (1d10–1) spaces counterclockwise to determine their current position. This approach sacrifices strict realism for an easier play experience.

The moons' effects on magic mean that Wizards of High Sorcery have a distinct game advantage about one-quarter of the time and a distinct game disadvantage another one-quarter of the time. It is perhaps in the nature of players that they are more likely to remember the quarter of the time the moons work in their favor than the quarter of the time the moons work against them. It may be easiest to let the player of a wizard character track the moon positions, but it is important for the DM to ensure that players don't abuse this system, reaping the benefits of their reliance on the moons while ignoring the drawbacks.

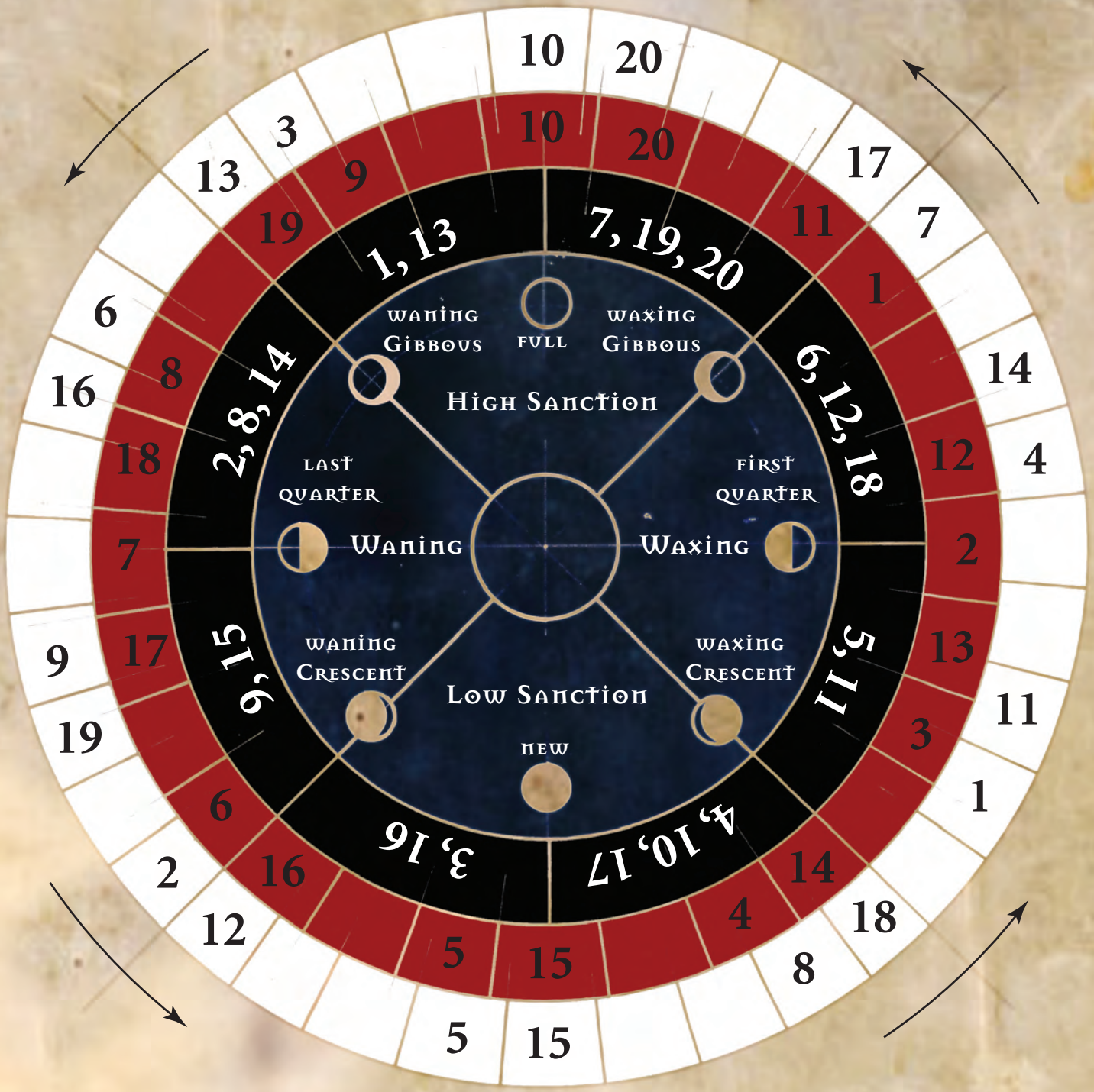
Primal Sorcery ("Wild Magic")

Primal sorcery is the magic rediscovered in the wake of the Chaos War. Many consider it a new magic, but it is actually the oldest kind of magic–the magic of manipulating the natural energies imbuing the world, energies that were heightened with the passage of the Graygem across Krynn.

Unlike High Sorcery, primal sorcery is more difficult to harness and seems much less powerful, particularly to those who were used to the "old" magic, and therefore primal sorcery is often referred to as "wild magic." What primal sorcery lacks in strength, however, it makes up for in terms of flexibility–sorcerers are not as constrained by the Curse of the Magi. Though using sorcery can be just as physically and mentally taxing, its practitioners are known for their ability to seemingly create new spell effects and to manipulate existing magic.

Though it took a few years to master, Palin Majere, the Shadow Sorcerer, and the Master of the Tower came to be acknowledged as the greatest minds in Ansalon when it came to harnessing and manipulating primal sorceries. When they formed the Last Conclave and disbanded the existing Orders of High Sorcery, it marked the beginning of a new era in magic and the final chapter on the "old ways" of magic. Or so they believed.

Moon Tracking Chart



Solinari: Period of 36 standard days with 9 days per quarter

Lunitari: Period of 28 standard days with 7 days per quarter

Nuitari: Period of 8 standard days with 2 days per quarter

More than a year before the War of Souls, the dragon Beryllinthranox sent her minions to attack the Academy of Sorcery in Solace, raiding the Academy for precious magic items to bolster her fading powers. Unfortunately, during the attack, the Academy was destroyed in an explosion that many attributed to the dragon's forces, although the explosion took out many of her strongest dragons. Since that time, many sorcerers have gone into hiding, afraid that they would be targeted next for what little powers they had remaining. Following the War of Souls, sorcery has returned to its former strength, no longer being stolen by the spirits of the dead. However, with the return of sorcery, there also came the return of the deities of magic, who believe that primal sorcery is too chaotic for mortals to control. Except for the Knights of the Thorn, the mysterious gray-robed sorcerers, there is no more unity among sorcerers, which may leave them vulnerable to persecution.

The path the future of both primal sorcery and High Sorcery has yet to be determined. Will they coexist in peace or will practitioners of the two arts find themselves on opposite sides?

Tutors and Academies

Unlike the Orders of High Sorcery, there are few established academies where primal sorcerers can train. Instead, sorcerers are usually left to forge their own paths and either teach themselves or find a master willing to train them.

Those organizations with an established academy for teaching sorcery are extremely selective in who they teach. The gray-robed Thorn Knights only teach those who have been accepted to the ranks of the Knights of Neraka, while the Master of the Tower only instructed those who undergo a Test of Sorcery (similar in design to the Test of High Sorcery, but with the more limited abilities of a primal sorcerer in mind). Palin Majere's Academy of Sorcery was open to any willing to abide by the understanding that studying primal sorcery is very different from the old ways of High Sorcery.

The Knights of Takhisis established their own harsh regimen for teaching their gray-robed wizards (who had never followed the laws of magic and were considered renegades by the Orders of High Sorcery) the new art. Stealing knowledge from both the Academy of Sorcery and from the Citadel of Light, the gray robes sought to regain their lost glory.

During its short time, the Academy of Sorcery was perhaps the greatest single center for teaching and learning the new arts of primal sorcery. It was here that covert agents from the Knights of Takhisis stole the secrets of primal sorcery, just like they stole the secrets of mysticism from Goldmoon's Citadel of Light in Schallsea.

Academy of Sorcery

Less than three years after the meeting of the Last Conclave, the Academy of Sorcery was raised atop a plateau with the aid of skilled application of sorcery and engineering. From the edge of the plateau, one could see the great vallenwood forest nestled against the shores of Crystalmir Lake, and occasionally spot smoke from cookfires rising from the city of Solace, hidden among the trees.

Built of brick and sandstone, the Academy was carved with ornate reliefs on every available surface depicting the history of magic in Ansalon. The Academy was designed to evoke the same majesty of the Towers of High Sorcery, yet made it clear that it was representative of a different way of doing things.

At the Academy, there were no formal "students" and "instructors." Everyone, including Palin himself, considered themselves students of primal sorcery. Every student was responsible for sharing his knowledge with others, so the members of the Academy spent as much time as mentors as they did as pupils.

Within its first two years, the Academy had gained a membership of more than two hundred sorcerers and was still growing. However, with Beryllinthranox's attack and subsequent destruction of the Academy, the students who were not killed in the attack were scattered to the wind.

Divine Magic

The ability to rebuke or command the spirits of the dead, the ability to cure wounds, even the ability to bring the dead back to life–these powers are granted to mortals who call upon the gods with intense faith. These powers lie within the realm of divine magic.

Divine magic differs from arcane magic as widely as primal sorcery differs from mysticism. The ability to cast divine magic relies upon the caster's faith and dedication to a single deity above all others. In return for their devotees' faith and dedication, the gods give these chosen mortals abilities possessed by no others in Ansalon.

There are periods in Ansalon's history when faith in the deities has waxed and waned, usually at one extreme or another. None could doubt the Kingpriest's faith in his beliefs, though his interpretations were definitely suspect. The height of Istar was the height of deism, quickly followed by the Cataclysm. People blamed the gods for the Cataclysm, turning away from worship and instead blaming the

deities for abandoning them in their time of need. For more than three hundred years, no cleric walked on Ansalon. The coming of the War of the Lance also signaled the return of faith–particularly in the worship of Takhisis the Dark Queen and Mishakal the Healer, who acted to counter the clerics of the Dark Queen.

From the plains came a young woman bearing the *blue crystal staff* that enabled her to heal all but fatal wounds–a power that had not been seen since before the Cataclysm. This woman, Goldmoon, became the chosen prophet and priestess of the goddess Mishakal. With the help of friends and companions, she was able to find the *disks of Mishakal*, platinum disks inscribed with the teachings of the gods of Good. With these disks, faith in the deities was restored, their worship once more established and allowed to thrive.

After Chaos was defeated and the Chaos War ended, the gods apparently removed themselves completely from involvement with mortals, the result of a bargain with Chaos. In the decades that followed, with the arrival of the dragon overlords and the dragon purges, people questioned why the deities had abandoned them, particularly since they had not "been back" for more than a few decades between the War of the Lance and the Chaos War.

Again, it was Goldmoon who discovered new magic to substitute for the absence of divine magic. From deep within herself, she was able to call upon the power of her heart and soul to perform "miracles" once again. Though she established the Citadel of Light to teach the new power of mysticism, Goldmoon never lost her faith in Mishakal, even going so far to ensure that teachings of the gods went hand-in-hand with the teachings of mysticism. Yet the deities still did not answer their followers' prayers, leaving a void they had once filled with warmth.

Into this void came a young woman named Mina. Charismatic and commanding, this young woman seemed touched by a higher power, a power she referred to only as the One God. In the One God's name, Mina built an army whose loyalty to her was absolute. Armed with loyal soldiers, able to summon forth the spirits of the dead and perform true miracles beyond the powers of mysticism, Mina and the Army of the One God swept across Ansalon in a holy crusade to bring the entire continent under the teachings of her deity.

The power of the One God seemed undefeatable. Nothing, not even the might of the dragon overlords, could stand against the One God's chosen prophet. In Sanction, when it seemed that the crusade would successfully unite Ansalon under a single banner, the One God's name was revealed–Takhisis, the Dark Queen.

Some people, left bereft by the perceived abandonment of the gods, found themselves turning to a deity they knew was evil, yet who promised to fill that emptiness within them. "One God is better than no gods at all" was an oft-repeated justification for turning to worship Takhisis. Clerics of Takhisis once more began to reappear throughout Ansalon.

Even the best-laid plans of deities can sometimes go horribly wrong, however. At the moment Takhisis's triumph seemed paramount, when she would transfer her essence into the shell she had prepared, a strange elf appeared to bar her way. Somehow, the other gods had found the world Takhisis had stolen away following the defeat of Chaos. Now, however, the other deities returned and demanded justice. They stripped Takhisis of her immortality.

Balance had to be maintained, however. In stripping Takhisis of her godhood, so too did Paladine need to sacrifice his own. In the shock of her defeat and the discovery of her new mortality, Takhisis meant to attack and slaughter her chosen prophet, believing Mina to be the architect of her defeat. Blinded by love for Mina, the young and foolish elf Silvanoshei threw himself between the former goddess and her prey, using the broken shaft of a *dragonlance* to kill the goddess, forever riding the world of the once-majestic and terrible Dark Queen.

Stricken by the loss of her beloved goddess, Mina killed Silvanoshei, then gathered Takhisis into her arms, vowing vengeance upon the now-mortal Paladine. Walking proudly and defiantly, the former chosen prophet of Takhisis disappeared into the night with her dead goddess in her arms.

With the War of Souls over, the people of Ansalon are once more forced to reevaluate their dealings with the gods. Should they again trust in deities that they believe abandoned them in their hours of greatest need (even if that belief is based on false perceptions)? Do former clerics pick up where they had left off? Do they still have their faith? What about the new magic of mysticism? The power from within replaced the power from the gods in the past few years, and one may not be able to coexist with the other, though the differences in philosophies are probably more easily reconciled than the differences between primal sorcery and High Sorcery.

Holy Orders of the Stars

The Holy Orders of the Stars are the organized faiths of the sixteen remaining deities (not including the three gods of magic, whose followers are the wizards of the Orders of High Sorcery).

Changing Focus

The Chaos War ushered into being a new era of changes across Krynn, not the least of which was the loss of magic with the departure of the gods. Wizards and clerics, out of touch with the divine patrons who give their spells substance, desperately searched for new magic. With the suffusion of the energies of Chaos into the world, this new magic became available over time, and thus sorcery and mysticism replaced wizardry and clerical power. As the War of Souls ultimately revealed, however, the deities had not truly left–Krynn had been hidden from their immortal eyes by Takhisis. By the end of the War, the gods had restored their power to Krynn's faithful. All four forms of magic now coexist for the first time.

Making a change to a new and different form of magic is a life-changing experience for any spellcaster. Many former clerics and wizards, given enough time and practice (and through the discoveries of others), learned to attune themselves to mysticism and sorcery. These optional rules allow the Dungeon Master to represent this change (and its reverse) in her DRAGONLANCE campaign. Known as an *epiphany*, a change from one kind of divine or arcane magic to another is a significant commitment, not undertaken lightly. Each has lasting consequences.

The Dungeon Master should first determine and agree upon in conference with the player the exact circumstances surrounding the epiphany. Goldmoon saving the life of Jasper in 8 SC and Palin grasping the secrets of sorcery with the assistance of the Shadow Sorcerer both represent pivotal turning points in those character's lives. Following the War of Souls, a former mystic who dedicates his life to one of the deities may experience an epiphany and become a cleric, or a sorcerer from the former Academy of Sorcery may decide to take the Test of High Sorcery and experience the soulforge that shapes every wizard. Each moment of truth or faith demands its own story.

Next, the character in question must stop advancing in his current spellcasting class once he has earned enough experience to advance a level. Instead, he takes a level in the class to which he wishes to change. From this point on, he acquires a –20% penalty to earned XP until he earns enough to advance again. When he does, all of the levels in the previous spellcasting class change to levels in his new one. For example, Trapian is a 10th-level wizard who wishes to become a sorcerer. He must take a level in sorcerer next time he advances. Throughout that level, he casts spells as a 1st-level sorcerer and earns –20% XP. When he takes his second level in sorcerer, his ten levels in wizard change to sorcerer. Trapian becomes a 12th-level sorcerer and the experience point penalty no longer applies.

When a character's previous spellcasting class levels change to his new one, the following changes occur depending on whether the shift is between wizard and sorcerer, or cleric and mystic. The biggest changes occur in the character's spell progression and spells known.

Cleric/mystic: Hit points, saving throws, skills, feats, and weapon proficiencies remain the same. If changing to mystic, lose access to one domain and granted power, all cleric class features (including turn/rebuke undead, unless the mystic's domain is Sun or Necromancy) and spellcasting progression. Choose known spells from the cleric list. If changing to cleric, choose two domains from the deity's list to replace the mystic domain, and gain all appropriate class features of a cleric of that new level.

Sorcerer/wizard: Hit points, familiar, saving throws, skills, and weapon proficiencies remain the same. If changing to sorcerer, lose access to bonus wizard feats, wizard spellcasting progression, and choose an appropriate number of known spells from the wizard spellbook. Gain access to all simple weapon proficiencies. Note new spell progression and bonus spells as determined by Charisma. If changing to wizard, select bonus feats as determined by wizard level, and add sorcerer spells known to the wizard's spellbook. Note changes in spell progression and bonus spells as determined by Intelligence. Sorcerers who change to wizards are required to abide by the strictures of the Orders of High Sorcery or risk a future as renegades.

Prestige classes: If the character has a prestige class that provides additional effective spellcaster levels or spells known, these levels now add to the new class spell progression and not the old one. If the new class fails to meet the prestige class requirements, all prestige class features and abilities are lost until these requirements can be met. In the special case of the Wizard of High Sorcery prestige class, the DM may allow the character to exchange these levels to sorcerer levels, with an associated loss of special abilities.

Rangers, druids, and bards: Some DMs may wish to allow players of one of these spellcasting classes to experience an epiphany. This is not recommended, although on a case by case basis the DM may decide that she will allow a druid player character to exchange his druid levels for mystic levels, or allow a ranger player to cast spells spontaneously (instead of preparing them). In general, however, these changes may upset game balance and should be handled carefully.

Each of the sixteen deities has their own order, each with separate duties, functions, rituals, and beliefs. Typically though, the sixteen faiths (and even the three Orders of High Sorcery) are divided along the families of the deities–the gods of Light, the gods of Balance, and the gods of Darkness.

The orders of the deities of Light are dedicated to the preservation of life, protecting and promoting the welfare of all, encouraging people to uphold all that is embodied by the principals of Good.

The orders of the deities of Balance attempt to maintain equilibrium in the world, a balance between Good and Evil. They view clerics of Light as idealistic and impractical, while clerics of Darkness are treacherous and destructive. Clerics of Neutrality, however, ally with either side when they must, to maintain the Balance. During the later days of the War of the Lance they supported the clerics of Light, while during the Chaos War they supported the clerics of Darkness. Regardless, they never fight for Good or Evil–they fight against both if they feel that the free will of the people is at stake.

The orders of the deities of Evil seek domination, both within their own orders and in the world at large. Clerics of Darkness feel they are unrestrained by any ethical concerns, using cunning and guile to amass riches, power, and further the cause of Evil. These priests are not stupid, and do not engage in wanton destruction (well, not usually). Some clerics of Darkness actually have a particular code of ethics, which they follow to the letter–such as among the clerical Knights of the Skull, who view laws as tools for control and war.

The gods have returned to a world far different from the one that was stolen from them. People have lost faith in their bitterness over the apparent fickleness of the deities. For their part, the gods realize that they have to heal the damage done to the people's spirits by the depredations of both the dragon overlords and by Takhisis. More than every before, they are reaching out to mortals, seeking to draw followers back into their embrace to reassure the world that they have returned and are here to stay. Slowly, the deities are rebuilding the ranks of their petitioners and priesthood. Some are reopening their old temples and shrines, while others are building new ones. Regardless, both gods and mortals must travel a long road of reconciliation in the years to come.

Becoming a Cleric

Anyone who wishes to become a cleric must first find within herself a deep, abiding faith in one of the true deities. The hopeful supplicant must then approach a priest in good standing with the deity and give her reasons for wishing to become a cleric. Some faiths, and gods, test the applicant with a Trial of Faith–a mission, an inquest, or simply an expression of their true faith. While an applicant seeking to become a cleric of Mishakal may only have to display charity and concern for those who are injured, an applicant seeking to become a priest of Sargonnas may have to avenge herself upon an old foe and prove victorious in battle.

If the applicant proves worthy, she is given a *medallion of faith*, which marks the applicant as an acolyte and a servant of the chosen god. All clerics wear the *medallion of faith*, which serves as both a physical reminder of the pact between the cleric and their deity, as well as the focus for their divine magic. The *medallions of faith*, while distinctly magical in nature, are not true magic items. There is no way for someone to construct one. Instead, *medallions of faith* are created from other *medallions of faith* when a worthy applicant is selected.

The gods grant their clerics with divine powers, from spells of divine magic to the ability to either rebuke or command undead. Some followers devote themselves to special organizations within the faith, such as the Healing Hands of Mishakal, who travel far and wide to provide healing for any who require it, or the Bloody Blades of Sargonnas, who avenge slights against priests of that order. These clerics often display abilities that aid them in their endeavors, special gifts from the deities.

From their chosen clerics, the gods demand compliance with the precepts of their religion. Those clerics who sin against these precepts are in danger of becoming one of the fallen, clerics who have lost the grace of their deities.

Temples, Shrines, and Churches

Most major cities have at least one shrine honoring every god, for it is often better to placate the evil gods than to ignore them. Even in the early Age of Despair, when it was believed the deities had abandoned the people, these shrines were still maintained.

During the Age of Might, a city was built to provide equal honor to all the gods and named in honor of the legendary location, Godshome. In the city of Godshome, entire districts were built for each of the deities, except for the three gods of magic who required no such districts, and for the three nature gods Chislev, Habbakuk, and Zeboim, who preferred their worshipers seek them out in the wilds. With the rise of the Kingpriests, however, the city of Godshome fell into disfavor, its people left to fend for themselves against growing corruption and banditry

by those greedy for the holy relics said to lie within the city. Oddly, the inhabitants of the entire city vanished just prior to the Cataclysm, leaving a ghost city behind. Many believe that the deities took the people of the city on the Night of Doom, when all clerics whose faith was pure and true disappeared from the world. To this day, the abandoned city lies in ruins, said to be haunted by those who died searching for the missing faithful.

Other locations across the world are considered sacred to one deity or another. Goldmoon built her Citadel of Light in Schallsea at one such location, where the Silver Stairs were said to once lead directly to the heavens where one could communicate with the gods of Light. Takhisis's grand temple was raised in Neraka, signaling the location of her return to the world during the War of the Lance. Even after the temple's destruction, the city remained sacred to the Dark Queen.

Fallen Clerics and Heathen Priests

When a cleric first violates the tenets of his faith, he is given a warning. The cleric receives 1d4 negative levels (which cannot be restored through any means, short of the direct intervention of a god) until he performs an appropriate atonement for his transgression. If he successfully atones, the levels are restored. If he continues to transgress, or he transgresses again, then he becomes one of the fallen. Instantly, he is stripped of all his spells and class features and cannot gain levels as a cleric of that deity until he atones (this time, only a major quest will alleviate the punishment). Fallen clerics are equivalent to renegades from the Orders of High Sorcery, though not as rigorously hunted by the members of their former clergy.

Sometimes, a cleric will convert from the worship of one god to the worship of another. Some fall from goodness into depravity and evil, while others see the light and turn away from a life of despair. Regardless, a cleric who changes faiths must first suffer the full effects of having his powers stripped away. For one month, he must prove himself true to the new god he seeks to follow. If after that month, his faith is true, then he is given a new *medallion of faith* and his full abilities are restored. At the DM's option, he may also be required to undertake a *geas/quest* for his new deity. He is now a cleric of his new god and bound by those tenets, just as he was once bound to the tenets of his former deity.

Heathen priests are those who worship false gods. They are not true clerics, though with prestidigitation, primal sorcery, or mysticism, it can sometimes seem that they are capable of performing "miracles" in the name of their god. Demon cults, snake cults, and even dragon cults have risen and fallen, as their heathen priests either lose control of their followers or they are tried for heresy. During the Age of Despair, before the return of the true deities, the Orders of High Sorcery were often instrumental in uncovering and breaking up these cults.

Mysticism

Unlike primal sorcery, which is a rediscovery of an ancient magic, mysticism is something far more recent, coming into its own during the Fifth Age. While in the past people may have displayed characteristics of mysticism, such as the lost elven ability of telepathy or the precognitive dreams of Raistlin's mother Rosamund, its abilities and limitations were never explored until its full discovery by Goldmoon.

Where sorcery enables an individual to manipulate the elemental forces of creation, mysticism enables its wielders to draw upon the powers of life itself, strengthened by an individual's heart and soul. Of the two forms of magic, many consider mysticism to be more natural and nurturing, while primal sorcery is forceful and cold. Those who use mysticism often describe a warmth that spreads through their very being, not dissimilar to the feeling experienced by those who draw upon divine magic–though the experience of mysticism can be merely a pale shadow of the exultation of channeling the divine.

Like primal sorcerers, mysticism was also affected by the strange loss of magic that seemed to herald the arrival of the Army of the One God. Even those with knowledge of the spirit world were unable to explain what was happening to the restless spirits of the dead, or to discover why these spirits were stealing away magic and what they were doing with it.

With the return of the gods after the War of Souls, those who embraced mysticism may find themselves torn between following the deities as true clerics or remaining true to mysticism. Although the mystics at the Citadel of Light were taught the ways of the old gods, as handed down to Goldmoon on the *disks of Mishakal,* it was quickly discovered that one could not be both a mystic and a true cleric, for one requires an inner faith in one's self and the other requires absolute faith in a deity. Yet, the relationship between mystics and true clerics is much more cordial than that between the primal sorcerers and the Orders of High Sorcery, at least on the surface.

Mentors and Schools

Mysticism seems to be more easily accessible than primal sorcery, particularly to people who already possessed a strong sense of identity or a

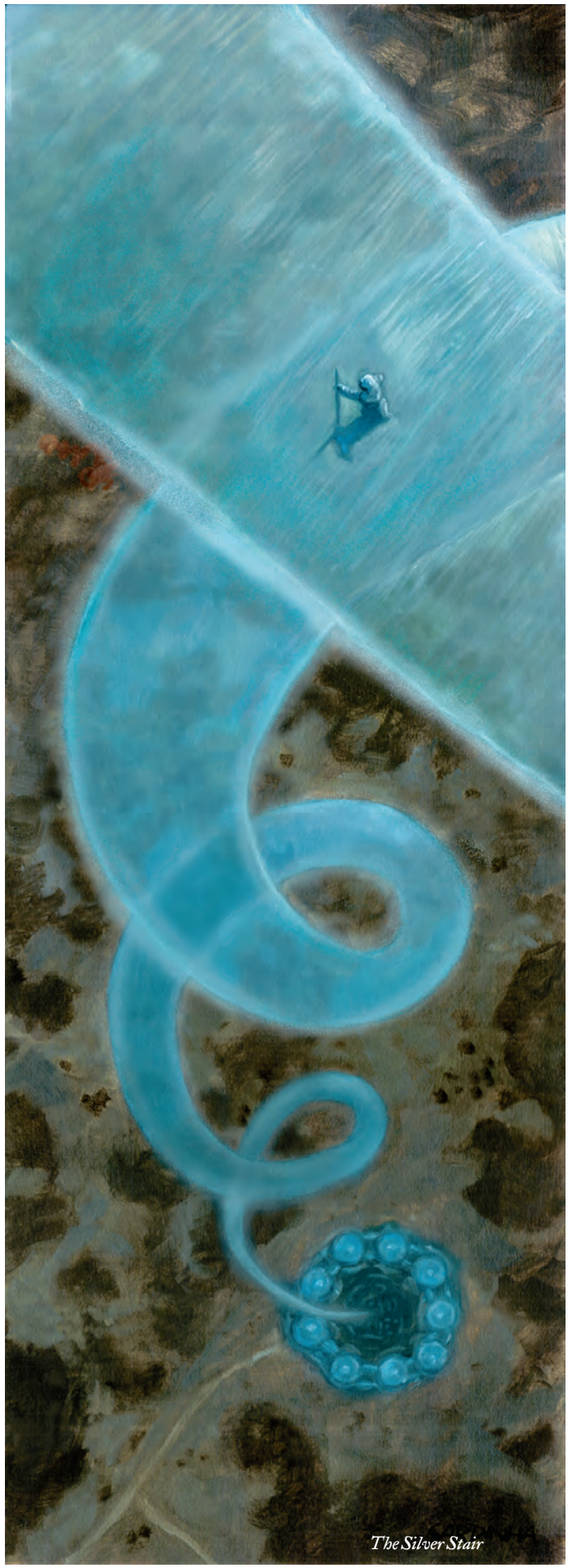
strong faith. Even clerics of the true deities were able to bring their faith into alignment with Goldmoon's teachings.

The primary center for learning of mysticism is the Citadel of Light in Schallsea. Goldmoon's discovery of the new magic, combined with her history as the chosen prophet of Mishakal and her role in the War of the Lance, established a reputation known across Ansalon, drawing students to her school from across the continent. Goldmoon's missionaries were sent to offer both instruction and aid to various kingdoms and cities, and thereby spread her message.

Aspirants to the Citadel are subjected to two tests when they apply for training. First, mystics interview the applicants, using their abilities to weed out any who have a tendency toward evil. Second, the aspirant must traverse the hedge maze and climb the Silver Stair, a journey of self-discovery. Beryllinthranox's attack razed the hedge maze, though mystics with the Plant domain have worked hard to restore the maze to its former glory.

Once an aspirant is accepted, her natural aptitudes are tested to see where her true talents lie. Once determined, training begins in earnest. Once the aspirant proves adept at handling one sphere of mysticism, she is again sent to pass through the hedge maze and climb the Silver Stair. If the mystic fails to confront and defeat her fears or refuses to climb the Stairs, she may advance no further in rank. Many return changed from their second experience, usually for the better, though it is not unheard of for mystics to fail and in failing lose their sanity.

The only other major organization of mystic training lies with the Skull Knights of the Knights of Neraka. When secret agents of the Skull Knights stole the secrets of mysticism, they returned to their order and used their newfound knowledge to increase their position as the "spiritual leaders" of the dark knighthood. Sometimes, the agents were unaware of their own true objectives, innocently passing along the teachings to the Dark Knights. Other times, agents armed with subtle magic remaining from the Fourth Age infiltrated the Citadel personally, hiding their true natures to gain this new power.



The Silver Stair

Aspirant Skull Knights must have first proven themselves after a period as a squire of the Lily. Typically, after a year, the aspirant must undergo the Test of Takhisis. Not dissimilar to the Test of High Sorcery, the aspirant must prove himself capable of upholding the three "virtues"–Vision, Order, and Obedience. If the aspirant survives the test and he shows an aptitude for mysticism, then he is apprenticed to an experienced Skull Knight and his training begins in earnest.

There are mystics who have never received training from either the Citadel of Light or the Skull Knights. Some simply discovered the power within themselves much as Goldmoon first did, when circumstances conspired and forced them to unleash the latent power within themselves. Similarly, the shamans of nonhuman tribes and the monks of Claren Elian have found other methods of drawing out their mystical talents.

The Gods and Magic

Magic in Krynn and the gods of Krynn are intimately tied to one another. Without the deities, there is no divine magic and clerics are unable to call upon their gods to perform miracles. Without the three deities of magic, wizards cannot cast true arcane magic. Even primal sorcery has its roots in the deities, because it was the power of creation and the raw power of Chaos that imbued the world with the primordial energies that primal sorcerers manipulate. Only mysticism does not seem to have a connection to the gods, though it has been postulated that since mysticism calls upon the energies imbuing every living creature, and the deities created life, that even mysticism stems from the gods.

The connection between the deities and magic has been brought into stark relief during various times in Krynn's history when the gods were absent. When the deities disappeared after the Cataclysm, clerics were no longer able to perform magic, though wizards were still capable of casting arcane spells. When all the gods (including the three deities of magic) disappeared after the Chaos War, neither divine or arcane magic worked, forcing people to find alternates forms of magic and prompting the discovery of primal sorcery and mysticism.

Only the three gods of magic are capable of granting mortals the ability to use High Sorcery. (In a single exception, Takhisis briefly usurped this ability to grant spells to the gray-robed Thorn Knights during the Chaos War.) Conversely, the three deities of magic do not have clerics and do not grant divine magic to their followers. The remaining gods have clergies of varying degrees, providing their followers with magic and other special abilities unique to each deity.

Scholars debating the nature of magic ultimately divide the four forms of magic into two categories, solely upon the basis of what they can accomplish. Primal sorcery and High Sorcery are both technically considered arcane magic, while the magic of clerics and the magic of mystics have been classified as divine magic. Though many may debate these classifications, for the most part, they hold true. Something that affects arcane magic will affect both High Sorcery and primal sorcery, while those things that affect divine magic equally affect both clerical magic and mysticism.

Of the four types of magic, High Sorcery and clerical magic seem capable of greater and more powerful effects, while the true strength of primal sorcery and mysticism lies within their flexibility. The strengths and weakness of the different forms of magic all provide a sense of balance among themselves. It may be this sense of balance between types of magic that causes the gods of

Power of Faith Versus Power of the Heart

After the War of Souls, the true gods once more returned to Krynn and discovered a world much changed in the intervening decades. Some people, bitter about being abandoned by the deities so soon after their last "return," find it nearly impossible to turn to the gods for help, instead trusting only the mystics who emerged as a beacon of light in the Fifth Age. Others find that the thought of turning to the deities once more fills a void left empty since the gods vanished.

Despite the similarities between the abilities of mystics and the divine powers of clerics, the two are not compatible. Mysticism draws solely upon the focus and power of inner faith, faith in one's self above and beyond any other force. Divine magic, on the other hand, requires a leap of faith, trusting in a force you may not be able to see or feel, but simply *know* will be there when you need it.

Mystics, particularly those grounded in the "old" religions, may be more than willing to give up the power of mysticism to embrace the power of the divine. Other mystics may not be quite so eager–after all, a mystic only has to follow the dictates of her own heart, instead of being required to uphold the dictates of a "fickle" deity.

Just as there will be a confrontation between High Sorcery and primal sorcery as both struggle to find their place in the Age of Mortals, so too will divine magic and mysticism come into conflict, though it may be more civil than the clash of the arcane forms of magic.

Balance, in particular, to support the continuation of the two newer forms, though exactly how they will coexist is nebulous at best.

Cleric and Mystic Domains

In addition to the domains listed in the *Player's Handbook,* various deities of Krynn permit clerics to choose from the additional domains presented here. These new domains follow all the rules presented for domains in the description of the cleric in the *Player's Handbook*. A cleric chooses any two domains listed for his deity (see Chapter 4: Deities).

In the descriptions that follow, granted powers and spell lists are given for domains that are presented in this book. If a domain description lacks an entry for granted powers and spells, refer to the *Player's Handbook* for that information. In the listings of domain spells, an asterisk (*) following a spell name signifies a spell described in this book.

Air Domain

Deity: Chislev.

Alteration Domain

Deities: None (mystics only).
Granted Power: You cast Transmutation spells on living targets at +1 caster level.

Alteration Domain Spells

1 Enlarge person
2 Alter self
3 Gaseous form
4 Polymorph
5 Baleful polymorph
6 Flesh to stone
7 Regenerate
8 Polymorph any object
9 Shapechange

Animal Domain

Deities: Chislev, Habbakuk.

Chaos Domain

Deities: Branchala, Sirrion, Zeboim.

Community Domain

Deity: Mishakal.
Granted Power: Cast *calm emotions* as a spell-like ability once per day. Gain +2 competence bonus on Diplomacy checks.

Community Domain Spells

1 Bless
2 Shield other
3 Prayer
4 Status
5 [Rary's] telepathic bond
6 Heroes' feast
7 Refuge
8 Mass heal
9 Miracle

Death Domain

Deities: Chemosh.

Destruction Domain

Deities: Morgion.

Earth Domain

Deities: Chislev, Reorx.

Evil Domain

Deities: Chemosh, Hiddukel, Morgion, Sargonnas, Zeboim.

Fire Domain

Deities: Reorx, Sargonnas, Sirrion.

Forge Domain

Deities: Reorx.
Granted Power: You gain a +2 insight bonus on Craft and Appraise checks related to stone or metal items.

Forge Domain Spells

1 Magic weapon
2 Heat metal
3 Keen edge
4 Minor creation
5 Wall of iron
6 Major creation
7 Hardening*
8 Repel metal or stone
9 Iron body

Good Domain

Deities: Branchala, Habbakuk, Kiri-Jolith, Majere, Mishakal.

Healing Domain

Deities: Mishakal.

Insight Domain

Deities: Zivilyn.
Granted Power: You gain uncanny dodge, the extraordinary ability to react to danger before your senses would normally allow you to do so. You retain your Dexterity bonus to AC (if any) regardless of being caught flat-footed or struck by an invisible attacker.

If you gain uncanny dodge from a second class (such as barbarian or rogue), you automatically gain improved uncanny dodge, as detailed in those class descriptions.

Insight Domain Spells

1 True strike
2 Augury
3 Locate object
4 Divination
5 Commune
6 Mass owl's wisdom
7 Greater arcane sight
8 Moment of Prescience
9 Foresight

Knowledge Domain

Deities: Gilean, Zivilyn.

Law Domain

Deities: Majere, Sargonnas, Shinare.

Liberation Domain

Deity: Gilean.
Granted Power: You gain a +2 morale bonus on all saving throws against Enchantment spells or effects.

Liberation Domain Spells

1 Remove fear
2 Remove paralysis
3 Remove curse
4 Freedom of movement
5 Break enchantment
6 Greater dispelling
7 Refuge
8 Mind blank
9 Unbinding*

Luck Domain

Deities: Branchala, Shinare.

Meditation Domain

Deities: Majere, Zivilyn.
Granted Power: Once per day, you may cast one spell as though it had the Empower Spell feat applied to it. However, you cast the spell at its normal level, not at two levels higher, and use the normal casting time of the spell. You need not know the Empower Spell feat to use this ability.

Meditation Domain Spells

1 Comprehend languages
2 Owl's wisdom
3 Locate object
4 Tongues
5 Spell resistance
6 Find the path
7 Spell turning
8 Mind blank
9 Astral projection

Mentalism Domain

Deities: None (mystics only).
Granted Power: You gain a +2 bonus on Bluff, Diplomacy, and Sense Motive checks. You also gain a +2 bonus on Will saves against Enchantment spells and effects.

Mentalism Domain Spells

1 Command
2 Detect thoughts
3 Hold person
4 Discern lies
5 Greater command
6 Hold monster
7 Mass hold person
8 Mass charm
9 Dominate monster

Necromancy Domain

Deities: None (mystics only).
Granted Power: Rebuke, command, or bolster undead as an evil cleric. Use this ability a number of times per day equal to 3 + your Charisma modifier. This is a supernatural ability.

Necromancy Domain Spells

1 Detect undead
2 Death knell
3 Halt undead
4 Animate dead
5 Slay living
6 Create undead
7 Destruction
8 Create greater undead
9 Energy drain

Passion Domain

Deities: Sirrion.
Granted Power: For a total time per day of 1 round per cleric level you possess, you can act as if under the effects of the *rage* spell. This granted power is a supernatural ability.

Passion Domain Spells

1 Random action
2 [Tasha's] hideous laughter
3 Rage
4 Crushing despair
5 Fear
6 Greater heroism
7 Song of discord
8 [Otto's] irresistible dance
9 Weird

Pestilence Domain

Deities: Morgion.
Granted Power: You are immune to the effects of all diseases, though you can still carry infectious diseases.

Pestilence Domain Spells

1 Doom
2 Summon monster II (1d3 fiendish dire rats only)
3 Contagion
4 Poison
5 Plague of rats*
6 Eyebite
7 Scourge*
8 Create greater undead
9 Otyugh swarm*

Plant Domain

Deities: Chislev.

Protection Domain

Deities: Gilean, Mishakal.

Restoration Domain

Deities: None (mystics only)
Granted Power: You cast healing spells at +1 caster level.

Restoration Domain Spells

1 Remove fear
2 Lesser restoration
3 Remove disease
4 Restoration
5 Raise dead
6 Heal
7 Greater restoration
8 Resurrection
9 True resurrection

Storm Domain

Deities: Zeboim.
Granted Power: You gain electricity resistance 5.

Storm Domain Spells

1 Entropic shield
2 Gust of wind
3 Call lightning
4 Sleet storm
5 Ice storm
6 Call lightning storm
7 Control weather
8 Whirlwind
9 Storm of vengeance

Strength Domain

Deities: Kiri-Jolith.

Sun Domain

Deities: None (mystic only).
Granted Power: Turn or destroy undead as a good cleric. Use this ability a number of times per day equal to 3 + your Charisma modifier. This is a supernatural ability.

Travel Domain

Deities: Shinare.

Treachery Domain

Deities: Hiddukel.
Granted Power: Once per day, when you attack a flat-footed opponent, you can deal additional damage equal to 1d6 per two cleric levels you possess (round up, not down, in this case) with a single melee attack. You must declare that you are using this ability before making the attack, and if you miss the opponent that use of your power is wasted. Creatures immune to critical hits are also immune to this additional damage.

Treachery Domain Spells

1 Undetectable alignment
2 Eagle's splendor
3 Bestow curse
4 Glibness
5 Magic jar
6 Symbol of persuasion
7 Eyebite
8 Trap the soul
9 Imprisonment

Trickery Domain

Deities: Branchala, Chemosh, Hiddukel.

War Domain

Deities: Kiri-Jolith, Sargonnas.

Water Domain

Deities: Habbakuk, Zeboim.

New Spells

Magic plays a vital part of the DRAGONLANCE campaign, from the magical artifacts of the true deities to the spells cast by clerics, mystics, primal sorcerers, and wizards. Here is a small selection of the unique spells of Krynn, used by heroes and villains alike.

The majority of the spells can be cast by different spellcasters, as indicated in the Level requirement. A few spells, however, lie solely within the power of a limited number of spellcasters, such as *Magius's light of truth*, which can only be cast by powerful Wizards of the White Robes.

Bestow Greater Curse

Transmutation
Level: Brd 6, Clr 7, Sor/Wiz 8
Components: V,S
Casting Time: 1 action
Range: Touch
Target: Creature touched
Duration: Permanent

Saving Throw: Will negates
Spell Resistance: Yes

The caster places a curse on the creature touched, choosing one of the following three effects:

One ability score is reduced to 1, or two ability scores take –6 penalties (to a minimum score of 1).

–8 penalty on attack rolls, saving throws, ability checks, and skill checks.

Each turn, the subject has a 25% chance to act normally, otherwise, he takes no action.

A player may invent a new curse, but it should be no more powerful than those listed above, and the DM has final say on the curse's effects.

A *greater curse* cannot be dispelled. It can be removed with a *break enchantment*, *limited wish*, or *remove curse* spell, but the caster attempting to break the curse must succeed at a caster level check (DC 15 + caster level of the creature who bestowed the curse). A *miracle* or *wish* spell removes the *greater curse* automatically. When the curse is bestowed, the caster of the greater curse can choose to specify a deed, event, or task that will end the curse. The deed must be something that the subject can accomplish within one year (assuming he undertakes it immediately). For example, the deed might be "Slay the black dragon Mohrlex," or "Climb the peak of Malystryx." The cursed victim can have help accomplishing the task, and in some cases another character can lift the curse (see Dying Curses in Chapter 6 for guidelines).

Billim's Bifrost Bridge

Conjuration (Creation)
Level: Sor/Wiz 3
Components: V, S, M
Casting Time: 1 action
Range: Medium (100 ft. + 10 ft./level)
Effect: Crystal bridge whose area is up to two 5-ft. squares/level (see text)
Duration: 1 minute/level (D)
Saving Throw: None
Spell Resistance: No

This spell causes an anchored bridge of solid crystal to form, stretching from two areas indicated during the casting (both of which must be in range of the spell) to join in the center. The bridge cannot form in an area occupied by physical objects or creatures. Its surface must be smooth and unbroken when created. It can join two areas of differing heights, as long as the bridge does not climb or descend at an angle of more than 45 degrees (in other words, the vertical distance cannot exceed the horizontal distance between its anchor points).

The *bifrost bridge* is 1 inch thick per four caster levels. It can support up to 1,000 pounds of weight per inch of thickness. If the weight limit is exceeded, the bridge instantly crumbles into a fine white powder and vanishes in 1 round. Each 5-foot square of the bridge has 15 hit points per inch of thickness. Creatures can hit the bridge automatically, but it has hardness 5. If any part of the bridge is reduced to 0 hit points, the entire *bifrost bridge* collapses.

Material Component: A rectangular piece of quartz.

Crackling Sphere

Evocation [Electricity]
Level: Sor/Wiz 2
Components: V, S, M
Casting Time: 1 action
Range: Medium (100 ft. + 10 ft./level)
Effect: 3-ft.-radius sphere
Duration: 1 round/level (D)
Saving Throw: Reflex negates
Spell Resistance: Yes

A crackling globe of electricity flies in whichever direction you point, electrocuting those it strikes. It moves 30 feet per round, though if it enters a space with a creature, it stops moving for the round and deals 1d4 points of electrical damage for every two levels of the spellcaster (maximum 5d4). (The subject can negate this damage with a successful Reflex save.)

The sphere moves as long as you actively direct it (a move action for you); otherwise, it merely stays at rest and crackles. The surface of the sphere is yielding, so does not cause damage except from the electricity. It cannot push aside unwilling creatures or batter down large obstacles. The sphere winks out if it exceeds the spell's range.

Dalamar's Lightning Lance

Evocation [Electricity]
Level: Sor/Wiz 4
Components: V, S, M
Casting Time: 1 action
Range: Medium (100 ft. + 10 ft./level)
Effect: 1 lightning-lance/five levels
Duration: Instantaneous
Saving Throw: Fortitude half (see text)
Spell Resistance: Yes

You create a crackling lance of lightning that you can hurl at your foes. You must succeed at a ranged touch attack roll to hit. The lance deals 3d6 points of damage from the impact of the strike, plus 1d6 electricity damage per caster level (maximum 10d6). The impact damage is not subject to being reduced by *protection from the elements*

(electricity), *spark shield*, and similar magic or effects, but the target is entitled to a Fortitude save to halve the electricity damage.

You can create and hurl a second lightning-lance at 10th level, and a third at 15th level. All bolts must be aimed at enemies within 30 feet of each other.

Material Component: An amber, crystal, or glass rod.

Deep Freeze

Evocation [Cold]
Level: Sor/Wiz 7
Components: V, S, M
Casting Time: 1 action
Range: Touch
Target: Creature touched
Duration: 1 round/level (see text)
Saving Throw: Fortitude negates
Spell Resistance: Yes

Dalamar's lightning lance

You cause the creature touched to slowly freeze into a block of ice. You must succeed at a melee touch attack, at which point the target creature is allowed a saving throw to resist the magic. If the creature fails, you deal 6d6 points of subdual damage to the target, and the target suffers a –4 penalty on all attacks, saves, and checks for the duration of the spell. Each round, the target takes an additional 6d6 points of subdual damage on your action. The *deep freeze* can be dispelled normally during this time.

If the target is rendered unconscious while under the spell's effect, it freezes solid (along with all worn, carried, or held items), becoming an inert statue of living ice. The creature is not dead, but exists in a state of suspended animation from which it can only be revived through *break enchantment, limited wish, wish,* or *miracle.* If not revived, the creature remains in the *deep freeze* for a period of 1 year per caster level.

Material Components: A silver charm shaped like a snowflake.

Disjoin

Abjuration
Level: Clr 6, Sor/Wiz 6
Components: V, S, XP
Casting Time: 1 action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature, magical effect, or object
Duration: Instantaneous
Saving Throw: Will negates (object)
Spell Resistance: No

You choose a single magical effect or magic item to disjoin. A disjoined spell or magic item is separated into its individual magic components. This ends a spell or spell-like effect in the same manner as *dispel magic*. A permanent magic item is suppressed (inoperative) for 1 round per caster level, and must make a successful Will save or be turned into a normal item. An item in a creature's possession uses its own Will save bonus or its possessor's, whichever is better.

If you cast this spell on a creature, you can choose to target a specific item or spell effect on that creature. If you do not designate a specific spell effect or item, *disjoin* affects a randomly determined spell effect or magic item affecting the creature or in its possession.

XP Cost: 200 XP.

Divine Retribution

Abjuration
Level: Clr 9
Components: V, S, DF
Casting Time: 1 action
Range: Personal
Target: You
Duration: 10 minutes/level

You select a single form of attack (acid, cold, electricity, fire, or force) when you cast this spell. For the duration of the spell, any attack based upon that element that strikes the caster is absorbed and instantly reflected upon the originator of the attack. Effect, area, and touch range spells, spell-like abilities, and supernatural abilities that use the named form of energy are

all equally affected. When it is reflected, the effect is altered, becoming either Sacred or Profane (depending upon the alignment of the cleric's deity), thus a creature that may normally be immune to its own attacks may now be vulnerable instead. This Sacred/Profane attack is equally effective, regardless of the actual alignment of the originator.

For example, a cleric of Sargonnas casts *divine retribution* upon herself, selecting fire to be protected against, knowing she is to face a red dragon. When the red dragon uses his fire breath, the *divine retribution* absorbs the damage and returns it upon the dragon as a Profane attack, though it resembles the same fiery breath and the dragon's chaotic evil alignment. The creature is still allowed spell resistance and a saving throw against its own attack.

Drown

Conjuration (Creation)
Level: Drd 5, Sor/Wiz 6
Components: V, S, M
Casting Time: 1 action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: Concentration
Saving Throw: Fortitude partial
Spell Resistance: Yes

This spell fills the breathing passages of the targeted creature with water. You can keep this spell targeted upon a single creature for as long as you maintain concentration upon it. The target is entitled to a Fortitude save. On a successful save, the target is staggered for 1 round but succeeds in clearing its body of the conjured water. It suffers no more effect from the spell, which ends. On a failed save, the target does not clear out the water and must make a Constitution check each round (DC 10 + 1 for each round after the first) or begin to drown (see The Drowning Rule in the *Dungeon Master's Guide*). The target remains staggered until the spell ends or it drowns.

This spell is ineffective against creatures that do not breathe (constructs, some elementals and plants, and undead), or those who can breathe water. A creature under the effects of *drown* must make a DC 25 Concentration check to cast a spell, and cannot cast spells with V components or use abilities that require speech.

Material Component: A sea shell.

Earthen Shield

Conjuration (Creation)
Level: Clr 3, Sor/Wiz 3
Components: V, S
Casting Time: 1 action
Range: Close (25 ft. + 5 ft./2 levels)
Effect: Wall of earth up 5 feet long/level and 1 foot thick (S)
Duration: 1 minute/level (D)
Saving Throw: None
Spell Resistance: No

This spell creates a small, localized wall of earth, which rises from the ground. You create one wall section 5 feet long, 5 feet tall, and 1 foot thick per level. For example, a 7th-level caster could create a wall 5 feet tall and 1 foot thick that was 20 feet long and then turned and continued another 15 feet.

The *earthen shield* cannot be conjured so that it occupies the same space as a creature or another object. The *earthen shield* must be vertical and must rest upon a firm foundation, merging with existing earth. You can make the wall up to 10 feet tall by stacking one section on top of another, but that is the maximum height the *earthen shield* can reach. You can make the wall 2 or more feet thick by stacking one section behind another.

The *earthen shield* is defensive in nature, used to provide cover from attackers. Each 5-foot length of the shield has 100 hit points per foot of thickness. Creatures can hit the shield automatically, and its hardness is 0. A section of shield whose hit points drop to 0 is breached. If a creature tries to break through the wall with a single effort, the DC for the Strength check is 15 + 5 per foot of thickness (on a successful check, a 5-foot section of the wall is destroyed). The *earthen shield* requires a DC 15 Climb check.

Electrical Storm

Evocation [Electricity]
Level: Sor/Wiz 7
Components: V, S, M
Casting Time: 1 action
Range: Close (25 ft. + 5 ft./2 levels)
Area: Cylinder (20-ft. radius, 40 ft. high)
Duration: 1 round/level (D)
Saving Throw: Fortitude half
Spell Resistance: Yes

Crackling bolts of electricity arc through the spell's area, dealing 4d6 electricity damage to all creatures within (Fort save half). A creature that fails on its Fortitude save is dazed for 1 round.

Any creature that enters the spell's area is subject to its effects as soon as it sets foot in the *electrical storm.* In addition, on your turn in each following round, any creature currently in the *electrical storm* takes damage and must save again as described above.

Material Component: A small copper key.

Elemental Dart

Conjuration (Creation) [Air, Cold, Earth, Electricity, Fire, or Water]
Level: Sor/Wiz 2
Components: V, S
Casting Time: 1 action
Range: Medium (100 ft. + 10 ft./level)
Target: Up to five creatures or objects, no two of which can be more than 30 ft. apart
Duration: Instantaneous
Saving Throw: Fortitude half
Spell Resistance: Yes

From raw elemental matter, you form a magical dart of energy that streaks forward and strikes the target you designate. You choose to create an acid, cold, electricity, or fire dart when you cast the spell. You must succeed at a ranged touch attack to hit your target. The dart deals 1d6 points of damage, + 1 point per caster level (maximum 1d6 + 10). A creature struck by a dart can attempt a Fort save for half damage.

You can't single out specific parts of a creature to attack. Unlike *magic missile,* you can damage inanimate objects with an *elemental dart.*

At every odd caster level past 3rd, you gain an additional dart. You create two darts at 5th level, three at 7th level, four at 9th level, and the maximum number of five darts at 11th level or higher. You can attack with multiple darts in the same action in which you cast *elemental dart* at no penalty. If you fire multiple darts, you can have them strike a single target or several targets. A single dart can strike only one target. You must designate targets before you make attack rolls, check for spell resistance, or roll damage.

Since the darts are composed of elemental energy, they may deal greater damage against targets susceptible to elemental damage–such as using a *fire dart* against a white dragon, for example. Additionally, it is possible to be protected against *elemental darts* by appropriate spells, such as *protection from elements, resist elements*, and the like.

Fistandantilus's Portal

Conjuration (Creation)
Level: Sor/Wiz 8
Components: V, S, M, XP
Casting Time: 3 rounds
Range: Close (25 ft. + 5 ft./level)
Effect: See text
Duration: Concentration + 1 round
Saving Throw: None
Spell Resistance: No

Casting *Fistandantilus's portal* opens an interdimensional connection between two places on the same plane of existence, allowing travel between the locations in either direction. The *portal* itself is a circular hoop or disk from 5 to 20 feet in diameter (caster's choice), oriented in the direction you desire when it comes into existence (typically vertical and facing you). It is a two-dimensional window and anyone or anything that moves through is shunted instantly to the other side. The *portal* has a front and back. Creatures moving through the *portal* from the front are transported to the other location; creatures moving through it from the back are not.

The interdimensional connection is forged through the Astral Plane, so anything that blocks astral travel will also block the usage of the *portal.* Much like the *teleportation* spell, you must have a clear idea of the location and layout of the destination. You can't create a *portal* if you don't know where the terminus will end up. The clearer your mental image, the more likely the *portal* will form. Areas of strong physical or magical energies may make traversing a *portal* more hazardous or even impossible. Use the following table to determine the success of the *portal's* opening:

Destination Familiarity	Successful Portal	Failed Portal
Very familiar	01–97	98–100
Studied carefully	01–94	95–100
Seen casually	01–88	89–100
Viewed once	01–76	77–100
Description	01–60	61–100

Material Component: Ruby dust that is used to form the outline of the *portal* (cost 1,000 gp).

XP Cost: 500 XP.

Hardening

Transmutation
Level: Forge 7, Sor/Wiz 6
Components: V, S, M
Casting Time: 1 standard action
Range: Touch
Target: One item of a volume no greater than 10 cu. ft./level (see text)
Duration: Instantaneous
Saving Throw: None
Spell Resistance: Yes (object)

This spell increases the hardness of materials (see Table 8–12: Substance Hardness and Hit Points in the *Player's Handbook*). Paper becomes harder to tear, glass becomes harder to break, wood becomes more resilient, and so on. For every two caster levels, increase by 1 the hardness of the material targeted by the spell. This hardness increase improves only the material's resistance to damage. Nothing else is modified

by the improvement. For example, a longsword (base hardness 10) affected by a *hardening* spell cast by a 12th-level caster would have a new hardness of 16 for purposes of ignoring damage caused by someone using the sunder action. The sword's hit points, attack and damage modifiers, and other characteristics are not affected. The *hardening* spell does not in any way affect resistance to other forms of transformation. Ice still melts, paper and wood still burn, rock still becomes transmutable to mud with the proper spell, and so on.

This spell affects up to 10 cubic feet per level of the spellcaster. If cast upon a metal or mineral, the volume is reduced to 1 cubic foot per level.

Material Component: A pinch of diamond dust worth at least 100 gp per cubic foot of the item to be hardened.

Magius's Light of Truth

Evocation [Lawful, Light]
Level: Sor/Wiz 9
Components: V, S, F, XP
Casting Time: 1 action
Range: Medium (100 ft. + 10 ft./level)
Area: 120 ft. cone
Duration: Instantaneous
Saving Throw: Will partial
Spell Resistance: Yes

The spell used by Palin to help defeat Chaos during the Chaos War, *Magius's light of truth* was developed by the famous war-mage during the time of Huma, though it had never before been used until it was given to Palin by his uncle, the archmage Raistlin Majere, with the permission of the Orders of High Sorcery.

When this spell is cast, it creates a radiant cone of pure light, drawing it from the spirit of the spellcaster and channeling it through an artifact of light. Against nonlawful creatures, the spell has multiple effects, depending upon the creature's alignment.

If the spellcaster is on his home plane, nonlawful extraplanar creatures within the area are instantly banished back to their home planes. Creatures so banished cannot return for at least one day per caster level.

Any creatures of neutrality (neutral good, neutral, neutral evil) caught within the cone of light are dazed 1d6 rounds and are dealt 3d6 points of damage (a successful Will save negates the daze effect and reduces the damage by one-half).

Against creatures of chaos (chaotic good, chaotic neutral, chaotic evil) *light of truth* deals 1d6 points of damage per caster level (maximum 25d6), or half damage if a Will save is successful. If the creature fails on its Will save, it is subject to additional effects depending upon its HD:

HD	Effect
15 or more	Dazed
Less than 15	Stunned, dazed
Less than 10	Paralyzed, stunned, dazed
Less than 5	Killed, paralyzed, stunned, dazed

The effects are cumulative.

Dazed: The creature is dazed 1d6 rounds.

Stunned: The creature is stunned 2d6 rounds.

Paralyzed: The creature is paralyzed for 2d6 minutes.

Killed: Living creatures die. Constructs and undead creatures are destroyed.

Focus: An artifact or intelligent magic item (minimum caster level 15th) of lawful alignment.

XP Cost: 500 XP.

Otyugh Swarm

Conjuration (Creation)
Level: Pestilence 9
Components: V, S, M
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Effect: Three or more otyughs, no two of which can be more than 30 ft. apart
Duration: Seven days or seven months (D) (see text)
Saving Throw: None
Spell Resistance: No

Otyugh swarm creates otyughs from a large collection of refuse and filth, such as a sewer or cesspool. You can choose to create 3d4 ordinary otyughs or 1d3+1 Huge otyughs with 15 HD. The otyughs willingly aid you in combat or battle, perform a specific mission, or serve as bodyguards. They remain with you for seven days unless you dismiss them. If the otyughs are created only for guard duty, the duration of the spell is seven months. In this case, the otyughs can only be ordered to guard a specific site or location. Otyughs summoned to guard duty cannot move outside the spell's range.

You must create the otyughs in an area containing at least 6,000 pounds of sewage, refuse, or offal. After you cast the spell, otyughs not summoned for guard duty may leave the area of offal at your command. At the expiration of the spell's duration, created otyughs slough back into piles of offal.

Material Component: Ruby dust worth 1,000 gp, sprinkled over the matter from which the otyughs will be created.

Palin's Pyre

Evocation [Fire]
Level: Sor/Wiz 3
Components: V, S, M
Casting Time: 1 action
Range: Close (25 ft. + 5 ft./2 levels)
Area: One 5-foot square/level (S)
Duration: Instantaneous
Saving Throw: None
Spell Resistance: Yes

First created by the sorcerer Palin when he was troubled by a group of goblins, this spell has rapidly gained favor among sorcerers. When you cast this spell, you summon gouts of flame from the ground, dealing 3d6 points of fire damage to all within the area of effect. In addition, any creature affected must succeed on a Reflex save or catch on fire (see Catching on Fire in the *Dungeon Master's Guide*).

Material Component: A small cylinder of sulfur soaked in a drop of oil.

Plague of Rats

Conjuration (Summoning)
Level: Pestilence 5
Components: V, S, DF
Casting Time: 1 round
Range: Long (400 ft. + 40 ft./level)
Effect: 12 rat swarms
Duration: 1 minute/level
Saving Throw: None
Spell Resistance: Yes (see text)

You summon twelve swarms of rats, each of which attacks any creature occupying its space. You choose the squares each swarm occupies, but the swarms must all be contiguous. The swarms are stationary after being summoned, and won't pursue creatures that flee.

The *Monster Manual* has statistics for the rat swarm.

Scourge

Necromancy
Level: Pestilence 7
Components: V, S, F, DF
Casting Time: 1 action
Range: Long (400 ft. + 40 ft./level)
Target: One living creature/level, no two of which can be more than 50 ft. apart
Duration: Instantaneous
Saving Throw: Fortitude negates
Spell Resistance: Yes

This nasty spell causes a major disease and weakness in those who fail their saving throws. Afflicted individuals are immediately (no incubation period) stricken with a sickening scourge that quickly spreads to cover their entire bodies. The blackened boils, magenta blotches, violet lesions, seeping abscesses, and malignant cysts are excruciatingly painful and highly debilitating.

The disease deals 1d3 points of temporary Strength and Dexterity damage per day, unless the victim makes a successful Fortitude save on a particular day. As with mummy

Palin's pyre

rot, successful saves do not allow the character to recover. The symptoms persist until the creature finds a magical means to cure the disease (such as *remove disease*, *heal*, or *restoration*).

Focus: A black whip or riding crop, which is cracked in the direction of the intended victims during the casting of the spell.

Share Animal's Mind

Enchantment (Compulsion) [Mind-Affecting]
Level: Clr 3, Drd 3
Components: V, S, F
Casting Time: 1 full round
Range: Medium (100 feet + 10 feet per caster level)
Target: One animal of Medium size or smaller
Duration: Concentration, up to 1 minute/level (D)
Saving Throw: Will negates
Spell Resistance: Yes (harmless)

You take control of the target animal's body. For as long as you maintain concentration, you see through the animal's eyes and control over the animal's actions. You receive the input of the animal's senses and can make use of all its special attacks and qualities. You can undertake any action the animal can physically accomplish, even if the animal would normally lack the intelligence to perform the action in question. You can control the animal at a distance of up to 1 mile (the spell's range only applies when you first establish control of the animal).

If you force the animal to perform actions contrary to its nature or exceedingly dangerous (such as forcing the animal to walk off a cliff, or fly down the gullet of a dragon, for example), the animal is allowed another saving throw. Attacking foes who are one size larger than the animal (or smaller) is not exceedingly dangerous and does not provide the animal with an opportunity to make another saving throw.

While you control the animal, you are limited to a single move action every round in your own body. You can still see through your own eyes and defend yourself normally.

When in doubt whether something is an "animal" as defined by the spell, check the *Monster Manual* (the creature's type must be Animal).

Focus: A piece of clay molded to approximate the chosen animal's form.

Shocking Spark

Evocation [Electricity]
Level: Sor/Wiz 2
Components: V, S, M
Casting Time: 1 action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature or object
Duration: Instantaneous
Saving Throw: None
Spell Resistance: Yes (object)

A powerful, crackling spark of electricity arcs from your hand at the target you designate. Make a ranged touch attack; if you hit, you deal 4d6 points of electricity damage. If the opponent is wearing metal armor (or made out of metal, carrying a lot of metal, or similar conditions), you gain a +3 circumstance bonus to attack, dealing ×3 damage on a critical.

You create a second spark at 6th level, and a third spark at 10th level (the maximum effect).

Material Component: An iron ring

Spark Shield

Evocation [Electricity]
Level: Clr 4, Sor/Wiz 4
Components: V, S, M/DF
Casting Time: 1 action
Range: Personal
Target: You
Duration: 1 round/level (D)
Saving Throw: None
Spell Resistance: No

This spell surrounds you in an aura of crackling electricity, both offering protection against electrical attacks as well as causing damage to each creature who attacks you in melee.

Any creature striking you with its body or handheld weapons deals normal damage, but at the same time the attacker takes 1d4 points of electrical damage +1 point per caster level (maximum +15). If they strike you with a metal weapon, or are wearing metal armor, or carrying a lot of metal, they take 2d4 points of electrical damage +2 points per caster level (maximum +15). If a creature has spell resistance, it applies to this damage. Creatures wielding weapons with exceptional reach, such as longspears, are not subject to this damage if they attack you unless the weapon is at least 1/2 metal in composition (a spear or polearm is not).

Against electrical attacks, you take only half damage. If that attack allows a Reflex save for half damage, you take no damage on a successful save.

When casting this spell, you appear to be sheathed in tiny lightning bolts that undulate across your body. The electricity provides equal illumination to a torch (20 feet). The color of the electricity is blue-white, though the color can be almost any hue as determined by the caster.

Arcane Material Component: Two thin copper bracelets, one worn on each wrist.

Spirit Walk
Necromancy
Level: Clr 6, Sor/Wiz 7
Components: V, S, F/DF
Casting Time: 1 hour
Range: Personal
Target: You
Duration: 1 round/level (D)

By focusing your energy, you are able to separate your spirit from your body, allowing it to travel anywhere on the same plane of existence. Distance is not a factor, but the locale to be visited in your spirit form must be known—a place familiar to you. While in your spirit form, you can see and hear things, just as if you were there. You can also be seen and be heard, though you are unable to actually interact in that location. You cannot cast spells through your spirit form, nor does it allow magically enhanced senses to work through it. If the chosen locale is magically dark, you see nothing. If it is naturally pitch black, you can see up to 10 feet away. Lead sheeting or magical protection (such as *antimagic field, mind blank,* or *nondetection*) blocks you from noticing individuals in the area you have traveled to, though you can feel that your senses are being blocked somehow.

While your spirit is out of your body, your body is paralyzed and completely helpless.

Arcane Focus: A quartz or obsidian figurine.

Stone Shards
Transmutation [Earth]
Level: Sor/Wiz 2
Components: V, S
Casting Time: 1 action
Range: Touch
Target: One stone/3 levels
Duration: 1 minute/level or until used
Saving Throw: Reflex negates (see text)
Spell Resistance: No

This spell enables you to transform ordinary stones (no larger than a sling bullet) into explosive, grenadelike weapons.

Throwing a stone is a standard action. The stones have a range increment of 20 feet. A ranged touch attack roll is required to strike the intended target with one of the transmuted stones. Each stone bursts upon striking the target or any hard surface. A direct hit from one of the exploding stones deals 2d6 points of damage to the target, and 1d6 points of damage to those within 5 feet of the point of impact. A creature struck directly with one of the stones is not entitled to a saving throw, but those within the blast area are allowed to make a Reflex saving throw to negate the damage.

Storm Wall
Evocation [Electricity]
Level: Sor/Wiz 4
Components: V, S, M
Casting Time: 1 action
Range: Medium (100 ft. + 10 ft./level)
Effect: Opaque sheet of electricity up to 20 ft. long/caster level or a ring of lightning with a radius of up to 5 ft./two caster levels; either form 20 ft. high
Duration: Concentration + 1 round/level
Saving Throw: See text
Spell Resistance: Yes

An immobile, sparking curtain of radiant electricity springs into existence. One side of the wall, selected by you, sends forth miniature bolts of lightning, causing 2d4 points of electrical damage to creatures within 10 feet and 1d4 points of electrical damage to those past 10 feet but within 20 feet. The wall deals this damage when it appears and each round that a creature enters or remains in the area. In addition, the wall deals 2d4 points of electrical damage +1 point of electrical damage per caster level (maximum +20) to any creature passing through it. The wall deals double damage to metal creatures, creatures wearing metal armor or carrying a lot of metal objects.

If you evoke the wall so that it appears where creatures are, each creature takes damage as if passing through the wall. Each such creature can avoid the wall by making a successful Reflex save. (If the creature ends up on the sparking side of the wall, it takes 2d4 points of damage, as normal.)

The *storm wall* can be smothered by using enough dirt or sand to ground the electricity. For each cubic foot of sand used, one corresponding foot of the wall can be smothered.

Material Component: A lodestone.

Talons
Transmutation
Level: Clr 1, Drd 1
Components: V, S
Casting Time: 1 action
Range: Personal
Target: You
Duration: 1 minute/level (D)
Saving Throw: None
Spell Resistance: Yes (harmless)

With this spell, you transform your hands into talonlike claws. The talons give you two natural claw attacks per round, dealing 1d6 points of slashing damage (plus Strength modifier) per successful melee attack. You can instead attack with a weapon in one hand, and make a claw

attack with your other hand as a secondary attack (–5 on your attack roll, and half Strength modifier on the damage roll) without penalizing your primary attack.

You are considered armed.

Unbinding

Abjuration
Level: Liberation 9, Sor/Wiz 9
Components: V, S, M/DF
Casting Time: 1 round
Range: 180 ft.
Area: 180-ft. radius burst, centered on you
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No

When you cast an *unbinding* spell, a burst of energy erupts from your body and magically destroys any spells that contain, constrain, or seal, with the exceptions noted below.

The *unbinding* negates *charm* and *hold* spell of all types, *arcane locks* and similar closures, spells with a duration longer than instantaneous that create physical or magical barriers (*wall of fire, wall of force*), *guards and wards*, *temporal stasis*, and *slow* spells, among others. The effect of a *statue* spell is ended. A *magic jar* is shattered–forever destroyed–and the life force within snuffed out. In addition, any spell that holds magical effects, including other spells, immediately releases them at a range of 0 ft. (including *magic mouth*, *imbue with spell ability*, and so on).

Protective spells such as *protection from evil*, *shield*, *globe of invulnerability*, and similar spells are not affected by an *unbinding*. Petrified creatures are neither revealed nor restored. Individuals bound to service are not freed (including creatures such as familiars, invisible stalkers, genies, and planar allies). An *antimagic field* is not affected, nor will the effects of *unbinding* penetrate one. A *magic circle against evil* (or another alignment) that currently holds a creature imprisoned is dispelled.

Curses and *geas/quest* spells are negated only if the caster is of a level equal to or greater than that of the original caster.

All these effects occur without regard to the caster's wishes. Spell effects on the person of the caster or being carried or worn by the caster remain undisturbed, but any others within the burst are effective, including those of allies. The opening of locks or other closures triggers any alarms or traps attached to them. Any released creature may or may not be friendly to the caster.

Material Components: A lodestone and a pinch of saltpeter.

Special Materials of Ansalon

Some materials in Ansalon have extraordinary properties that make them valuable and unusual without any arcane or divine enchantment. All such items are just as rare and prized as those imbued with magic.

Dragonmetal

Dragonmetal can be found beneath the Stone Dragon in Foghaven Vale, welling up from the earth in a pool of cool liquid metal. This gift from the gods of Light is one of the essential ingredients (along with the *Silver Arm of Ergoth* and the *hammer of Kharas*) that can be used to forge *dragonlances*. However, the dragonmetal can be used to forge other items as well. The Solamnic Knights have begun to forge weapons and armor from this wondrous metal. These items are given to knights and allies as tokens to honor the individual's rank or valor.

However, all too often these items are stolen by thieves or taken as spoils of war, ending up among the hordes of tyrannical rulers and fell creatures. If an adventurer ever recovers one, he should realize that there will be prior claim to the weapon, and should look on the weapon or armor for a family crest or other identifying mark. If one returns the item, one can expect great favor with those connected with the former wielder of the blade. If one refuses to return what is not rightfully his, one can expect great enmity from both from the friends and family of the wielder, as well as the Solamnic knighthood as a whole.

Dragonmetal is a glistening silver and lighter than steel, but just as strong and durable, and its innately magical nature enables a skilled smith to create items of great beauty and utility.

Dragonmetal armors are one category lighter for the purposes of movement and other limitations (for example, whether a barbarian can use his fast movement ability while wearing the armor). Heavy armors are treated as medium, and medium armors are treated as light, but light armors are still treated as light. Spell failure chances for armors and shields are decreased by 10%, maximum dexterity bonus is increased by 2, and armor check penalties are reduced by 3. (This includes the reduction based on the masterwork quality of the armor.)

Weapons forged with dragonmetal have a natural enhancement bonus on attack and damage rolls. This bonus does not stack with any other enhancement bonus (including the bonus derived from the weapon's masterwork quality). Thus, a dragonmetal (+2) sword enchanted with a +5 enhancement bonus effectively has a +5 enhancement bonus. In an area where magic does

not function, it still retains its natural +2 enhancement bonus.

Dragonmetal is so costly that weapons and armor made from it are almost always masterwork quality; the masterwork costs are included in the prices below.

Items made from dragonmetal weigh half as much as the same item made from other metals. In the case of weapons, their lighter weight does not change their size category. Items not primarily of metal are not meaningfully affected. (A longsword is affected, while a spear is not.)

Dragonmetal has a hardness of 15 and 30 points per inch of thickness. Dragonmetal bypasses the damage reduction of monsters as though it were mithral.

Item	Enhancement Bonus	Price Modifier
Light armor	—	+1,000 stl*
Medium armor	—	+4,000 stl
Heavy armor	—	+9,000 stl
Shield	—	+1,000 stl
Weapon damage		
1d4 or 1d6	+1	+3,000 stl
1d8, 1d10, or 1d12	+2	+9,000 stl
Other items	—	+500 stl/lb.

* Krynn steel piece, equivalent to one standard gold piece; see Chapter 6.

Star Metal

Throughout history, smiths have prized an ore found occasionally in meteorites, a material the ancient alchemists called "star metal" a blue ore of extraordinary strength and hardness. Only the most dedicated and knowledgeable prospectors can hope to find this metal, or the extremely lucky who have such a precious substance fall right into their laps.

The qualities of this ore are identical with adamantine described in the *Dungeon Master's Guide*. It counts as adamantine for purposes of bypassing damage reduction. All listed gold piece modifiers are an equal number of steel pieces.

Ironwood

This rare magic wood is as light as normal wood, but as hard as the metal after which the tree is named. Found in Abanasinia and Qualinesti, ironwood trees are known for the difficulty in harvesting them, with the techniques for doing so being a closely guarded guild secret.

The qualities of this wood are identical with darkwood as described in the *Dungeon Master's Guide*. All listed gold piece modifiers are an equal number of steel pieces.

Silver and Cold Iron

Silvered and cold iron weapons both exist in the world and are often made by smiths of many different lands. The qualities of these weapons are identical with weapons of the same materials found in the *Dungeon Master's Guide*. All listed gold piece modifiers are an equal number of steel pieces.

In general, silvered weapons tend to be more common throughout the world, simply because of the types of monsters fought by heroes of Krynn. Cold iron weapons tend to be made only in response to specific circumstances, though most reliable weaponsmiths know the techniques.

Dragonlances

First created during the Third Dragon War, *dragonlances* are weapons created for the express purpose of killing dragons. The lances are as effective as a normal lance against most opponents. Against dragons, they are devastating.

Like any lance, a *dragonlance* can be used by footsoldiers in defense of castles, towers, or other fortifications or by mounted combatants–often mounted on dragons in aerial combat against other dragons.

The *dragonlances* were used to good effect in the Third Dragon War. Huma is said to have used a *dragonlance* to drive the Queen of Darkness back into the Abyss. Following the defeat of Takhisis, *dragonlances* were no longer needed, and the process of creating them was eventually forgotten. The secret to forging the lances was rediscovered during the War of the Lance, in which

Unique Dragonlances

Many lesser and greater dragonlances have interesting and unique special abilities beyond those described here. The Dungeon Master can use the item creation rules (particularly the rules for adding special abilities to weapons) to modify the existing dragonlance descriptions as necessary.

For example, if the DM wants a dragonlance designed by someone with a particular hatred of white dragons, he can create a greater flaming dragonlance by adding the flaming special ability. Since the greater dragonlance is, essentially, a *+4 bane weapon,* or a weapon with a +5 equivalent bonus (see pages 222 and 224 of the *Dungeon Master's Guide*), he can add the flaming special ability–equivalent to a +1 bonus–and simply add the difference in cost between a +5 weapon bonus and a +6 bonus (72,000 minus 50,000, or 22,000 gp). Convert the cost increase to steel pieces, and you're done.

Dragonlance

they were an essential key to victory. The *dragonlances* were used again during the Summer of Chaos, when they proved effective even against the chaos-born fire dragons.

Dragonlances are valued beyond price, and are never bought or sold. Lances are given or assigned to those worthy of bearing them when the need is great. However, each lance has a market price equivalent, for the DM's use in assigning treasure only.

Lesser Dragonlance: A *lesser dragonlance* can only be created using silver dragonmetal from the great Stone Dragon of Ergoth, and must be forged using either the *Silver Arm of Ergoth* or the *hammer of Kharas.* (If a *dragonlance* is forged from pure dragonmetal with both artifacts, it is a *greater dragonlance.*) The secret of forging *dragonlances* is god-granted, whether the deities choose to teach it directly or through the power of the *Silver Arm.*

A *lesser dragonlance* is a *+2 dragon bane lance* that glows with a soft light (not bright enough to provide any actual illumination). A *lesser dragonlance* has a hardness of 17 and 40 hit points.

A *lesser dragonlance* has a magic enhancement bonus of only +1, which is superceded by the natural enhancement bonus of the dragonmetal from which it is made.

Strong conjuration; CL 8th; divine instruction; Price equivalent 17,310 stl.

Greater Dragonlance: A *greater dragonlance* (or "true" *dragonlance*) can only be forged from pure dragonmetal, using both the *Silver Arm of Ergoth* and the *hammer of Kharas.* These weapons are blessed by the divine power of Good, and evil beings that try to touch or wield a *greater dragonlance* do so only at a price.

A *greater dragonlance* is a *+4 dragon bane lance* that glows with a soft light (not bright enough to provide any actual illumination). A *greater dragonlance* has a hardness of 23 and 70 hit points. When used against an evil dragon, a *greater dragonlance* deals 1 point of permanent Constitution drain with every hit, in addition to the lance's normal damage and the bonus bane damage. If the wielder scores a critical hit against an evil dragon, the lance deals a number of points of permanent Constitution drain equal to the wielder's character level.

A *greater dragonlance* bestows two negative levels on any evil creature attempting to wield it. The negative levels remain as long as the weapon is in hand and disappear when the weapon is no longer wielded. The negative levels never result in actual level loss, but they cannot be overcome in any way (including *restoration* spells) while the weapon is wielded.

Strong conjuration; CL 20th; divine instruction; Price equivalent 107,310 stl.

Chapter Four

"Water from dust, and dust rising out of the water
Continents forming, abstract as color or light
To the vanished eye, to the touch of Paladine's daughter
Who knows with a touch that the robe is white,
Out of that water a country is rising, impossible
When first imagined in prayer,
And the sun and the seas and the Stars invisible
As gods in a code of air.
Dust from the water, and water arising from dust,
And the robe containing all colors assumed into white,
Into memory, into countries assumed in the trust
Of ever returning color and light,
Out of that dust arises a wellspring of tears
To nourish the work of our hands
In forever approaching country of yearning and years
In due and immanent lands."

–Crysania's Song

Before there was time, there was Chaos and his opposite, the High God. The High God strove constantly to bring order to Chaos, who strove constantly to undo the work of the High God. The two of them together create the universe.

With the High God dwelt his children, Takhisis, Gilean, and Paladine, and their children. With them dwelt other gods, who, based on their varying philosophies, aligned themselves with one or another of the three children of the High God. All the deities worked with the High God to bring order to the universe, as Chaos worked eternally in opposition.

A History of Creation

Seeing what the gods had accomplished, the High God was pleased. The High God decreed that a new time and place would come to be. Spirits would be brought to dwell in this place and in this time.

The Creation of the World and the All-Saints War

Three were the pillars on which time and place would be forged: Good, Evil, Neutrality. This was the great triangle.

Reorx, the Forging God, struck his hammer amid the Chaos. Chaos was forced to slow his destructive work and the sparks from Reorx's hammer became the stars. From their light came diverse spirits: some disposed to good, some to evil, some to neutrality.

The deities began to quarrel over these spirits. The gods of Good (led by Paladine and sometimes called the deities of Light) wanted to nurture the spirits in the paths of righteousness and share with them dominion over the universe. The gods of Evil (led by Takhisis, sometimes called the deities of Darkness) sought to enslave the spirits and force them to their bidding. The gods of Neutrality (led by Gilean and sometimes called the deities of Balance) sought an equilibrium, maintaining that the spirits should be free to choose for themselves whether they would serve Good, Evil, or follow neither.

Thus began the All-Saints War. The gods of Good and Neutrality combined forces to keep Evil from a final victory. From Beyond watched Chaos, who delighted in the war, for the turmoil shattered order and brought the universe ever closer to destruction. From Beyond also watched the High God, who was angered to see all the work he had done to bring order to the universe starting to unravel.

The High God knew that if the balance was disrupted, and any one of the three pillars should fall, the new time and place would fall with it. Therefore the High God brought his children before him and proposed a compromise that ended the war and restored balance to the universe.

The Compromise

The deities of Good, Evil, and Neutrality were each allowed to bestow one gift upon the spirits.

The gods of Good gave the spirits life and physical form. Thus, the spirits gained control over the material world and became more like the deities themselves. The gods of Good hoped that the spirits, using these mortal forms, would bring peace and order to the world and lead others on the path of righteousness.

The deities of Evil decreed that these physical beings would hunger and thirst and have to work to satisfy their needs. The gods of Evil hoped that the people would tire of this and turn to the deities to ease their suffering–and thus the gods of Evil could subjugate them.

The deities of Neutrality gave the spirits the gift of free will, to choose freely Good or Evil or make the choice to accept neither.

The World

The gods created the world of Krynn as a dwelling place for the physical beings. The High God decreed that each being could choose his own way through life. Then would come death and the passage from Krynn to the next state of existence.

Chaos

And all the time, as the ages of the world pass, Chaos sought–and still seeks–to undo what the deities have done.

The Cosmology of Krynn

The great Ethereal Sea (sometimes called the Deep Ethereal) fills the heavens, stretching further than even the imaginings of the gods. Floating within this great, invisible sea are countless worlds, of which Krynn is only one. Some say that the High God formed this sea from Chaos, while others say that the Ethereal Sea is Chaos.

The Realms of Gods

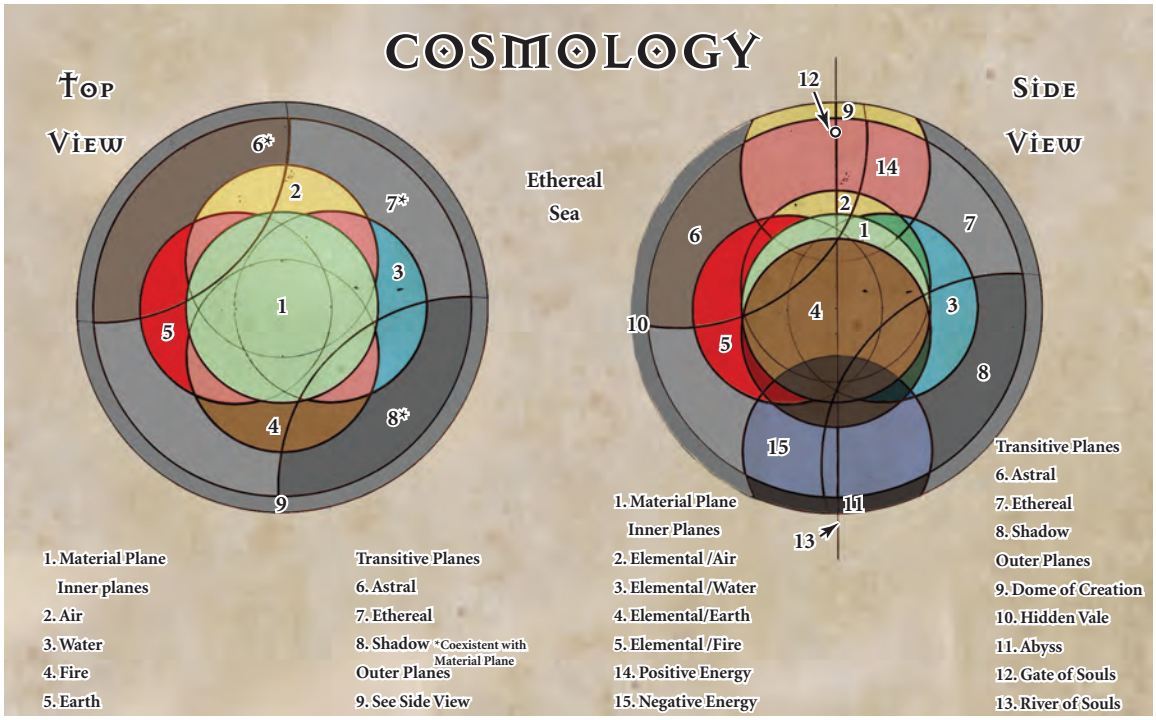
To protect the world from the sometimes-turbulent storms within the Ethereal Sea, the deities of Light built the Dome of Creation, a realm of eternal light that protects Krynn from the unpredictable Ethereal waves. The gods of Darkness, led by Takhisis, created the Abyss in the shadows of the Dome, a place of eternal darkness and shadow, that provides the Dome of Creation its foundations. Without one, the other could not exist. The deities of Balance created the Hidden Vale in the area between the two realms, a place that is everywhere and nowhere all at once. These three realms are called the Outer Planes.

The Dome of Creation, the Hidden Vale, and the Abyss can only be breached in one location: the Gate of Souls. This portal pierces all three realms, a fragile yet seemingly indestructible path that connects yet separates the mortal and immortal realms. Through the Gate of Souls all spirits eventually pass, a continuous river of spirits that perpetuate the cycles of life and death. The river flows from the Ethereal Sea, through immortal and mortal realms alike.

The gods of Light make their home among the Dome of Creation, building their realms to allow them to keep watch upon the affairs of their beloved mortal children. Paladine, the Platinum Dragon, ruled the Dome of Creation and acted as guardian to the Gate of Souls (until just recently, when he became mortal). It is said that when his constellation cannot be seen in the sky, it is possible to pass through the Gate of Souls secretly. During the Cataclysm, when Paladine walked the desolate world of Krynn, Takhisis had her dragons slip through, allowing them to build up their numbers upon Ansalon's shores. Takhisis used the Gate again, during the Chaos War when deities and mortals alike were battling against the anger of Chaos, to steal away the world and hide it from the other gods, leaving her as the One God of Krynn.

The deities of Balance make their domains within the Hidden Vale, a realm said to be everywhere yet nowhere at all. Zhan, the grandest and most pristine of all forests, surrounds the Hidden Vale. It is here that the nature goddess Chislev, and her companion Zivilyn, make their home. Zhan, oddly enough, is also the home to those elves who are deemed worthy of entrance, despite its location in the realm dedicated to the gods of Balance, instead of the deities of Light.

The Abyss, a vast plane of emptiness, is home to the gods of Darkness (though for Takhisis it



became her prison when she was defeated by Huma, a Knight of Solamnia, during the Second Dragon War). It is said that whatever one imagines is possible, though it is always horribly twisted in some fashion. The gods of Darkness have secret lairs in this realm, though the deity Morgion's Bronze Tower is said to stand starkly at the edge of the Abyss.

Other Planes

The Inner Planes–the Elemental Planes of Fire, Earth, Water, and Air–encircle the Outer Planes, coexisting with them on multiple levels. Where the Dome of Creation is said to be the repository of Positive Energy and the Abyss is said to be the repository of Negative Energy, the energy of the elements seems to reside primarily with the Hidden Vale, though the Elemental Planes do touch upon all realms of existence (for they are the very building blocks of all existence).

Stretched between the Outer Planes are three realms that interweave one another, touching upon all realms yet separate from them. These three planes can be viewed as three diluted, though still vast and encompassing, tributaries of the Ethereal Sea.

The Astral Plane, a domain of endless silver sky stretching in every direction, is the realm between realms, the plane that binds all others together. It is often associated with the silvery moon Solinari, though the realm has no actual connection with that god or his moon.

The Ethereal Plane, a misty realm of ghosts and dreams, is a much lesser version of the Ethereal Sea–as a lake is a lesser version of the ocean. It borders closely with the mortal realm, allowing occasional glimpses both ways. The Ethereal Plane is often associated with the crimson moon Lunitari, but the goddess of that celestial body has no more control over the Ethereal Plane than does any other deity.

The Shadow Plane, the realm of infinite darkness and power, is a domain of blacks and whites where color is nonexistent. The Plane of Shadow is said to be the domain of Nuitari, the god of the black moon by the same name. It is believed that the deity does make his abode (or one of his abodes) on the Plane of Shadow, for that realm connects with the Abyss more often than with any other realm.

The realms of the gods of magic are separate from the other realms, said to correspond with the location of their respective moons. There are also said to be numerous demiplanes scattered throughout the heavens and hells of Krynn, home to reclusive (and often insane) wizards, outcast demons, and other creatures rarely seen upon the shores of Krynn. Perhaps the most infamous of these demiplanes is the Lost Citadel, where the gods of magic secreted and trained the first Wizards of High Sorcery, and where the deities of Light led their clerics during the Night of Darkness before the Cataclysm.

One other realm of interest to scholars of planar cosmology is the Void of Chaos, a place within the Ethereal Sea left strangely bereft of anything, where even the deities fear to tread. Some scholars claim that the Void of Chaos is the fragment of Chaos that was captured within the Graygem, while others believe that it is the true center of reality, from which Chaos first emerged. The gods are oddly quiet about this location, for entering the Void of Chaos is said to drive one into madness–and eventual oblivion.

The Theft of the World

When Takhisis stole the world in the final moments of the Chaos War, slipping it through the Gate of Souls, she left behind everything–the Dome of Creation, the Hidden Vale, and even the Abyss. Without the Gate of Souls to guide the River of Souls, the spirits of the dead were unable to traverse the cycle of life and death, leaving them trapped in the Ethereal Plane where they were pawns to the Dark Queen's desires. What the Dark Queen did not count on, however, was the appearance of the alien dragons from another world, dragons who traversed the Ethereal Sea and found a world apparently ready for domination. Transporting the world drained the Dark Queen of much of her power, forcing her into hiding from these powerful dragons who were claiming the world she had rightfully stolen. Using the trapped souls, the Dark Queen slowly rebuilt her energies until she was ready to sweep across the world and reclaim her property.

The other gods were finally able to find their stolen world. With their return, they have had to rebuild the Domes of Creation, the Hidden Vale, and the Abyss, and once more ensure that the River of Souls followed its proper path through the Gate of Souls.

The End of Takhisis and Paladine

At the end of the War of Souls, just as her plot to control the world was to come to fruition, Takhisis was killed. Order and balance being necessary in the world, Paladine sacrificed his immortality, becoming a mortal to wander the world of Krynn. Takhisis and Paladine are no longer among the deities–a fact that will surely have grave ramifications in the years to come.

The Gods of Krynn

The deities are extremely active in the lives of those who live upon Krynn. As Chaos tries to destroy the world through disruption and disorder, the gods work to maintain the world through order and law. The deities have very different ways of going about their work, however, based on their own philosophies.

Takhisis (before her demise) believed that order must be imposed on all beings of Krynn. If all beings would only subjugate themselves to her, she would decide what was best for them and how the universe would be ordered. The other gods of Evil more or less agreed with her in this, although each had (and still has) his or her own plans for the world.

Paladine (as a god, and, presumably, now as a mortal) believes that all beings must be taught to love order and law, so that they will embrace these concepts and live together in peace. The other deities of Good subscribe to this philosophy.

Gilean believes that every being should be free to choose between good or evil or decide to follow neither philosophy, but stick to the middle path. The gods of neutrality agree with Gilean and see their role as acting to maintain the balance.

The deities of Good and Evil may be found in the world, working with their chosen to bring about their separate ends. The gods of Neutrality may also be met in the world, working to insure that neither side gains the upper hand. And Chaos may also be found in the world, fomenting turmoil and war.

Thus the balance, decreed by the High God, is maintained.

Reading the Deity Entries

The first section of text contains basic information about the deity.

Name: The first line gives the name by which the deity is generally known. Other names or titles attributed to the deity (if any) are given immediately below the name. Some names are unique to particular regions or peoples; in such cases the region is given in parentheses after the name.

Following the name is the deity's level of power. In descending order, the levels of power are greater deity, intermediate deity, lesser deity, and demigod. These rankings do not affect the abilities of clerics, the power of the spells they cast, or most anything in the mortal world. They represent the relative levels of power among deities only.

Home Plane: The portion of the cosmos where the deity chiefly resides.

Symbol: A short description of the symbol associated with the god. This symbol is often used on altars or other items dedicated to the deity.

Colors: The colors generally associated with the god, often used in the garb of clerics and décor of temples.

Celestial Symbol: The celestial body associated with the god.

Alignment: The deity's alignment. Deities follow the same alignments as mortals do; see Chapter 6 of the *Player's Handbook*.

Portfolio: The aspects of mortal existence with which the deity is most often associated. Portfolio elements are listed roughly in their order of importance to the deity.

Worshipers: Those who typically worship or venerate the deity.

Cleric Alignments: What alignments the deity's clerics can have. A cleric typically has the same alignment as his deity. Some gods accept clerics who are one step away from their respective deity's alignment.

Domains: Clerics of the deity can choose from among the domains listed here. Domains marked with an asterisk are new domains appearing in this book (see Cleric and Mystic Domains in Chapter 3).

Favored Weapon: The weapon the deity favors. The deity's clerics generally prefer to use this weapon, and certain spells that clerics cast, such as *spiritual weapon*, may have effects that resemble this weapon.

Favored weapons usually have special names when carried and wielded by clerics. For example, clerics of Mishakal use quarterstaffs, which they call the "Healing Strike." Such special names are given in parentheses.

Descriptive Text

Immediately following the line-item deity entries is information about what the deity looks like and other general facts.

Dogma: The basic tenets of the deity's creed or teachings.

Game Statistics

This product doesn't have the scope to address specific game statistics and divine powers for these deities. Use *Deities & Demigods* to create game statistics for the deities here if you desire such information.

Gods of Good

The following are the six deities of Good. Paladine is not included, as he has given up godhood to become a mortal.

The Constellations of Krynn
Zeboim
Habbakuk
Majere
Branchala
Gilean
Sargonnas
Chemosh
Mishakal
Morgion
Hiddukel
Kiri-Jolith
The Moons
Solinari
Nuitari
Lunitari
The Planets
Sirrion
Reorx
Chislev
Zivilyn
Shinare

Branchala

Astarin (Silvanesti), Astra (Qualinesti), Bardilun (Thorbardin), The Bard King, Bran (Ergoth), Estarin (sea elves), Gardener (Mithas), Song of Life, Songmaster (Goodlund)
Intermediate Deity
Home Plane: The Dome of Creation
Symbol: Bard's harp or silver flute
Colors: Yellow and green
Celestial Symbol: The constellation Harp
Alignment: Chaotic good
Portfolio: Music, poetry, bards
Worshipers: Bards, elves, kender, travelers
Cleric Alignments: CG, CN, NG
Domains: Chaos, Good, Luck, Trickery
Favored Weapon: Rapier ("Leaf Blade")
Preferred Vestments: Yellow and green robes, vestments or clothing, silver *medallion of faith*

The Bard King, Branchala, brings joy to the people of the world through melody and merriment with his unending song of life. The beating of the heart is one part of a symphony, bringing all the world's populations together to experience the harmony of living. Companion to Habbakuk, Branchala seeks to bring the beauty of the music of the natural world to all its creatures. Elves, kender, bards, and druids venerate Branchala for his love of the inner beauty of the soul.

Clerics of Branchala are called to spread music and art across the world, to introduce the people of Krynn to the beauty of the written and spoken word, and to bring pleasure through the appreciation of art in all its forms. His clerics hold a special place in many societies, particularly eleven and kender communities, playing an important part of almost every festival and celebration from marriages to funerals, spring dances to martial marches. Clerics of Branchala use music and stories both to entertain and to teach.

Much like the followers of Habbakuk, the clerics of Branchala have a very loose knit organization. Young clerics are taught the words and prayers of Branchala by mentor priests and are then free to spread the word and music of Branchala. Celebrations of Branchala are held at different times in different communities. Followers and priests invite the community to participate in a celebration of life. During these celebrations, the clerics seek out new followers of the faith. Clerics of Branchala are wanderers at heart and have no set community or path to follow. They travel from village to village, lifting people's hearts through song and story. They have little need for material possessions, and use any money they are given for their performances to assist the needy.

Dogma

Let the divine music guide your steps in life's dance. Art is done for art's sake. Always give your utmost performance, whether you play for a king or a pauper. Respect nature, as it is the source of life. Always end the day with a good story. Use your talents to benefit those in need.

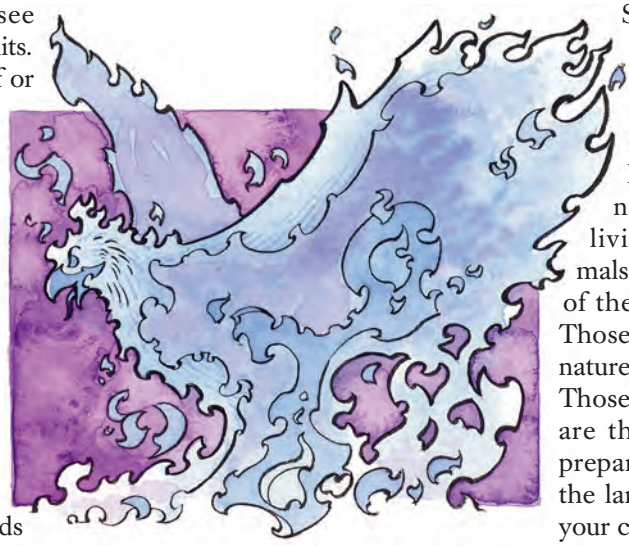
Habbakuk

Abbuku the Fisher (sea elves), the Blue Phoenix (Ergoth, Qualinesti, Silvanesti), the Fisher King, Skylord (Balifor, Goodlund), Sea Lord (Mithas)
Intermediate Deity
Home Plane: The Dome of Creation
Symbol: Blue phoenix
Colors: Deep blue and white
Celestial Symbol: The constellation Blue Phoenix
Alignment: Neutral good
Portfolio: Animals, water, passion
Worshipers: Rangers, sailors, druids, farmers
Cleric Alignments: CG, LG, NG
Domains: Animal, Good, Water
Favored Weapon: Scimitar ("Kingfisher's Helm")
Preferred Vestments: Hoodless robes of light blue with a hooded stole of deep blue, silver *medallion of faith*

Habbakuk, also known as the "Fisher King" to his worshipers, created and rules all creatures of land and sea. Rangers and sailors especially revere him and seek his protection against Zeboim, goddess of the sea and storms. Habbakuk makes creatures in his likeness, and he is feral and merciless and cruel as the wolf, gentle and timid as the rabbit. The natural harmony of predator and prey embodies Habbakuk, who is as much feared as he is loved. Because he represents the eternal cycle of nature, Habbakuk becomes a symbol of eternal life beyond death, as exemplified by his phoenix aspect.

The clergy of Habbakuk is divided between clerics and druids. The clerics of Habbakuk work to serve the needs of a community: assisting in fishing, hunting and in preventing animal attacks

or looking after herd animals. As a result, they are greatly respected in their own lands. The druids, on the other hand, often live apart from others, secluding themselves in the forests, and preferring the society of animals above that of man. They are therefore viewed as heathens and pagans by other priesthoods, while the common people may simply see them as crazy old hermits. Druids are not afraid of or prohibited from fighting those who would harm their charges. Druids guard their protected areas and are swift to punish those who enter with evil intent. Druids are also quick to help those in need, though their lack of social skills may make them seem cold, fierce, and abrupt.



All clerics and druids of Habbakuk protect nature from those who would destroy or squander it. Once during his lifetime, a cleric of Habbakuk (not a druid) must leave friends and community to wander the land, taking nothing but a walking stick and the clothes he wears. This walkabout purifies the cleric and teaches him the true ways of nature and of Habbakuk. The walkabout ends when the cleric has either performed a service for his god (usually protecting or restoring nature from a threat), or Habbakuk sends the cleric a sign.

Clerics who live in communities tend the animals, both wild and domestic. They can also perform simple healing, and may be found assisting the local cleric of Mishakal. They try to spend a part of each day in the wilderness, communing with nature and praying. If the cleric is faithful, no animal will attack him.

The druids have little to do with community life. They see to the welfare of their protected land, performing such duties such as planting saplings, nurturing young animals, guarding against forest fires, and assisting those in need (those who show respect for nature, at least).

The clerics of Habbakuk are not well organized, having no central authority to which they must answer. Clerics learn the ways of the deity from a mentor cleric or from the god himself, who sometimes comes to those who seek him out in faith and humility.

The most important holy day for clerics of Habbakuk is The Feast of the Sea. First instituted by Habbakuk's clergy during the foundation of the Ergothian Empire, the feast takes place every fifth month on the thirteenth day. The feast is one of the few holy days celebrated by the Ergothians. For those located near the sea, the day is used to dedicate new ships or offer small, private gifts to the sea god, in the hope that the Fisher King will protect ships against Zeboim. The highlight of the day is the Great Regatta, in which every ship participates. The winner is dubbed the Sea Lord and treated as a guest of honor at the evening's festivities.

Dogma

Live in harmony with nature, respect all the living things. Treat animals well, for they are a gift of the deities to the world. Those who live in harmony nature are close to the gods. Those who despoil the land are the enemy. Always be prepared to fight to protect the land and its creatures in your care.

Kiri-Jolith

Corij (Ergoth), Emperor (Mithas), Jolith (Kharolis/Tarsis), Kijo the Blade (Thorbardin), Krijol (sea elves), Qu'an the Warrior (Uigan), Sword of Justice
Intermediate Deity
Home Plane: The Dome of Creation
Symbol: A bison's horn, also horned battle axe (Thorbardin, Kharolis)
Colors: Brown and White
Celestial Symbol: The constellation Bison's Head
Alignment: Lawful good
Portfolio: War, courage, honor
Worshipers: Fighters, Knights of the Sword
Cleric Alignments: LG, LN, NG
Domains: Good, Strength, War
Favored Weapon: Longsword ("Sacred Defender")
Preferred Vestments: Gold scale armor with brown surcoat, copper *medallion of faith*

Kiri-Jolith is the deity of glory, honor, obedience, justice, and righteous warfare. He is the eldest son of Paladine and Mishakal, and the twin brother of Habbakuk. Paladins and fighters who embrace good revere Kiri-Jolith, as do the Knights of Solamnia, especially the Order of the Sword, of which he is patron.

Clerics of Kiri-Jolith seek out evil and tyranny to wage war against them. Clerics train daily to be prepared in the fight against evil. They are organized with military precision, and every cleric and paladin knows his places within the ranks. They speak often of their faith, inspiring courage and honor among their listeners. Clerics join the ranks of the Knights of

Solamnia, most joining the Order of the Sword.

Clerics of Kiri-Jolith hold a ceremony known as the Day of the Hunt at the beginning of each season. The clerics spend this day seeking out wrongs to right and helping people in need.

Dogma

Good is its own reward. Honor and courage are life. Cowardice is reviled. Fight if the cause is just; never retreat while evil opponents remain on the battlefield.

Majere

Mantis of the Rose (Qualinesti), Manthus (Ergoth), Master of Mind, Matheri (Silvanesti, sea elves), Nadir the Dreamsender (Mithas)
Intermediate Deity
Home Plane: The Dome of Creation
Symbol: Copper spider, single rose (Qualinesti, Silvanesti), mantis (Solamnia)
Colors: Copper and red
Celestial Symbol: The constellation Rose
Alignment: Lawful good
Portfolio: Discipline, loyalty
Worshipers: Monks, theologians, scholars
Cleric Alignments: LG, LN, NG
Domains: Good, Law, Meditation
Favored Weapon: Unarmed strike ("Merciful Discipline")
Preferred Vestments: Red or copper robe, copper *medallion of faith*

Of all the gods, Majere is perhaps closest in mind to the High God. Majere best understands the purpose of the world and the unfolding of the High God's plan as Krynn travels down the River of Time. Though Majere's following is small, his clerics are influential; Krynn's greatest theologians and teachers come from the ranks of Majere's clerics, and his teachings have influenced the other orders of Good.

Clerics of Majere are called to a severe but rewarding discipline. Taking vows of poverty, obedience, and chastity, they focus on achieving enlightenment and holiness through self-discipline and the contemplation of goodness. Many pursue the martial arts to learn physical and spiritual control, while others practice the martial arts to both receive and spread illumination, and focus on clarifying and understanding the doctrines of the deities of Good. While many of Majere's clerics go out into the world to teach the ways of Good and counter the lies and temptations of Evil, all of them receive their training in monasteries. The monasteries in a given nation or region fall under the authority of a High Abbot or Abbess, who typically runs the largest or most venerable house of Majere in the area. The High Abbots in turn report to the Prophet of Majere.

The chief holy day celebrated by followers of Majere is the Night of the Mantis. The monks and priests of Majere set aside this night to fast, chant or meditate. The festivities begin early in the afternoon and last until midday the following day. This night helps the monks renew their focus on self-discipline and serves as an induction for new initiates of the order.

Majere is Paladine's closest friend and advisor among the gods of Good, and typically counsels him on the best way to serve the will of the High God. The other deities of Good pay much heed to Majere's teachings and prophecies as well. Majere and Zivilyn have something of a rivalry. Majere teaches his followers to find enlightenment conforming themselves to the will of the High God, while Zivilyn favors a more neutral approach. Majere fervently opposes the Evil gods, especially Chemosh.

Dogma

All souls are called to holiness and purity of life. Attainment of this is a mortal's highest calling. Seek holiness both by overcoming the Evil within and opening yourself to Good. Discipline the unruly passions of the body, and look within to find your own faults and strengths. Seek not glory or perishable things, but the eternal joy of light. Obey those properly set above you, and be gentle but firm to those below. Pray always, and always seek the truth. Look to the world around you; in the

order of Creation you will find keys to holiness. Help call others to virtue, but do so through teaching and example, not force and fear. Oppose evil with fervor, but without hatred. Show mercy when possible, but be hard when necessary. Above all things, have faith. There is an order and a purpose to creation, and as long as you do not turn your back on goodness, your life shall not be in vain.

Mishakal

Bearer of Light, The Blue Lady (Balifor), Empress (Mithas), Healer in the Home (Kharolis/Tarsis), The Healing Hand, Ka-Mel-Sha, Ke-en (sea elves), Light Bringer (Solamnia), Mesalax (Thorbardin), Meshal (Icewall), Mishas (Ergoth), Quenesti Pah (Silvanesti), Quen Illumini (Qualinesti), Skymistress (Goodlund)
Greater Deity
Home Plane: The Dome of Creation
Symbol: Blue infinity symbol
Color: Sky blue
Celestial Symbol: The constellation Infinity
Alignment: Neutral good
Portfolio: Healing, mercy, fertility, beauty
Worshipers: Healers, artists, midwives, scholars
Cleric Alignments: CG, LG, NG
Domains: Community*, Good, Healing, Protection
Favored Weapon: Quarterstaff ("Healing Strike")
Preferred Vestments: Sky blue robe, silver *medallion of faith*

Mishakal is the healing hand, revered throughout Ansalon as the "Healer" and "Light Bringer." Mishakal is gentle and compassionate. She seeks to heal ills and minister to all creatures (whether good, neutral, or evil) through her servants on Krynn. Her gentleness should not be confused with weakness, for Mishakal touches every corner of Krynn with her power. If her power is ever roused to anger, she proves formidable, especially with the other deities of good beside her.

Clerics of Mishakal must heal anyone who asks, regardless of alignment. Though some clerics may charge a nominal tithe for healing (which may grow exponentially larger for those who are evil), Mishakal forbids her clerics from withholding healing from those who cannot afford it. They must work toward the good of the community in which they live.

The priesthood has one leader, the Chosen Prophet (of whom there is one each generation), who is served by a council of priests who represent various regions of Ansalon. Those priests serving small communities answer to their regional superior. Most of Mishakal's clerics travel extensively. For example, a cleric living in Darrow Nest in Solamnia travels throughout his chosen area to help those living near him.

At least once each year, clerics of Mishakal proclaim a Holy Day of Mishakal, usually to coincide with the anniversary of some important event. The date varies with location. The High Priest of the local temple decides which days are Holy Days. Clerics of Mishakal also attend to birthings and baptisms, blessing newborn children, and consecrating the names chosen by the children's parents.

Mishakal is Paladine's wife and advisor. They are the parents of the twin gods, Kiri-Jolith and Habbakuk, and of Solinari. The worshipers of Mishakal diametrically oppose those who follow the evil god Morgion. Worshipers of Morgion seek to spread disease and decay, which are anathema to the precepts of Mishakal's healing hands.

Dogma

Heal all who require it, even if they are your enemies. Drive out disease, cut away decay, and bring light to those who live in darkness and ignorance. Heal the wounded land, promote harmony and peace, and lend help where it is needed–particularly to those who cannot help themselves. Do not raise weapons in anger, but defend yourself and those whose lives are in danger. Honor those who have passed on to a better life, but remember that your duties lie with those who are left behind. Comfort their pain, bandage their wounds, show them compassion, and ease the sorrow in their hearts.

Solinari

Beacon (Mithas), God's Eye (Thorbardin), Ivory Disk (Hylo), Mighty Hand, Solin (Ergoth), White-Eye (Goodlund, Balifor)
Intermediate Deity
Home Plane: The Dome of Creation
Symbol: White circle or sphere
Color: White or silver
Celestial Symbol: The white moon
Alignment: Lawful good
Portfolio: Magic, arcane knowledge

Worshipers: Wizards of the White Robes
Cleric Alignments: LG, LN, NG
Domains: None (does not grant divine spells)
Favored Weapon: None
Preferred Vestments: White robes, staff of wood with a golden dragon's claw

Solinari is the hand of white magic, the patron deity of all the White Robe Wizards of High Sorcery. Solinari's primary ambition is to spread magic throughout the world, and to bring more worthy mages to the Order of the White Robes. He works closely with his cousins Lunitari and Nuitari to protect and foster magic on Krynn.

Unlike the other gods, Solinari does not have a clerical order dedicated to his worship. Instead, he serves as the patron deity for the White Robe Wizards of High Sorcery. Solinari's followers are taught that magic is a gift to be shared with the world, used for the benefit of all. Mages of the White Robes are frequently found on expeditions in the company of clerics of Mishakal and Paladine. White Robe wizards seek out lost libraries and magical items in an effort to increase their knowledge and to expand the use of magic in the world. They come to the aid of others whenever their magic or expertise may be needed.

Solinari's followers do not observe any holy days, but are particularly aware of the phases of the silver moon that bears Solinari's name and is the symbol of his care for his followers. The moon Solinari reaches its point of High Sanction once every 36 days, causing the power of his followers to increase during this phase of the lunar cycle. The Night of the Eye–a rare event when all three of the moons are in alignment–is the height of magical power on Krynn and is a sacred day for all mages, as their power is at its strongest.

Solinari is the son of Mishakal and Paladine, and the younger brother of the twin deities, Kiri-Jolith and Habbakuk. Solinari's followers are opposed to the goals pursued by the followers of Nuitari, but both sides will cooperate to ensure the continued existence and expansion of magic in the world.

Dogma

Devote yourself to magic. Enhance and expand the use of magic in the world. Work to promote goodness and good works. Use your magic for the benefit of all. Actively search out all manner of knowledge. Use what you learn to improve the world and the study of magic. Bring other worthy candidates to the study of the art. Guard magic against those who would destroy it.

Gods of Neutrality

The following are the seven deities of Balance.

Chislev

The Beast, Kisla the Mother of Sea Creatures (sea elves), Wild One (Mithas)
Intermediate Deity
Home Plane: The Hidden Vale
Symbol: A feather of brown, yellow, and green
Colors: Brown, yellow, and green
Celestial Symbol: The planet Chislev
Alignment: Neutral
Portfolio: Nature, wilderness, beasts
Worshipers: Druids, farmers
Cleric Alignments: CN, LN, N, NE, NG
Domains: Air, Animal, Earth, Plant
Favored Weapon: Shortspear ("Green Protector")
Preferred Vestments: Brown robes, green hood and leggings, wooden *medallion of faith*

Chislev is nature incarnate. According to legend, the seasons change with the moods of her heart: her sorrow brings the fall, her despair the winter, her hope the spring, and her joy the summer. She can be furious and dangerous as a hurricane or calm as a meadow in spring. When she is angry, she musters the violence of nature against those who offend her. Every animal and plant on Krynn reveres Chislev, as do the members of many humanoid races.

The church of Chislev is composed mainly of the hermit-like, forest-dwelling druids. A few clerics of Chislev may be found, often living in farming communities. While sometimes considered heathens by clerics of other gods, Chislev's

druids defend the forests and hills against those who would despoil them. Her druids spend their days traveling their protected areas, which can be as small as a pond or as large as a forest, correcting any imbalances they find. They usually spend the morning praying for spells, healing animals, and keeping watch for poachers or those setting traps and snares unlawfully. Their afternoons are dedicated to tending the tress and plants of Chislev's domain. They spend the night praying and sleeping.

The day of Harrowing is an important day for Chislev's druids, as it marks one of the few times when they leave their enclaves and travel to human settlements, to bless the crops so that they will yield a good harvest. At Harrowing, the druids are welcomed by the communities, though many are wary of them. The clerics and druids of Chislev celebrate all solstices and seasonal changes, since they reflect their goddess's presence in the world.

Chislev and Zivilyn love each other profoundly. They have no children, because, to Chislev, the animals and plants are her children. Chislev's moods can vary wildly–although not as much as Zeboim's, whom she despises. The enmity between Zeboim and Chislev dates from the All-Saint's War, when Chislev helped to defeat the Sea Goddess. Chislev is allied with Habbakuk and her clerics work with him to restore areas damaged by fire or war. She opposes Shinare, as industry has a way to destroying the environment, but thus far theirs is a verbal dispute. She despises Morgion's cultists for their reverence for decay and pestilence.

Dogma

Nature has no beginning and no end. The balance of nature must be maintained at all costs. Nature should be protected and nurtured, not enslaved or despoiled. There is a place for technology and new developments, but these should always be second to the true gift that is nature.

Gilean

The Gate of Souls, the Sage, Void
Greater Deity
Home Plane: The Hidden Vale
Symbol: An open book
Color: Gray
Celestial Symbol: The constellation Book of Souls
Alignment: Neutral
Portfolio: Balance, knowledge, learning, freedom, watchfulness
Worshipers: Scribes, historians, teachers
Cleric Alignments: CN, LN, N, NE, NG
Domains: Knowledge, Liberation*, Protection
Favored Weapon: Quarterstaff ("The Sagestaff")
Preferred Vestments: Hooded gray robe, silver *medallion of faith*

The brother of Paladine and Takhisis, Gilean is the chief of the deities of Neutrality, the keeper of the Tobril–the book of knowledge and true names, and the record of the High God's plan of creation. Often appearing passionless and uncaring, Gilean is an observer, choosing to interfere in the development of mortals only when the order of Creation is challenged. Even then, he upholds the rights of mortals to choose their own destiny.

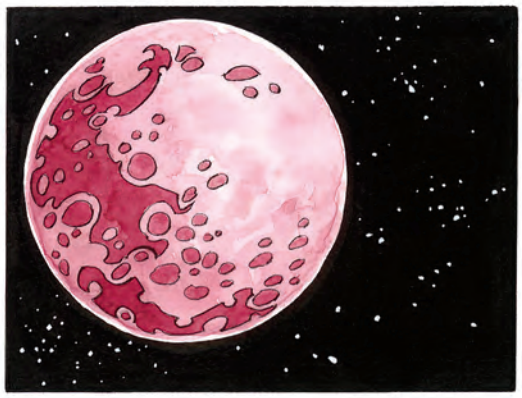
Clerics of Gilean usually act as scribes, librarians, or historians. In this role, they may be wanderers, traveling from place to place in pursuit of their studies or they may choose to remain in one locale, recording everything important that happens and sharing their knowledge with the community. Some clerics of Gilean are teachers or instructors in universities or other institutions of learning, where they are highly respected and very much in demand. Traveling clerics often venture fearlessly into dangerous lands to search for lost knowledge. All knowledge is considered sacred. No cleric of Gilean may ever destroy a book, no matter what it contains. Clerics of Gilean pray for their spells every morning with the rising of the sun. The Month of the Book is the most important devotional period for the faith. The period of time is not fixed by the calendar, but chosen by the cleric. Clerics must spend this month in service as historians or archivists, dedicating themselves to studying a chosen body of work, serving a library or teaching in a place of learning. During this time, clerics may not earn wages for their services (though they may accept payment in the form of food, water, and board).

Gilean's constellation is positioned between good and evil, as he is the mediator between those two sides. Gilean plays peacekeeper, hoping that the world will be spared a war that could destroy it and the knowledge within it. He has only one child, Lunitari, who sprang fully formed from him. The other Neutral gods are those he

gathered to him from the Beyond, who aid in the order of Creation.

Dogma

Seek knowledge, for knowledge will not seek you. Be calm and deliberate, and share all the knowledge you come across. Knowledge transcends good and evil, so do not be a slave to Darkness or beholden to Light. Do not judge, and do not use knowledge to sway others to any side, for knowledge knows no choice or dictum. Emotion clouds learning. Strive to be even-handed. Know that truth is elusive and belief is transitory, but knowledge is eternal and everlasting. Above all, knowledge is a pursuit without ending. Record knowledge while you are able. Ignorance is the greatest enemy.



Lunitari

Luin (Ergoth), Maid of Illusion (Mithas), Night Candle (Thorbardin), Red-Eye (Goodlund), Veiled Maiden
Intermediate Deity
Home Plane: The Hidden Vale
Symbol: Red circle or sphere
Color: Red or magenta
Celestial Symbol: The red moon
Alignment: Neutral
Portfolio: Magic, arcane knowledge
Worshipers: Wizards of the Red Robes
Cleric Alignments: CN, LN, N, NE, NG
Domains: None (does not grant divine spells)
Favored Weapon: None
Preferred Vestments: Red robes

Lunitari is the veiled maiden of neutral magic and patron of the Red Robe Wizards of High Sorcery. Like her cousins, the other deities of magic, Lunitari's primary ambition is to further the cause of magic in the world.

Lunitari has no clerical order. She is honored and respected as the patron deity of the Red Robe Wizards of High Sorcery. Her followers are more numerous than those of Solinari or Nuitari, and work to bring magic to the world and maintain the delicate balance that exists between good and evil magic.

Red Robes find that their powers wax and wane with the phases of the small red moon, which reaches the point of High Sanction once every 28 days, at which time their powers are at their height. The Night of the Eye is a rare occurrence when all three of the moons are in alignment. This marks the night when all magic on Krynn is at its peak, and is the most sacred day in the calendar of all Wizards of High Sorcery.

Lunitari is the daughter of Gilean, and is said to have sprung, fully formed, from his thoughts. Lunitari is a vivacious young woman and a trickster, using her magic to create illusions designed to amuse and entertain. She seeks to balance the ambitions of her cousins, Solinari and Nuitari, and opposes any deity who threatens the continued existence of magic on Krynn.

Dogma

Devote yourself to magic. Enhance and expand the use of magic in the world. Work to maintain the balance between good and evil magic, and promote the use of neutral magic. Bring other worthy candidates to the study of the art.

Reorx

Anvil (Elian), Forge, The Weaponmaster (Mithas)
Greater Deity
Home Plane: The Hidden Vale
Symbol: Forging hammer
Colors: Slate gray and red
Celestial Symbol: The planet Reorx
Alignment: Neutral
Portfolio: Creation, gambling, artisans, engineering
Worshipers: Dwarves, gnomes
Cleric Alignments: CN, LN, N, NE, NG
Domains: Earth, Fire, Forge*
Favored Weapon: Warhammer ("Reorx's Strength")
Preferred Vestments: Slate gray tabard, suitable for use at the forge, or red robes (formal)

According to the dwarves and gnomes, Reorx, the god of the forge, is the greatest deity of the entire pantheon. Reorx is the supreme god of the dwarves, who consider themselves his chosen people–although gnomes also consider themselves the "true chosen of Reorx." In actuality, Reorx loves both races equally.

The church of Reorx is known for its stability. With their passion for organization, dwarves establish a rigid hierarchy for Reorx's church, with one dwarven cleric, the Starmaster, as leader. All other clerics have their own positions within the church. Within a dwarven clan, the clan cleric is nearly as important as the thane. Known as Forgers, the clerics have a say in all important events in dwarven life, such as naming young dwarves and the rites of adulthood. Forgers are

also given the gift of producing the best swords of the dwarven realms.

The gnome branch of the faith does not have as much influence, but is important nonetheless. Gnome clerics of Reorx work hand in hand with the priesthood of Sirrion to produce much of the metal necessary for gnome invention.

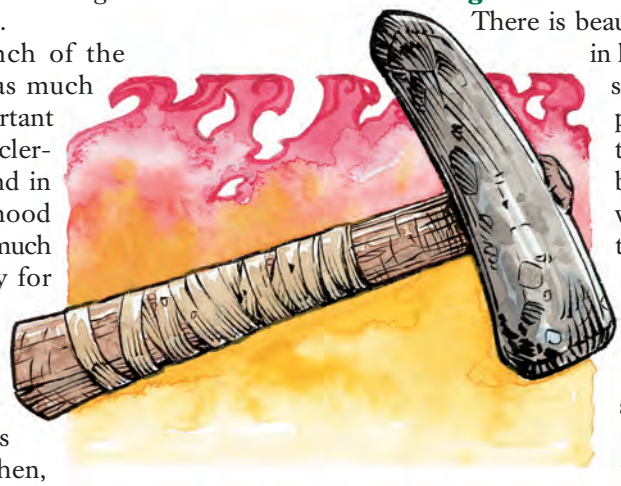
A dwarven Forger is expected to work the forge from morning to evening, unless traveling (and even then, the Forger may take along a portable forge) or presiding over one of the church's ceremonies. After the work in the forge is done, the cleric prays for his spells.

Gnome clerics work on their Life Quests, which are usually church related. Gnomes also pray for spells at the evening.

A cleric of Reorx must create, during his or her lifetime, an object (weapon, armor, or other item made of metal), that honors Reorx. This object or invention must be made with the cleric's own hands and must have an extraordinary quality or artisanship. This work can often take years to complete.

Harnkeggerfest is a hill dwarf festival honoring the clerics of Reorx. Reorx's clerics take vows and award prizes during the festival, which is always a time of feasting and celebration. The 19th of Mishakal is the holiest of days dedicated to Reorx. Blacksmiths, revered during this day, spend it forging particularly exquisite items. Many of Reorx's clerics choose this day to finish their life project. Harnkeggerfest is also observed in Mount Nevermind, where the gnomes exhibit their new inventions for all to see. The gnome name is "Dayforshowingoffallthemarvelousinventionswehavebeenworkingthislastyearandcleaningupthemessafterward."

Reorx works with Shinare, goddess of commerce and industry, to spur dwarven economies. He grants inspiration to the gnomes, so they can invent wonderful machines. He does not try to directly guide kender, but he is fond of them and watches over them.



Dogma

There is beauty in creation. Nothing in life is better than crafting something lasting, and the process is as important as the finished item is. Never be idle when you can be working. Rituals and tried-and-true formulas are well and good, but innovation is vitally important. In all things, strive to master your skill, honor your peers, and enjoy the results of your work.

Shinare

Balance of the Scales (Mithas), Silver Master (Thorbardin), Walking Liberty (Ergoth), Winged One (Elven Lands), Winged Victory
Intermediate Deity
Home Plane: The Hidden Vale
Symbol: Griffin's wing
Colors: Gold, silver, and brown
Celestial Symbol: The planet Shinare
Alignment: Lawful neutral
Portfolio: Wealth, commerce, travel
Worshipers: Merchants, traders, dwarves
Cleric Alignments: LN, N
Domains: Law, Luck, Travel
Favored Weapon: Light mace ("Jeweled Delight")
Preferred Vestments: Fine robes, jewelry and gold

Shinare is "Winged Victory," the female goddess of wealth, industry and commerce. The dwarves revere her as the "Silver Master," the male patron of industry and wealth. Shinare's followers are merchants, mercenaries, and traders. Thieves and rogues occasionally offer a prayer to Shinare, perhaps hoping she might be in an indulgent mood that day.

Clerics of Shinare are industrious. They work hard to amass wealth and prestige, but they must not be greedy, for that way lies the dark path to Hiddukel. They must serve to better the community in which they live, and thus Shinare's clerics are the principal founders of many business ventures in Krynn. Because they can bring prosperity to a community, Shinare's clerics are universally respected and admired.

Shinare's clerics are never permitted to be late in the

payment of taxes or tithes, nor do they cheat on taxes, but always pay their fair portion.

Some clerics travel the land, assisting struggling business owners with advice and capital. These traveling priests are a welcome sight in cities and small towns, for they act as moneychangers and mediate disputes between merchants. All clerics of Shinare are expected to pursue their own mercantile careers as well as serve in the priesthood, and almost all guilds and syndicates on Ansalon are served by the patronage and support of a cleric of Shinare.

Clerics of Shinare pray for their spells in the evening. The Day of Hearing is the Holy Day of the faith. On this day, clerics listen to people explain their ideas for business ventures and invest in those that sound profitable. The Golden Week is an important ceremony for the priesthood. During this week, from the first of Sirrion to the fifth, the cleric fasts and takes an inventory of his wealth. He makes plans for the coming year and reviews his investments. This is a private ceremony, but on the fifth day the cleric holds a grand party for all his friends and employees.

Shinare's companion is Sirrion, the god of creative fire. While Shinare is practical and pragmatic, Sirrion is a dreamer and an artist. Each deity complements the other. Although their relationship is far from stable, they work together to make the world and its people prosperous. Shinare is fond of Reorx, due to their shared interests, and because of the strong bond between artisan and merchant. Shinare's sworn enemy is Hiddukel, whose greed and shady business practices give all business owners a bad name.

Dogma

Industry and commerce is the way to riches. Work hard and you will be rewarded with wealth. Greed will destroy what you have worked to gain. Poverty is lack of effort. Never tolerate laziness or ignorance. The clever and the industrious find opportunity and fortune in the world. Lead others in enterprise and safeguard transactions. Be fair and honest in your business, for deception is the road to ruin—yet do not shy from competition, for it is the wellspring of all fortune.

Sirrion

The Alchemist, Firemaster, The Flowing Flame, The Wizard (Mithas)
Intermediate Deity
Home Plane: The Hidden Vale
Symbol: Multicolored fire
Colors: Bright reds and yellows
Celestial Symbol: The planet Sirrion
Alignment: Chaotic neutral
Portfolio: Fire, strength, sun
Worshipers: Alchemists, lovers, fighters
Cleric Alignments: CE, CG, CN
Domains: Chaos, Fire, Passion*
Favored Weapon: Heavy flail ("Flaming Strike")
Preferred Vestments: Flowing red and yellow robes, with gold and copper flame symbol

Sirrion is the god of creativity and passion. He sculpts the fire of the soul into beautiful forms and controls every physical flame, from the fiery sun to the candle's meager light. Alchemy is his domain, as it is the art of transforming one state into another, often through the use of purifying fire. Sirrion sparks forest fires to clear old tress and let new ones grow. He burns those who play with fire to teach them to respect it. Only when fires rage out of control do they belong to Sargonnas, the deity of volcanoes and destruction.

Sirrion is not a god who cares for mortal worshipers, though the power and beauty of fire draw many to him. He sends away those who desire only power, but accepts those who love fire for its beauty. He actively recruits followers only when Shinare, his mate and the goddess of material wealth, appears to be gaining the upper hand between them. Like the flames, Sirrion flares quickly into fiery passion and smolders long afterward. His clerics are passionate in nature, but erratic and changeable.

A cleric of Sirrion must tend to an ever-burning fire in his home or temple. He prays and gains spells before the fire during the morning. Inner fires are not forgotten, and each day the cleric must sculpt his inner fire into a new form. During the afternoon, the cleric tends to communal fires, such as those in smithies, taverns, and other public places. During the evenings, especially in small towns, the cleric may sometimes build a great bonfire, using his powers to cause the flames to dance and change color, to entertain the children and teach them about their own inner fires.

Sirrion's clerics also act as firefighters. Whenever a fire breaks out in a building or forest, they

use their spells to try to control it. They are also knowledgeable in the use of fire to clean out the old and make way for the new. This can bring the faithful of Sirrion into conflict with those who view fires as destructive.

On the Eternal Day, the clerics of Sirrion renew the spells that maintain the eternal fire. Solstices and equinoxes are holy days for the clerics, days of watchful tolerance. These are the only days when they let their fires go out, because Sirrion's erratic mood shifts may cause them to turn destructive.

Because Sirrion is the god of passion, lovers often bring gifts to his clerics to keep the fires of love burning.

Sirrion's mate is Shinare, the goddess of industry and commerce. Theirs is a fiery relationship. Shinare is opportunistic and pragmatic, while Sirrion is an artist. Despite this, their love is profound.

Dogma

Fire is life, fire is death. Fire is honest. Fire does not discriminate. Fire is the instrument of change. Fire is a useful and extraordinary tool. Remove the fear of fire from the people and teach them all the good things that fire can do for them. Harness the flame to bring light and warmth into the world. Never allow a fire to rage out of control, for all flame that burns should have a purpose. Seek the fire in others and in yourself.

Zivilyn

Tree of Life, Wise One (Mithas), World Tree
Intermediate Deity
Home Plane: The Hidden Vale
Symbol: A great green and gold tree
Colors: Green and gold
Celestial Symbol: The planet Zivilyn
Alignment: Neutral
Portfolio: Wisdom, foresight, prophecy
Worshipers: Philosophers, mediators
Cleric Alignments: CN, LN, N, NE, NG
Domains: Insight*, Knowledge, Mediation*
Favored Weapon: Quarterstaff ("Enlightenment Cane")
Preferred Vestments: Simple moss-green robe, no hood, gold *medallion of faith*

Zivilyn is the deity of wisdom, the "Tree of Life," bearer of all the insight of the universe. His branches reach into every time and place, into the past and the future. Zivilyn exists simultaneously in all times and places. His realm is awareness, balance, and understanding.

Zivilyn is calm, confident, certain of himself. He never rages or storms. He is the wisest of the gods.

Zivilyn teaches his followers that wisdom transcends both good and evil and is a force in itself. He requires that his clerics recognize that wisdom comes with age–the older the cleric, the higher he stands in the hierarchy. The Starmaster, the high priest of the order, is appointed by Zivilyn himself and gifted with great powers of enlightenment. Zivilyn's clerics serve as counselors, mediators, philosophers, and diplomats in their communities. They facilitate rather than teach. In places that lack clerics of Paladine, clerics of Zivilyn act as legal officials and advisors in trials.

Clerics of Zivilyn pray for their spells in the evening, after eating and meditating upon their day's events. The Day of Reflection, 25 of Mishamont, is the most important day for Zivilyn's clerics. The day starts with a fast and a fervent hymn to Zivilyn. At noon, the clerics set off alone for solitary areas where they spend the remainder of the day in mediation.

Zivilyn works with his mate Chislev to maintain balance in the world of Krynn. He acts as Gilean's closest advisor, for wisdom and knowledge go hand in hand, and Gilean's aloof, cold nature requires the soothing temperance of Zivilyn's compassionate understanding. Zivilyn is opposed to the consuming hatred shown by deities such as Sargonnas and Takhisis, and the martial ambition of Kiri-Jolith, but Zivilyn counts no god as his enemy.

Dogma

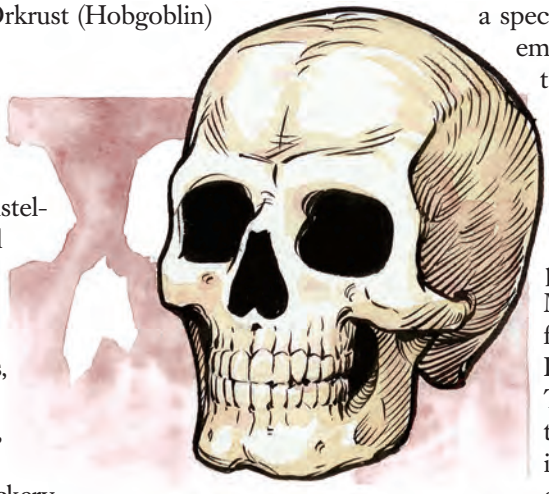
Wisdom is timeless. Act after you have studied all courses of action. Be mindful of your place in the universe. Be free of material influence. Seek understanding, not facts, for knowledge is fallible whereas wisdom is not. Choose no side in war or conflict. Be an advisor to those who seek peace. All wisdom comes from within and moves without. Wisdom cannot be learned or borrowed and knows only balance. Time and space are all one in balance. Be at peace with nature, for it is the cradle of wisdom, and be at peace with yourself, for you are the vessel of wisdom.

Gods of Evil

The following are the six deities of Evil. Takhisis is not included, since she recently died at the end of the War of Souls.

Chemosh

Aeleth (Ergoth), Chemos Jotun (Icewall), Dron of the Deep (Tarsis), Khemax (Thorbardin), Lifebane (Mithas), Lord of Death, Orkrust (Hobgoblin)
Intermediate Deity
Home Plane: The Abyss
Symbol: Yellow skull
Colors: Black and sickly yellow
Celestial Symbol: The constellation Yellow Goat's Skull
Alignment: Neutral evil
Portfolio: Death, undead, murder
Worshipers: Crazed cultists, necromancers
Cleric Alignments: CE, LE, NE
Domains: Death, Evil, Trickery
Favored Weapon: Sickle ("Harvester of Souls")
Preferred Vestments: Black robe, white skull mask, bone *medallion of faith*



One of the first to join the Queen of Darkness in her rebellion against the High God and the order of Creation, Chemosh is the creator and ruler of the undead. Chemosh raises and animates corpses and imprisons souls by tempting mortals with promises of eternal "life," dooming them to a horrible existence as his undead slaves.

Chemosh's teachings to mortals are an elaborate framework of lies intended to sway them to his side and portray himself as a benevolent god in a cruel world. The dogma followed by his worshipers (and sometimes even clerics) doesn't necessarily reflect the deity's true views, for the beliefs he fosters are intended to dupe mortals into his control.

Clerics of Chemosh seek to undermine the works of the orders of Good, turning mortals away from life to the mockery of life offered by the Lord of Death. Most of Chemosh's followers work in secret, expanding their numbers through false promises of immortality. Such secrecy means that the hierarchy of Chemosh's church has no centralized authority. Many clerics hold their positions for generations, using their powers to cling to control even after death by transforming themselves into liches or other dread beings.

Chemosh's clergy celebrate a secret ritual during the autumn solstice, asking their master to preserve them from the eternal winter of death. New worshipers of Chemosh are typically consecrated to their dark master on this night, pledging themselves to Chemosh in return for what they are told is an escape from oblivion. Rituals of "rebirth" take place year-round, as clerics animate corpses to further Chemosh's power.

Chemosh is subordinate to the Queen of Darkness, and his servants often cooperate with her clerics and followers. Chemosh holds a special hatred for Majere, who embodies faith in the ways of the High God and discipline in pursuing virtue.

Dogma

The world issued from Chaos, who has no purpose or grand plan for it. Mortals have no souls. The flesh is all that matters. Death is a gate to oblivion. The gods of Good delude their worshipers with promises of life after death to enslave them. Service to Chemosh is rewarded with true everlasting life.

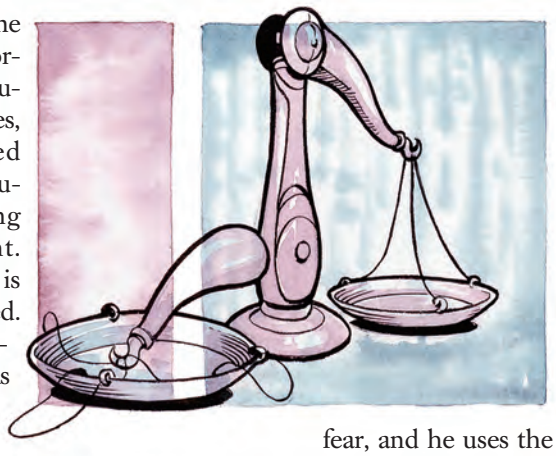
Hiddukel

Betrayer (Mithas), Hitax the Flaw (Thorbardin), M'Fistos (Istar), The Prince of Lies, Usk-Do (Hobgoblin)
Intermediate Deity
Home Plane: The Abyss
Symbol: Broken merchant scales
Colors: Red and bone
Celestial Symbol: The constellation Broken Scale
Alignment: Chaotic evil
Portfolio: Wealth, thieves, lies
Worshipers: Dishonest merchants, thieves
Cleric Alignments: CE, CN, NE
Domains: Evil, Treachery*, Trickery
Favored Weapon: Dagger ("Vengeance Sting")
Preferred Vestments: Robes made of fine red silk with bone color in the sleeves

Hiddukel, god of ill-gotten wealth and deals, is the patron deity of dishonest businessmen, merchants, and thieves. A cunning dealmaker, Hiddukel trades on greed. He is the only god who could barter with Takhisis and come out ahead. Hiddukel constantly seeks to secure bargains, which entail the swapping of wealth in exchange for a soul. Although he is calculating and predatory, Hiddukel often takes the guise of a fawning and fumbling merchant. Those tricked into bargaining with him may gain what they think is their heart's desire, only to find it brings them misery in the end.

Very few people willingly become clerics of Hiddukel. Usually the deity dupes or tricks a person into becoming a cleric. Hiddukel prizes treachery in his clerics, even when their treachery turns against him. His clerics are ordered to pursue and attain wealth by any means necessary, and seek to get the best of everyone in all bargains. His clerics operate in secret, under the guise of legitimate concerns.

Large cities are often home to hidden cells of his worshipers. Clerics of Hiddukel often lead double lives, appearing to respected members of the community by day, conducting illicit activity by night. The church of Hiddukel is only nominally organized. Apart from the Nightmaster, every cleric works for himself, constantly scheming and backstabbing to steal the Nightmaster's position.



Hiddukel's clerics pray for their spells at dawn. The most important ceremony of the church is the Day of Bartered Souls. Every year, a cleric of Hiddukel must present Hiddukel with a tally of those he has either corrupted or driven into ruin. Those who fail face the wrath of the god.

Hiddukel is the enemy of Shinare, and their mutual hatred is transmitted to their followers. Hiddukel offers rewards, such as slaves and riches, to his followers who kill clerics and destroy temples of Shinare. Hiddukel also opposes Reorx–but the deity of greed is a coward at heart, and does nothing to risk angering the irascible god of the dwarves.

Dogma

Greed is the driving force in the world. Those who deny that they love money are lying. Nothing in the world is as important as wealth. Acquire riches, no matter who or what stands in your way. Lies give the truth meaning. Discover someone's deepest desire and you will find the key to his soul.

Morgion

Anthrax Goatlord (Hobgoblin), Black Wind, Gormion (Tarsis), H'rar (Ergoth, Istar), Morgax the Rustlord (Thorbardin), Morgi (Icewall), Pestilence (Mithas)
Intermediate Deity
Home Plane: The Abyss
Symbol: A hood with two red eyes
Colors: Deep brown and black
Celestial Symbol: The constellation Diseased Hood
Alignment: Neutral evil
Portfolio: Disease, planning, suffering
Worshipers: Crazed cultists
Cleric Alignments: CE, LE, NE
Domains: Destruction, Evil, Pestilence*
Favored Weapon: Heavy flail ("Disease Cloud")
Preferred Vestments: Loose-fitting gray robes with hood

The god of pestilence, decay, and disease, Morgion is widely feared by almost all humanoid races. Those few who worship him are reviled and almost always conduct their worship in secret. Even the other evil deities refuse to associate with him. Morgion feeds on fear, and he uses the ravages of disease to spread fear among humans. Morgion rarely deigns to speak to his clerics. He prefers to do his foul work in secret even from them.

Morgion lives in a bronze tower at the edge of the Abyss. He never leaves this tower and never reveals his plans, not even to those responsible for carrying them out. He is surrounded by a host of diseased spirits. He has the aspect of a rotting humanoid figure, neither male nor female, with a goat's head.

The church of Morgion is composed of slaves. Morgion waits until disease seizes hold of a person, then he offers the person a deal: respite from the disease in exchange for life-long servitude. Those who accept find themselves "cured" by the power of Morgion, though the price they are forced to pay is often more than they can bear. They are then sent forth to carry disease to other people, to gain Morgion more followers.

Cultists of Morgion gather in small cells–usually no more than three clerics–whose calling is to spread disease and suffering to everyone they encounter. Cultists of Morgion may be found in large cities or small villages, in elven lands or on the minotaur islands. They must work in secret, for if they are ever discovered, they are in peril of their lives. Above all, they fear the clerics of Mishakal, their sworn enemies.

Morgion cultists are also commanded to study and create poisons. A Morgion cultist will usually have a small alchemical laboratory in his house, dedicated to the creation of new and powerful poisons. They are particularly expert at creating those that mimic the effects of disease. The Nightmaster, the leader of the cult, can create even more virulent poisons, such as the Scarlet Plague. Every cleric carries at least 3 doses of a poison dust that he can use against enemies. Morgion's clerics pray for their spells in the dead of night.

Due to the need for secrecy, the church has no holy days or religious celebrations. The destruction of an enemy of singular value might be considered important, but not so much as to warrant a special ceremony.

Dogma

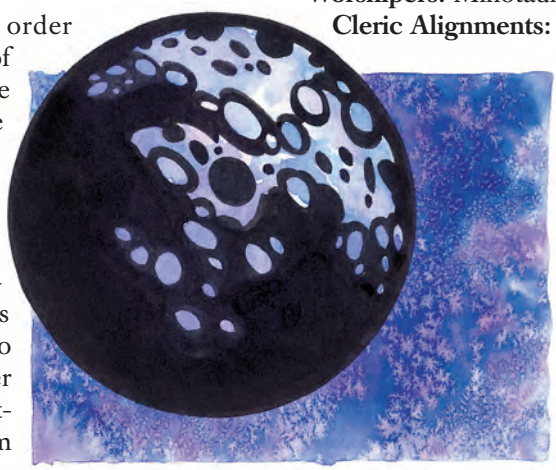
Disease breeds fear. Fear is power. Spread disease and reap the terrible reward.

Nuitari

Black Hand (Balifor), Darkness (Elian), Devouring Dark, Nightreaver (Mithas), Ungod (Thorbardin)
Intermediate Deity
Home Plane: The Abyss
Symbol: Black circle or sphere
Color: Black
Celestial Symbol: The black moon
Alignment: Lawful evil
Portfolio: Magic, arcane knowledge
Worshipers: Wizards of the Black Robes
Cleric Alignments: LE, LN, NE
Domains: None (does not grant divine spells)
Favored Weapon: None
Preferred Vestments: Black satin cowl, black velvet cape

Cousin of Lunitari and Solinari, Nuitari is the devouring darkness, the patron of the Black Robe Wizards of High Sorcery. Nuitari's primary ambition, like that of his cousins, is to spread magic–preferably black magic–throughout the world. Nuitari also works to bring more mages to the Order of the Black Robes.

There is no clerical order devoted to the worship of Nuitari. Rather, he is the patron of the Order of the Black Robes, instructing them in the ways of magic. Black Robe followers of Nuitari are taught that magic is secretive, and that its power is to be coveted. Those who use magic to gain power are often seduced by Nuitari, who promises them that they will gain powerful magic much faster if they worship him, rather than the careful Solinari or the cautious Lunitari.



Black Robes do not observe holy days for Nuitari, although they look forward to the High Sanction of his black moon every 8 days. At that time, their power is at its height. Like all other mages, Nuitari's followers eagerly await the Night of the Eye, for the magical power of Krynn is at its height on this night and the Black Robes are able to cast their spells at the zenith of their power. Nuitari's black moon is but a hole in the stars for those who do not worship him. For his followers, the moon's black radiance is brighter than that of the silver or the red moons.

Nuitari is the son of Sargonnas and Takhisis, and the twin brother of the goddess of the sea, Zeboim. Nuitari detests Sargonnas, who dislikes magic and those who wield it. Nuitari distrusted his mother, Takhisis, whom he suspected of trying to subvert his followers, convincing them to worship her. Nuitari's mages are opposed to the goals pursued by the followers of Solinari, but they will put such differences aside and work together if the very existence of magic is threatened.

Dogma

Serve magic and serve me. Magic is power; keep it secret and keep it safe.

Sargonnas

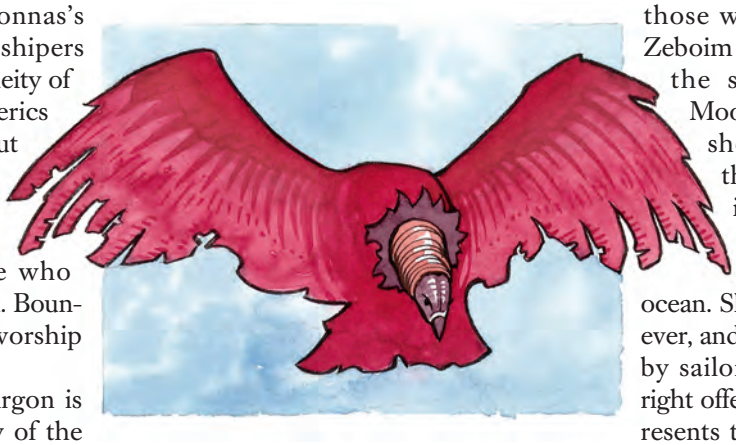
Argon (Istar, Ergoth), The Firebringer (Hylo), Gonnas the Willful (Icewall), Kinis (Qualinesti), Kinthalas (Silvanesti), Misal-Lasim (Tarsis), Sargas (Mithas), Sargonx the Bender (Thorbardin)
Greater Deity
Home Plane: The Abyss
Symbol: Stylized red condor
Colors: Red and black
Celestial Symbol: The constellation Condor
Alignment: Lawful evil
Portfolio: Vengeance, conquest, strength, rage
Worshipers: Minotaurs, bounty hunters, fighters
Cleric Alignments: LE, LN, NE
Domains: Evil, Fire, Law, War
Favored Weapon: Great-axe ("Horns of Fury")

Sargonnas is as a mystery to the peoples of Ansalon, a role he fosters. The brooding deity prefers to work alone and in isolation. Though at times he is forced to ally with them, he feels no commitment to the other dark gods. He despises the deities of Good, with the exception of Kiri-Jolith, for whom he feels a grudging respect. Sargonnas is an angry, militant, and treacherous god, demanding strict obedience from those who follow him.

Minotaurs are his most devoted followers, choosing to worship him above all other gods. They call him Sargas and believe that he has the aspect of a minotaur. To them, Sargas represents power gained by brute strength and held with

honor. Minotaur view with disdain any human or member of another race who claims to worship Sargonnas, often refusing to admit that this deity is the same god as Sargas.

Most of Sargonnas's nonminotaur worshipers view the god as a deity of vengeance. His clerics are often sought out by wronged individuals seeking to take unlawful revenge on those who have harmed them. Bounty hunters often worship Sargonnas.



The first of Argon is the most holy day of the priesthood. It was on this day the minotaurs became the chosen ones and revolted against the Kal-Thax dwarves (who had enslaved them), slaughtering every dwarf in the community. Though initially celebrated by minotaurs, this holiday has since been adopted by Sargonnas's nonminotaur followers, who celebrate the belief that might makes right.

Sargonnas was Takhisis's consort, albeit an estranged one, before the latter god's death. Their children are Zeboim and Nuitari.

Dogma

Wreak vengeance on those who wrong you. The weak have no place in society. Strength is power. Power is gained through strength and held through honor. Be loyal to those who are loyal to you. Destroy those who betray you. Never show mercy, for mercy dishonors both you and your enemy.

Zeboim

Darkling Sea, Maelstrom (Mithas), Rann (Ergoth), Zebir Jotun (Icewall), Zura the Maelstrom (sea elves), Zyr (Tarsis)
Intermediate Deity
Home Plane: The Abyss
Symbol: Turtle shell pattern
Colors: Green and red
Celestial Symbol: The constellation Dragon Turtle
Alignment: Chaotic evil
Portfolio: Sea, storms, envy
Worshipers: Sailors, pirates, evil druids
Cleric Alignments: CE, CN, NE
Domains: Chaos, Evil, Storm*, Water
Favored Weapon: Trident ("Triad")
Preferred Vestments: Easy to discard robes with sea motif emblazoned on them

Little known by those on land, widely feared by those who sail the seas, Zeboim is the goddess of the sea and storms. Moody and wayward, she flies into rages that whip the seas into a frenzy and send ships to the bottom of the ocean. She is flighty, however, and may be appeased by sailors who make the right offering. Zeboim represents the sea's uncaring and tempestuous nature, though she also has fleeting moments of tranquility.

Clerics of Zeboim have the dual nature of their goddess. They are not above resorting to extortion, frightening sailors and ship owners into paying tithes in exchange for good weather. When on land, priests of Zeboim take a ritual swim early in the morning, in any weather condition, to pray for their spells. While on board a ship, a priest of Zeboim is a welcome addition to the crew, leading the sailors in prayer and making offerings to the Sea Queen. On board ship, priests pray for spells at sunset.

The Sea Queen's Share is an extraordinary ceremony that is performed every eight months when the moon Solinari is full. In this ceremony, the cleric sacrifices most of the wealth he has acquired to the Sea Queen. If she is pleased with the sacrifice most of the objects will float back. If not, they are never seen again.

The most holy day of the faith is a day of violent thunderstorms and cyclones for the regions of Nordmaar and the Blood Sea. Priests of Zeboim gather on the seashore to make sacrifices to the glory of the Sea Queen to protect all those on the sea or living near it.

Zeboim has little concern for the other deities. The exception is Habbakuk, who has dominion over all creatures of the deep–a dominion Zeboim feels she should rule alone. The two detest each other and wage war continually, a constant battle that is said to create the waves that crash endlessly against the shore. Zeboim is ambivalent toward her father, Sargonnas, sometimes courting his favor and that of minotaur

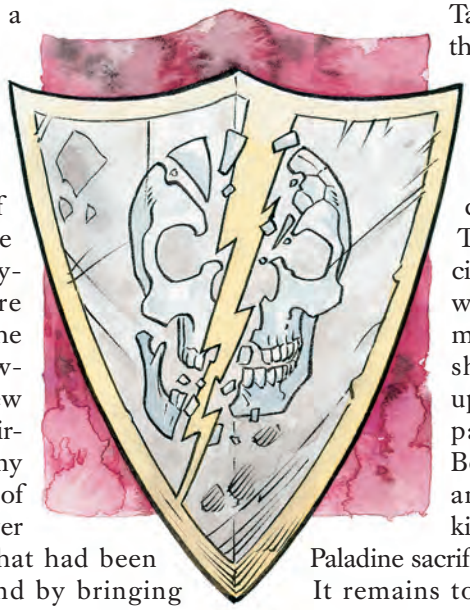
sailors, who worship her, other times spurning him and condemning his followers to death in the sea. Zeboim was always careful to never cross her mother, Takhisis, however–at least not until the death of Ariakan, when Zeboim began to doubt her mother's commitment to the war against Chaos.

Dogma

People respect and fear fury. No sailor is safe unless the Sea Queen wills it, therefore worship her and offer her many gifts. Eventually, the sea will consume all, and all lands will drown under the power of Zeboim. Adore her or be lost to the storm.

The One God and the War of Souls

In the Fifth Age, a new religion appeared and spread like wildfire throughout Ansalon. Acting in the name of the One God, a girl named Mina performed miracles, granting true healing and destroying several of the dragon overlords.



The people of Ansalon, long under the dominion of the dragon overlords, were desperate to believe in anything–much like they were during the dark years after the Cataclysm. This time, however, the prophet of the new deity was able to perform miracles, and Mina won over many followers, including the elves of Silvanesti. By using her power to lift the magical Shield that had been slowly killing the elves, and by bringing about the destruction of the dragon Cyan Bloodbane, Mina tricked the elves into accepting her as their savior.

In reality, she was their doom. Unknown to all, the One God was Takhisis, the Queen of Darkness.

Aided by the power of the dead spirits she had trapped on Krynn, Takhisis plotted her return. She was the only deity left on Krynn. All she had to fear was the power and might of the dragon overlords. The War of Souls would see her triumphant, for she was unopposed–or so she imagined.

One being arose with the power to thwart the Dark Queen's plans. The kender Tasslehoff Burrfoot activated the *device of time journeying* in the last moment before being slain by Chaos, with the intention of traveling forward through time to speak at the funeral of his friend, Caramon Majere. Tasslehoff missed his intended time, arriving in the alternate future created by the removal of the world. His arrival set in motion forces that eventually tried to halt Takhisis and reveal the truth to the world.

Meanwhile, the gods, with the help of Raistlin Majere, were able to locate their world. They stood in council to decide what should be done with Takhisis. In the end they decided to punish the Queen who would make slaves of everyone–mortal and spirit alike. Since she had broken the law and upset the balance, the deities passed the Judgment of the Book. She was made mortal–and was almost immediately killed. To maintain the balance, Paladine sacrificed his own godhood.

It remains to be seen how the future of Krynn will be shaped in this Age of Mortals, an era named for the sacrifice of one god and the death of another.

Worship of the False Gods

It is said that nature abhors vacuum, and nowhere is this best exemplified than in the worship of the myriad of false deities that spring up after the First Cataclysm. When the gods apparently left, all prayers went unanswered. To fill the void, people searched for new gods (or something akin to the deities) to worship.

One of the most widespread of these false religions was the Seeker movement. Founded by a group of former clerics, the initial goal of the Seekers was simply to help the people in the dark years following the First Cataclysm. During that time, the Seekers traveled to different lands, "seeking" some sign of divine might. When they failed to find it, the upper echelons decided that false hope was better than no hope at all. To this end, they created a pantheon of false deities and used arcane magic to simulate miracles.

The Seeker movement gained a foothold in Abanasinia, but was less welcome in the rest of Ansalon. In Solamnia, the knights refused to believe in new gods or old. The elves felt misused by the deities and chose to wait for the gods to come to them, asking pardon. The Que-Shu turned to ancestor worship or made deities of the living. And all through the land, the return of Takhisis and the evil deities could be felt.

In time, the Seekers of Abanasinia became corrupt, using their power to further their own ambitions. This, more than the return of the gods, led to their downfall.

Chapter Five

Always before, the spring returned.
The bright world in its cycle spun
in air and flowers, grass and fern,
assured and cradled by the sun.

Always before, you could explain
the turning darkness of the earth,
and how that dark embraced the rain
and gave the ferns and flowers birth.

Already I forget those things,
and how a vein of gold survives
the mining of a thousand springs
and the seasons of a thousand lives.

Now winter is my memory,
now autumn, now the summer light–
so every spring from now will be
another season into night.

–Kender Mourning Song

From the frozen reaches of Icewall to the shifting sands of the Plains of Dust to the fire-belching volcanoes known as the Lords of Doom, the continent of Ansalon is a world of contrast and variety. An adventurer can marvel at the magnificence of the lord city of Palanthas, or can climb the many steps to the tree-perching Inn of the Last Home, or can stand on a bridge overlooking Sanction's fiery lava flows. The wonders of Ansalon await all who have the courage to walk round the next bend in the road.

Exploring Ansalon

While the continent of Ansalon is relatively small compared to other land masses, many commoners live their entire lives within 30 miles of the place of their birth. Those with wealth and power, or simply with the will to see the world, can find many ways to travel from Sancrist to the Blood Sea Isles and back, whether on foot, by sea, or from a dragon saddle.

The continent of Ansalon is one with an ancient history, yet is scarred by the conflicts and catastrophes of its past. Travelers acquire a sense of the land's history in their explorations, and also see the glory of ages that have long since past. Most people pursue their day-to-day lives in peace, though a few acting in the name of good, evil, or themselves work to impose their will on others.

How to Read a Region Entry

Each nation or region listed in this chapter features the following points of information.

Capital: The capital city of the nation or region, if one exists. In some cases, a city is not recognized as the seat of power, but is clearly the political center of the domain. These are marked as capitals as well.

Population: Describes the races that commonly live in the nation or region. Some of these listings are further delineated by tribes, clans, or other structures.

Government: The form of government over that land. Refer to the definitions in Politics in Chapter 5: Running a Campaign of the *Dungeon Master's Guide* for more information. Some small realms ruled by hereditary nobles are not large enough to be called true monarchies, and are referred to as lordships.

Trade: Goods commonly brought into or sent out of the region.

Languages: Languages commonly spoken in the region or nation.

Alignment: The general alignment tendency of people within the land, beginning with the most common. At least one of the towns and cities in the area usually follows the most common alignment.

Ansalon after the War of Souls

The Chaos War scarred the land and left countless thousands dead. Worse, and unknown to everyone, the Queen of Darkness used the opportunity to snatch the world from its place in the heavens and move it to another part of the universe, hiding it from her brothers and sisters. Thus she achieved what she had long sought and became the One God of Krynn. The other gods of Krynn eventually located their lost world at the end of the Dark Queen's final war to dominate Ansalon and restored some of what was lost. But they couldn't undo what had been done and the world remained forever changed.

Abanasinia

Capital: None (Haven is the largest city)
Population: Humans (civilized and nomadic), dwarves (Neidar), centaurs, goblins
Government: Confederation of several city-states; tribal
Languages: Abanasinian, Common, Dwarven, Goblin
Trade: Steel weapons and armor, grain, ale (city-states); woven blankets, pottery, tanned hides, handcrafted jewelry (tribes)
Alignment: NG, N, CG

Life and Society

The Plainsmen tribes are united under one chieftain (although each tribe–including the Que-Teh,

the Que-Kiri, and the Que-Shu–still retains its ancient tribal name). They follow Moonsong (NG female human Bbn2/Rgr4), the daughter of the great chief Riverwind, who united the plains tribes and died at the hands of the great red dragon Malystryx.

Most of the port cities are rules by merchant princes. Mayors rule the interior towns such as Solace and Long Ridge. In some towns, the mayors are elected, while in others they are chosen through elaborate competitive tests of mind and body. Haven is different; the mayors of Haven are the descendants of its founders.

While the Plainsmen tribes aren't particularly welcoming to outsiders, the other communities of the region accept those who have moved from other parts of Ansalon. The region is isolated enough that it has become a haven for those leaving some other life. Unwanted half-elves, drifting Ergothians, and exiled Solamnics have all found homes in Abanasinia.

Major Geographical Features

Northerners think of Abanasinia solely as an endless field of tall grasses and golden wheat, when in truth there are a surprising diversity of grasslands, hills, and forests within a relatively small area. A number of small tributaries from Qualinesti and Darken Wood empty into the White-Rage River. They provide enough water to support large cities such as Haven, and smaller communities such as Gateway and Esker.

The northern forks of the Kharolis Mountains are collectively called the Sentinel Peaks and are actually a group of ridges that are much lower than the massive peaks to the south. Even so, they are still difficult to traverse and mapping significant passes within the range remains an important task.

Crystalmir Lake: The lake is the only significant body of water north of the White-Rage River and lies in a lowland area between two of the mountainous sentinels. Renowned for its clear, cold water and excellent fishing, Crystalmir Lake is enjoyed by the people of Solace and the northern farmers.

Darken Wood: Broken up by a series of mountain ridges and bordered to the south by the White-Rage Cut, Darken Wood is shunned by Abanasinians for its reputation as a cursed and haunted wood. Those who brave its shadowy interior might meet the Forestmaster (CG female unicorn), the wood's guardian. Satyrs, nymphs, and other magical creatures call this forest home, as well as two warring factions of centaurs. Some tribes still follow the Forestmaster and the teachings of Chislev. Another faction, the Chaos-altered Skorenoi, have rebelled against the Forestmaster.

Important Sites

Even isolated from the rest of the world, Abanasinia nevertheless has several sites spoken of from Icewall to Palanthas.

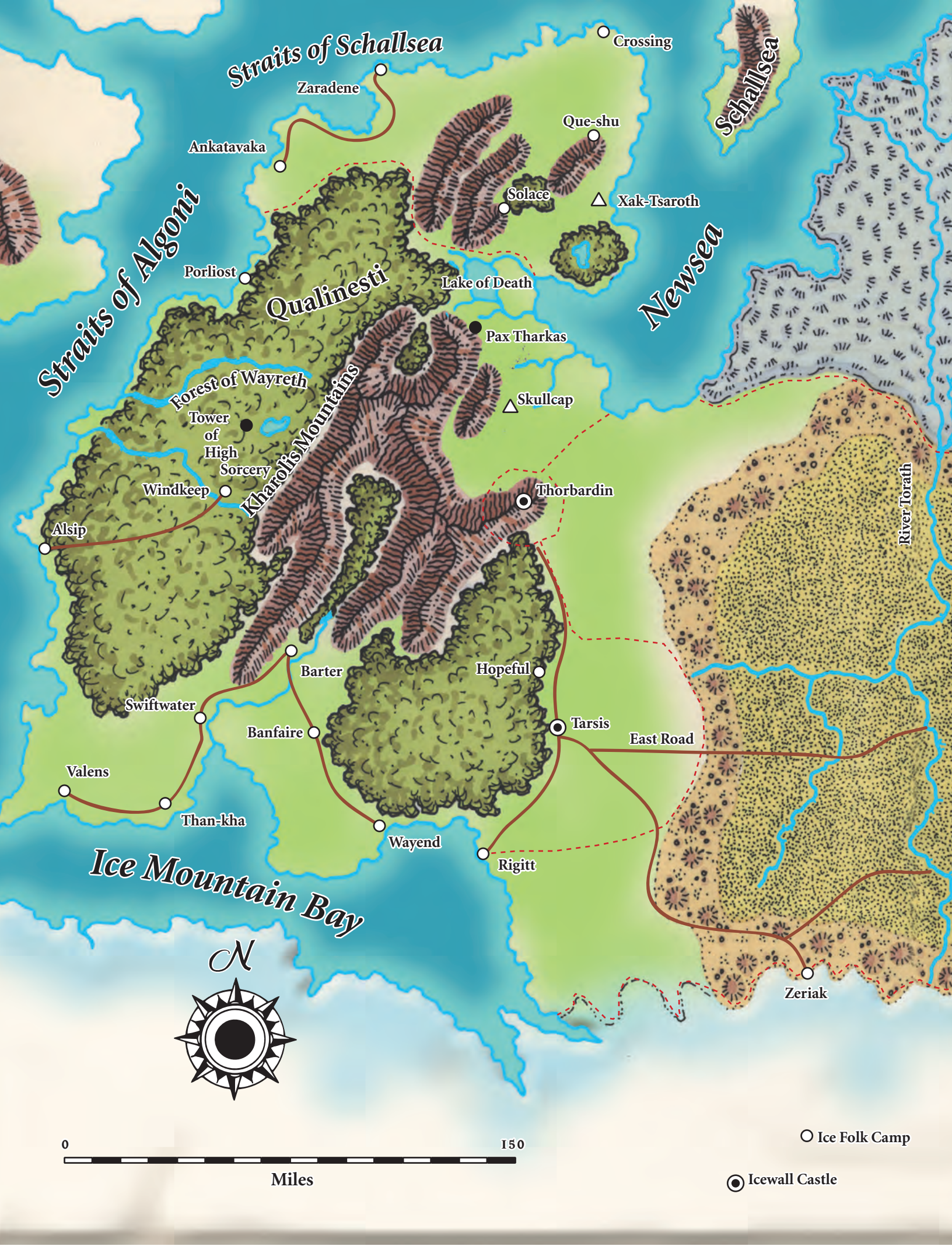
Gader's Citadel: Hidden in the woods and mountain ridges to the west of Crystalmir Lake is a citadel attributed to a mysterious figure. Though local lore speaks of "Gader" as a Black Robe or renegade wizard, no one has visited the citadel to learn the truth for generations.

Prayer's Eye Peak: The closest peak to Solace, Prayer's Eye Peak is an old glacial mountain that has formed a structure that resembles two praying hands from a distance. The wooded eastern slopes have numerous trails that are used by the locals, though none lead directly to the peak itself. Talespinners say it was from this peak that Paladine guided Huma in the form of a magnificent white stag.

Sad Town (population varies): This is the unofficial name given to the tent city that has sprung up on the outskirts of Solace. Home to countless numbers of refugees fleeing the Dark Knights and the Dragon Overlord Beryllinthranox, Sad Town is composed of tents, lean-to's, shacks, and other crude dwellings. The population is fluid as people drift in and out in a desperate search to find someplace to call home. Some are honest folk who are down on their luck. Others are criminals. All are desperate. The people of Solace do what they can to help, but the number of refugees grows daily.

Solace (Village, 500+): Solace has long been a crossroads for travelers from the lordcity of Haven, the elven kingdom of Qualinesti, and the plains of the nomadic tribesmen. The trade season always brings a steady stream of visitors, who simply stop for a rest and a meal, or to enjoy the cool waters of Crystalmir Lake, whose shore sits less than a mile to the west.

A unique feature about Solace is its status as a village in the trees. Most of the buildings and homes sit securely in the massive vallenwood trees, which are found only in the valley surrounding most of Crystalmir Lake. Many of the trees are connected by bridge-walks and allow the residents to cross the village without ever setting foot on the ground. Some residents become so accustomed to using the bridge-walks that they have a difficult time navigating their way through the village on the ground.


Straits of Schallsea
Crossing
Zaradene
Schallsea
Que-shu
Ankatavaka
Solace
Xak-Tsaroth
Straits of Algoni
Newsea
Porliost
Qualinesti
Lake of Death
Pax Tharkas
Forest of Wayreth
Skullcap
Tower of High Sorcery
Kharolis Mountains
Windkeep
Thorbardin
River Torath
Alsip
Barter
Hopeful
Swiftwater
Tarsis
Banfaire
East Road
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Than-kha
Wayend
Rigitt
Ice Mountain Bay
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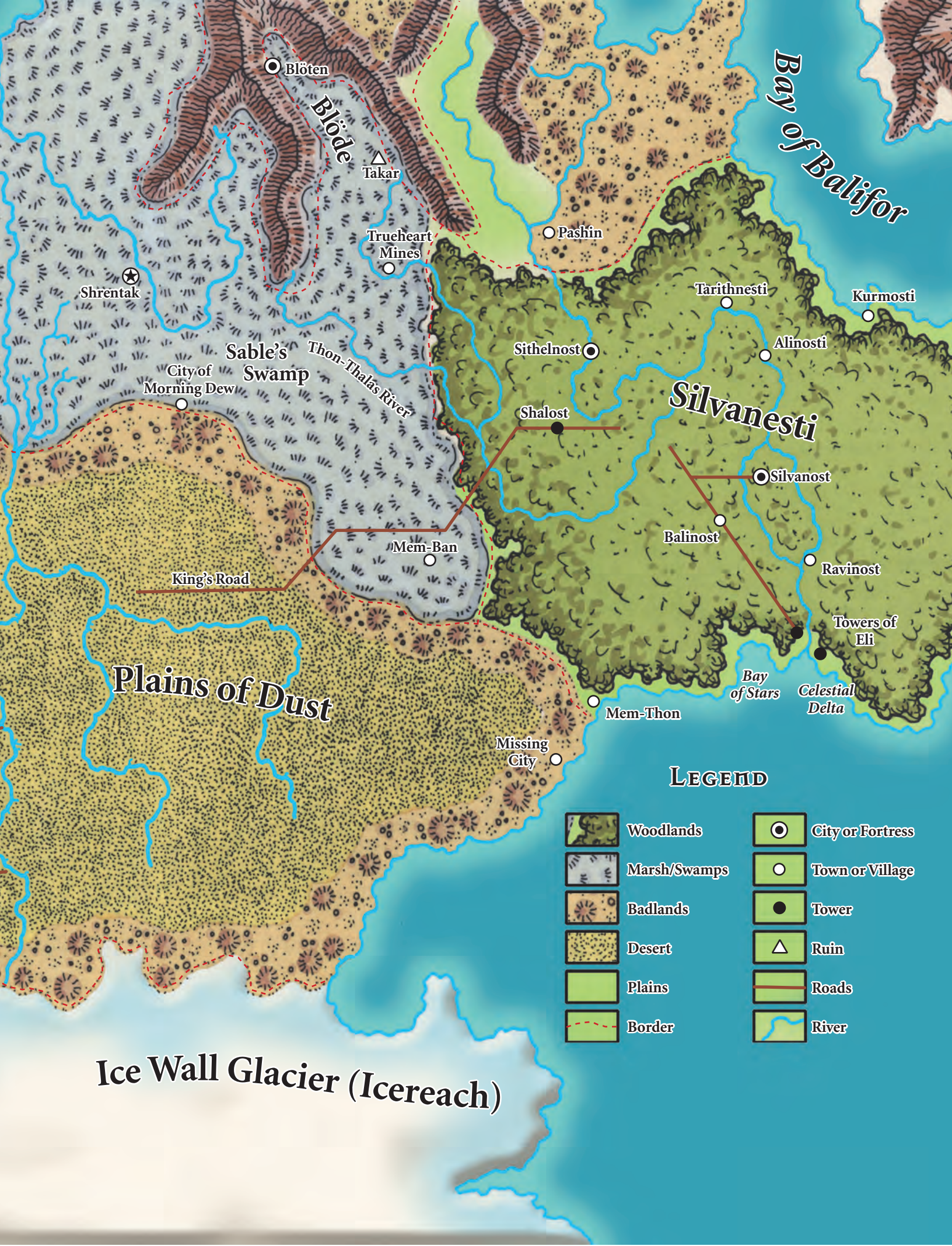
Miles
Ice Folk Camp
Icewall Castle


Blöten
Blöde
Takar
Bay of Balifor
Pashin
Trueheart Mines
Shrentak
Tarithnesti
Kurmosti
Sithelnost
Alinosti
Sable's Swamp
Thon-Thalas River
City of Morning Dew
Silvanesti
Shalost
Silvanost
Balinost
Mem-Ban
Ravinost
King's Road
Towers of Eli
Plains of Dust
Bay of Stars
Celestial Delta
Mem-Thon
Missing City
Legend
Woodlands
Marsh/Swamps
Badlands
Desert
Plains
Border
City or Fortress
Town or Village
Tower
Ruin
Roads
River
Ice Wall Glacier (Icereach)

Inn of the Last Home

Solace is governed by a mayor and town council, with a town watch led by an elected high sheriff. The watch is assisted by the Solamnic Knights, who form the honor guard for the Tomb of Last Heroes.

1. Inn of the Last Home: The most famous structure in Solace is widely regarded as a favorite traveler's stop in all of Ansalon. The massive inn sits 40 feet off the ground in the bowl of one of the town's largest vallenwoods and just off the east road. The inn's stables are on the ground level near the winding staircase that leads up the mighty tree to the inn's front door. In addition to comfortable rooms and the courtesy of its proprietor, Laura Mahere (NG female human Exp2), the inn is well-loved for its dark ale and spicy pan-fried potatoes.

2. Tomb of the Last Heroes: This tomb, located in Solace, is a popular site for pilgrims (particularly kender, who come to honor the great kender hero Uncle Tasslehoff). The tomb is the final resting place of Tanis Half-Elven, Riverwind and Goldmoon, Silvanoshei, and all the knights (both Nerakan and Solamnic) that fought and died in the final battle in the Abyss against Chaos, including Steel Brightblade. It is here that Sara Dunstan had her vision that inspired the creation of the Legion of Steel. The tomb is protected by an honor guard of Solamnic knights, headed by Clive Ocre, a Knight of the Rose (LG male human Ftr4/Crown 1/Clr2/Sword 3/Rose 2).

3. Smithy: This is one of the few businesses in Solace built on the ground (so the flames of the forge would not endanger the trees). Ros Balenson (N male human Exp3/Ftr2; Craft (blacksmithing) +7, Craft (weaponsmithing) +6) has run his shop in Solace only for a few years, but the middle-aged man formerly from Haven has quickly gained a reputation as one of the most skilled smiths in the region. His prices are fair and his work timely, though he is an intensely private person.

4. The Trough: The Trough is a disreputable watering hole where people who prefer to drink and misbehave go, as opposed to the more respectable Inn of the Last Home. It's one of the few human establishments in the region that serves dwarf spirits.

5. Town Square: Just north of the smithy is the town square. During the trade season, vendors and traveling merchants set up shop here. During the crisp autumn and snowy winter, it becomes a favorite place for children to play in the afternoons.

5. Stephen's Grocery: Located a mere 600 feet south of the Inn of the Last Home, this shop is run by Stephen of Heweton (LN male human Exp2), a raven-haired man who spends much of his time reading. He will gladly discount or trade some of his merchandise in exchange for an interesting book or a fascinating tale.

5. Academy Ruins: This site in the hills overlooking Solace was once a citadel of study devoted to primal sorcery. The Academy was destroyed

when minions of the great green dragon Beryllinthranox came hunting for the Academy's artifacts. Ulin Majere, son of the Academy's founder, destroyed the structure rather than let the dragon have the powerful artifacts. It's now a curious pile of rubble and ash that gets regularly searched by local youths who are convinced that some powerful magical treasure may still be found at the site.

Regional History

Long a home of independent towns, city-states, and nomadic tribes, Abanasinia has played an important role only in the more recent history of Ansalon.

Abanasinia has never been under the direct rule of any one government, not even during the time of the Kingpriests of Istar. During the time just prior to the War of the Lance, several towns and cities united to form a theocracy under the rulership of the Seekers religious movement. This didn't last long, because the War of the Lance brought the return of the old religion and the destruction of many old governments.

Early in the Age of Mortals, the Legion of Steel was founded in the region. The Legion, until recently, had been based in Solace for many years. A plainsman named Silver Claw (N male human Rgr5/Rog5/Steel Legionnaire 3), who is called the high elder, leads the Legion. Eventually, as the Dark Knights and Beryllinthranox began to take over more and more of Abanasinia, Silver Claw came to fear that the presence of the Legion in Solace would bring Beryllinthranox's wrath down on the village. He and the Legion vacated Solace and relocated to another secret base.

Balifor (The Desolation)

Capital: None
Population: Nomadic humans, humans, kender, half-elves, half-ogres, goblins
Government: Tribal
Languages: Common, Dwarven, Goblin, Khur, Ogre, Nerakese
Trade Diamonds, glass
Alignment: CE, NE, N, CG

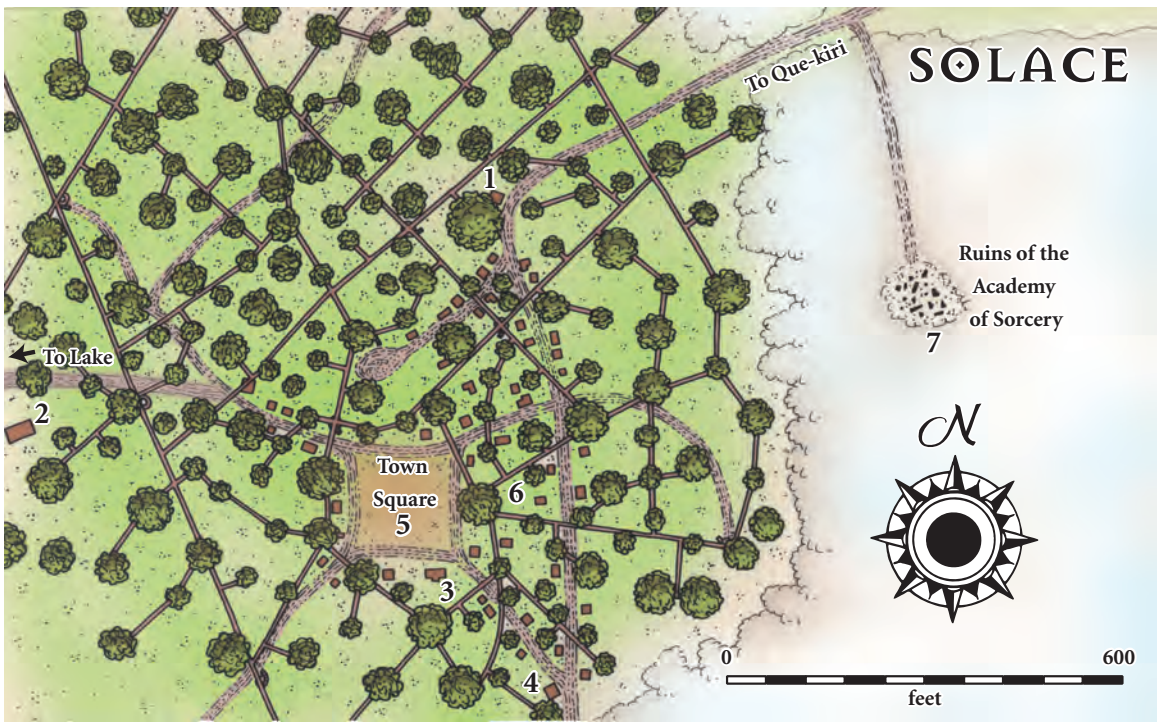
The deserts, grasslands, and farmlands of Balifor were transformed by the dragon overlord Malystryx into what is called The Desolation. This realm encompasses the great eastern peninsula of Ansalon once known as Goodlund. It seems a barren wasteland, but tribes of goblins, ogres, and draconians in the hinterlands inhabit it, and there are some villages of humans and kender mainly on the coast.

Life and Society

With the coming of the Desolation, merchants and farmers who once lived in the region were forced to flee their homes, which caused the economy of the area to collapse. Balifor is home to a few tough Plainsmen, outlaws, goblins, and half-ogres, and a few people who are either unable or unwilling to leave their homes.

Major Geographical Features

Balifor is a land twice-transformed. Once a forest homeland for kender, it became a harsh and sandy waste like Khur after the first Cataclysm. After the Chaos War, the great red dragon



Malystryx transformed this region (and others) into The Desolation–a craggy, volcanic wasteland.

Bay of Balifor: Once a major trading area, the Bay of Balifor is tainted by the corrosive sorcery of Malystryx. Her magic raised undersea volcanoes beneath the bay and caused its waters to turn blood red and considerably warmer. The toxic gasses have killed virtually all the fish in the bay, which has crippled the cities whose economies and livelihoods depended on fishing.

Window of the Stars: The previously smooth surface of the great plateau on the northern border of Balifor has been fractured by Malystryx's magic, and huge slabs of glassy rock now thrust into the air. The steep sides of the plateau are riddled with fissures, many of which have passages leading to the surface of the plateau.

Important Sites

The massive changes wrought by Malystryx have eliminated many of the sites known in previous ages. Only two significant communities have survived, and both were ravaged by the evil dragon before her death.

Flotsam (Large Town, 3,785}: Flotsam is a large, dirty town on the edge of a bay sheltered by cultivated hills. The city's port is cupped in a valley and is composed of rickety wharves leading out to deepwater moorings. The eastern front of Flotsam is edged by a stony bluff, upon which the town's few respectable buildings rest. Flotsam fairs only slightly better than Port Balifor. Nearly half of the town was destroyed by Malystryx. Since the great red dragon was slain, the people of Flotsam have begun slowly rebuilding their home.

Port Balifor (Small Town, 1,870): Port Balifor is a raised town built upon pilings. (This prevents the tide from washing the town away.) Beneath the maze of pilings is a dangerous world of sewers, thieves, and vicious creatures. Once known for its bawdy taverns and black markets, Port Balifor has fallen on hard times. Tenements, abandoned buildings, and ruined storefronts line the shores of the Bay of Balifor. Since the great red dragon's attack, less than a quarter of the town remains habitable. Kronn Thistleknot (NG male kender Ftr4/Rog5) plans to lead a group of afflicted kender out of Port Balifor and hopes to map The Desolation and to identify dragon lairs.

Regional History

The kender of Balifor settled the lands with the blessing of the elves of Silvanesti during the Age of Dreams. Most left after the massive changes of the first Cataclysm, when the region became sandy and arid. After the coming of Malystryx, the area suffered even more devastating changes, making it unfriendly for most forms of life. Some wonder if the land will heal with the great red dragon's passing during the War of Souls, though there have been no signs of The Desolation receding.

Alhana Starbreeze

Blood Sea Isles

Capitals: Sea Reach (Saifhum); Lacynos (Mithas); Kalpethis (Kothas)

Population: Humans (Saifhum), minotaurs, humans, kyrie (Mithas and Kothas)

Government: Republic (Saifhum); feudal (Kothas); empiric (Mithas)

Languages: Common, Dargoi (Saifhum), Elven, Ergot, Kalinese, Kenderspeak, Kothian, Nordmaarian, Saifhum, Solamnic; Kothian (minotaur isles)

Trade: Fishing, kelp harvesting, salt production, shipping (Saifhum); exotic tropical fish, kelp, salt (Sea Reach); ships, bronze tools and weapons, salvage operations, mercenary sailors (Mithas and Kothas)

Alignment: N (Saifhum); LE (Mithas and Kothas)

The Blood Sea Isles lie to the north and east of the continent of Ansalon. Once part of the continent, the people of the region found themselves living on islands when the fiery mountain struck Ansalon. They were once largely cut off from other realms due to an unending storm called the Maelstrom, but the waters have been quiet for decades and can now be sailed safely.

Life and Society

The Blood Sea Isles are home to mariners. They make their living by transporting various goods

Alhana Starbreeze

Female Silvanesti Nbl 4/Ftr 7: CR 11; Medium humanoid (elf); HD 4d8+8 (Nbl) plus 7d10+14 (Ftr); hp 82; Init +1; Spd 30 ft.; AC 22 (touch 11, flat-footed 21); Atk +13/+8 melee (1d8+4/17–20, *+2 longsword*) or +12/+7 ranged (1d6+1/x3, *+1 shortbow*); SQ bonus class skill (Handle Animal), coordinate +1, elvensight, favor +2, inspire confidence 1/day, Silvanesti traits; AL NG; SV Fort +8, Ref +7, Will +6; Str 10, Dex 13, Con 15, Int 16, Wis 11, Cha 16. Height 5 ft. 1 in.

Skills and Feats: Appraise +7, Bluff +8, Climb +7, Diplomacy +15, Gather Information +7, Handle Animal +11, Intimidate +9, Jump +7, Knowledge (arcana) +4, Knowledge (nobility) +7, Listen +6, Ride +11, Search +7, Sense Motive +6, Sleight of Hand +3, Spellcraft +4, Spot +4, Survival +2, Swim +6, Tumble +3; Combat Expertise, Improved Critical (longsword), Leadership, Point Blank Shot, Rapid Shot, Skill Focus (Diplomacy), Weapon Focus (longsword), Weapon Specialization (longsword).

Coordinate: The noble has a knack for getting people to work together. When the noble can aid others and give directions, she provides a +3 total bonus to the task at hand by making an aid another check, instead of the normal aid another bonus of +2. This ability can't be used to assist in combat.

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

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

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

Possessions: +3 elven chain, +2 light steel shield, +2 longsword, +1 shortbow.

Before the War of the Lance, Alhana Starbreeze, the daughter of the Speaker of the Stars of Silvanesti, was the epitome of the Silvanesti elves. Alhana was self-confident, coldly polite, and, as with many of the elves, held all outsiders as responsible for the Cataclysm. The War of the Lance changed this outlook. Evil forces attacked her homeland, and she watched her father's growing hopelessness. Groomed to duty and to her homeland, Alhana obeyed her father's command to evacuate the Silvanesti elves and took the refugee fleets through a treacherous route around the continent to Southern Ergoth.

While negotiating with the Solamnic Knights of Sancrist Isle, Alhana heard the reports of Silvanesti and Lorac's twisted nightmare. Giving her duties to others, she attempted to travel to Silvanesti, only to see the forest corrupted. Turning to nearby Tarsis for help, she met Tanis and the Heroes of the Lance as Tarsis came under attack from the dragonarmies. In the chaos, Alhana fell in love with Sturm Brightblade and gave him a *starjewel*.

With the help of Tanis and half of the Heroes of the Lance, she traversed the twisted forest of Silvanost and rescued her father from the *dragon orb* he had attempted to use. She stayed in the nightmare forest to bury Lorac and to contemplate her love. Sturm Brightblade's death in Solamnia was painfully felt by her through the magic of the *starjewel*.

After the war, the transformed queen of the Silvanesti became more open. She entered a political marriage with Prince Porthios of the Qualinesti with the hope of symbolizing the unification and peace among the elves. Porthios assisted her in reclaiming the Silvanesti Forest, and the two eventually began to love each other. Just before the Chaos War began, Alhana discovered she was with child. The conservatives in the Silvanesti and Qualinesti governments, attempting to prevent unification of the two nations, imprisoned and later banished the two as dark elves.

Alhana gave birth to Silvanoshei in the Inn of the Last Home in Solace. With her husband swearing revenge, they were forced into constant travel. They lived a simple but peaceful outlaw life as Porthios attempted to win back his kingdom from his Senate-controlled nephew Gilthas, the "Puppet King."

After the Chaos War, Alhana presumed her husband dead. With Gilthas ruling Qualinesti, Alhana began to reclaim Silvanesti from General Konnal, while trying to raise Silvanoshei as a dutiful son. She also spent her time trying to find a way through Silvanesti's Shield, which prevented all life from passing into the forest.

LEGEND
Woodlands
Artic Tundra
Mountains
Badlands
Plains
Capital
City or Fortress
Town or Village
Tower
Ruin
Road
River
Volcano
Beacon
Ker-Than
Isle of the Serpent
Ker-Brindal
Truth
Fort Ogaral
Ker-Karthan
Ker-Vakt
Lemon Bay
Hillfal
Wind Dancer
Kenderhome
Gulfport
Northern Ergoth
Tantyvil
Lancton
Legup
Hylo
Bay of Monsters
Ker- Li
Castle Crimson
Werim
Lookit
Tower
Gobwatch
Gwynned
Ker-Manth
Thisway
Hillfort
Fav
Thonvil
Castle DiThon
Lusid
Manic
Hie
Illon
Ghostly Citadel
River Ergot
The Gale
Caergoth
Errow
Brandal
Logan
Serval
Eastport
Voclion
Cape Caergoth
Ismel
Heit
Cristyne
Merwick
Castle Eastwatch
Southern Ergoth
Thea Harbor
Dalevil
Daring
Foghaven Vale
Morgash Lake
Varvil
The Blade
Beit
The Glade
Last Gaard Mountains
Daltigoth
Pontigoth
Plains of Tothen
Silvamori
Qualimori
Markan Bay
Plains of Kri
Hovost
Shrengal
Rantil
Lerek
Straits of Algoni
Enstar
Nostar
Thalin Bay
Mt. Nevermind
Garret
Pax
Gunthar
Whitestone Glade
Markennan
Castle Uth Wistan
Gavin
Sirrion Sea
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and cargo and by fishing. Most mariners reside on the isle of Saifhum. Pirates can be found throughout this area, although they center around Saifhum and the isle of Kothas.

Minotaurs rule the isles of Mithas and Kothas. They are a brutal warrior race with a strong sense of honor. Everything in minotaur society is decided through honorable combat, from mating rituals to choosing an emperor.

The minotaurs log the verdant forests of Elian for ship planking. They will make runs to Flotsam for general supplies, but buy nothing in large quantities, instead preferring to raid Saifhum ships.

Major Geographical Features

The Blood Sea Isles lie to the east of the former Maelstrom, which was a red whirlpool in the Blood Sea. The Courrain Ocean borders the isles to the east and is considered one of the easternmost points in all of Ansalon. What lies beyond is unknown.

Four islands make up the Blood Sea Isles. To the west is Saifhum, the pirate isle. To the north is Karthay, where mysteries abound. To the south are the minotaur isles Mithas and Kothas.

Karthay: The largest and northernmost of the isles, Karthay is a land of barren, hot plains and high mountains covered with rainforests. The Worldscap Mountains (the highest in all Ansalon) in the north are relatively unexplored, though rumored to have lush, impenetrable forests.

Kothas: Just south of Mithas is the island of Kothas. Minotaurs and pirates rule this land. Kothas has sparse vegetation and no volcanoes. Most of the isle's population dwells in the capital city of Kalpethis (Large City, 17,095) and along the coast.

Mithas: Just south of Karthay is Mithas, which is the home of the minotaurs. Mithas is a volcanic island with four active volcanoes that overlook scrub plains. The capital is Lacynos (Large City, 20,457)—or "Nethosak" in Kothian—which lies shielded from the Blood Sea by the Horned Bay.

Saifhum: Saifhum is rugged but cultivated. Small stands of trees and a few streams can be found. The mariners who settled here have constructed waterwheels and windmills, as well as sail-driven wagons that ride wooden rails upon the cobblestone streets. The isle has many rocky hills that grow stunted vegetation, but has almost no native creatures. The most prominent site on this isle is the mariner settlement of Sea Reach (Large City, 18,500).

Important Sites

The Blood Sea itself is the most important site in this region. The blood-red water is all that remains of the once mighty nation of Istar. Once the terrifying Maelstrom raged at its center, but the waters have remained free of its influence since the end of the Chaos War.

Eye of the Bull: The Eye of the Bull is the strait between Kothas and Mithas. Cliffs on the Mithas side reflect the incoming waves, making the waters particularly rough. Calmer-appearing waters near Kothas hide currents and the lairs of sea hags.

Winston's Tower: Karthay's most prominent ruin is a 130-foot-tall monolith that once served as a beacon for travelers across Istar. It's now abandoned and rumors claim it to be cursed.

Regional History

Before the first Cataclysm, the region where the Blood Sea Isles now stand was in the heart of the Empire of Istar. After the Cataclysm, former slaves and indentured criminals found themselves free and living on islands in the newly formed Blood Sea. The terrible Maelstrom kept the isles somewhat isolated for centuries, but in recent decades the waters have calmed and movement through the Blood Sea is unhindered.

Most recently, a large minotaur fleet from Mithas sailed to the elven nation of Silvanesti. A deal with the Dark Knights was made and the initial invasion was successful. The minotaurs left behind on both isles are hungry for conquest.

Estwilde

Capital: None
Population: Humans (Lor-Tai tribesmen, Lahutian cannibals, Mountain barbarians), goblins, ogres, giants, centaurs, hill dwarves
Government: Tribal
Languages: Common, Estwilde (mountain barbarians), Goblin, Ogre
Trade: Foodstuffs, goat-derived products
Alignment: NE (Mountain barbarians); NG (Lor-Tai tribesmen)

Estwilde once occupied the broad, hilly basin between the Daargard Mountains and the northeastern Khalkists. Early in the Age of Mortals, three dragons seized much of Estwilde's territory: a red called Fenalysten (a.k.a. Cinder, CE male red great wyrm) took part of Estwilde and the Throtl Gap; a green known as Lorrinar (a.k.a. Fume, LE male green great wyrm) took the northeastern forest; and a black called Mohrlex (a.k.a. Pitch, CE male black wyrm) seized Nordmaar's southern swamp. Estwilde consists of dry grasslands, rugged foothills, pine forests, and high mountains. In the north lie the woods of Lahue and the Astivar Mountains, while the New Sea lies to the south.

Life and Society

The people of Estwilde are a rugged, surly lot. Fiercely independent and territorial, they are wary of outsiders, especially those hailing from Solamnia. They are united by their perceived enemies and not by a common goal or culture.

The Lor-Tai tribesmen are the least suspicious of the folk here, but they have too many taboos to deal with outsiders easily. Most members of this tribe speak only their own language or don't speak when outsiders are present, and live a nomadic hunter-gatherer lifestyle. When they find a spot they like, they set the tents and build the ritual fire. Sometimes they stay as long as a month, or sometimes as little as a day, but they always move on.

The Lahutians are a short, stocky race of nomadic humans who have pink skin covered with fine, blond hair. They wear grass and silver necklaces decorated with human finger joints. The Lahutians do welcome outsiders–onto their plates. They use a poison derived from sundew sap (DC 14 Injury, initial damage 1d4 temporary Str, secondary damage 1d6 temporary Str) to weaken their prey before moving in for the kill. They are always hungry and fight savagely.

The so-called "mountain barbarians" are typically surly and treacherous humans who habitually traffic with the goblin races, ogres, and other (usually unsavory) visitors that wander down from the Khalkists. These disparate and selfish people despise and fear the strong-hearted Solamnics to the west. They distrust outsiders and perform little trade. Their cheeses, beef, goat meat, grains, and spices are inferior and are consumed locally. Most lack the imagination to believe they need more than what their squalid lives offer.

Brigands and bandits make the main contact with the outside world, plaguing caravan routes (as much as they dare under the eyes of the three great dragons of the region) between Nordmaar and Solamnia.

Major Geographical Features

A hard land for hard people, Estwilde is mostly a land of foothills and rugged plains. The terrain is varied and includes the Darken Swamps.

Estwilde was divided into three parts before the Chaos War, but now only Qualmish (North Shore) is considered to belong to Lemish, since the dragons Fenalysten grabbed the southern hills and Lorrinar seized the Woods of Lahue and the Astivar Mountains.

Astivar Mountains: This small mountain range is ogre territory. Most of the ogres and giants who live here pay tribute to Lorrinar for the privilege. The mountains are barren and high and are impassable except for a few narrow, tortuous passes. They form the eastern border of Lorrinar's realm.

The Woods of Lahue: The "woods" are actually a dense forest composed of a variety of trees and vegetation. Ferns and shrubs cover the forest floor, while huge trees tower 200 feet into the air. Some areas are so thick with vegetation that sunlight never reaches the ground. The dragon Lorrinar has hunted most of the large animals out of the forest.

Important Sites

Northern Estwilde is dry and barren and has sparse pasturelands suitable for small herds of goats and cows. There are also a few areas of rolling hills and woodlands of pine or birch, as well as two streams, Bluestone Brook and Cobbler's Brook. The few organized communities are too small to have formal names.

Dragon's Graveyard: This fabulous place is said to be the resting-place of all dragons. Legends speak of mountains of treasure, including fantastically powerful artifacts guarded by powerful magic and unknown defenders. Estwilders have a lot of legends about the Graveyard, but no one in recent history has been able to find it or open the magical gateway to reach it. Rumors point to its location near Qualmish.

The Loam: The strange loam of the region has beneficial healing properties. (Any living creatures who spend more than 24 hours in contact with it will have their natural healing rate doubled for that period.) One week after being removed from the earth, the loam loses all of its beneficial healing properties. Followers of Mishakal believe that she cried during the first Cataclysm and that her tears formed the area known as the Loam.

Goodlund (The Desolation)

Capital: None
Population: Barbaric humans, kender, ogres, goblins, draconians, sligs
Government: Tribal
Languages: Common, Goblin, Kenderspeak, Ogre, Slig
Trade: Raw ore, jewels, artifacts
Alignment: CG, NG, N, NE, CE

The once mild region of Goodlund suffered greatly from attacks by the dragon overlord Malystryx. The dragon destroyed the villages of the Plainsmen dwelling in the Dairly Plains and used magic even more potent than that of the other overlords to corrupt the surrounding lands. Her magic laid waste to the forest of the kender and spread destruction as far as the Bay of Balifor

North Keep
Nordmaar
The Great Moor
Valkinord
Endscape
Miremier
Razor's Edge
Kern
Troubled Waters
Worldscap Mountains
Karthay
Tailyon
Land Ho
Silent Plains
Winston's Tower
Northern Courrain Ocean
False Refuge
Saifhum
Sea Reach
Blood Cup
Mantle
Solsas
Horned Bay
Lacynos
Mithas
Alphens
Argon's Chain
Meitol
Firewater
Eye of the Bull
Shiv
Kalpethis
Cuda
Kothas
Pirate's Run
Eastern Courrain Ocean
Blood Sea of Istar
Kernen
Death's Teeth
The Crown
Misty Isle
The Neck
Choppy Waters
Claren Elian
Rugged Coast
Vale of Vipers
Ogrebond
Ogrelands
Blood Bay
Somber Coast
The Hollowlands
Heartsblood
Churning Reach
Norreach
Lifesbreath
Gullet
Northern Dairly Plains
Edgewater
Boilers Bay
Flotsam
Peak of Malys
The Ruins
Kendermore
Springfalls
Willow River
Wendlewrithing River
Windspipe Cove
Khurman Sea
The Balifor
Bristle River
The Desolation
Port Balifor
Thunderhead
The Maw
Southern Dairly Plains
Restless Waters
Habbakuk's Necklace
Bay of Balifor
Silvanesti
Southern Courrain Ocean
N
Legend
Woodlands
Marsh/Swamps
Mountains
Desert
Plains
Capital
City or Fortress
Town or Village
Tower
Ruin
River
Volcano
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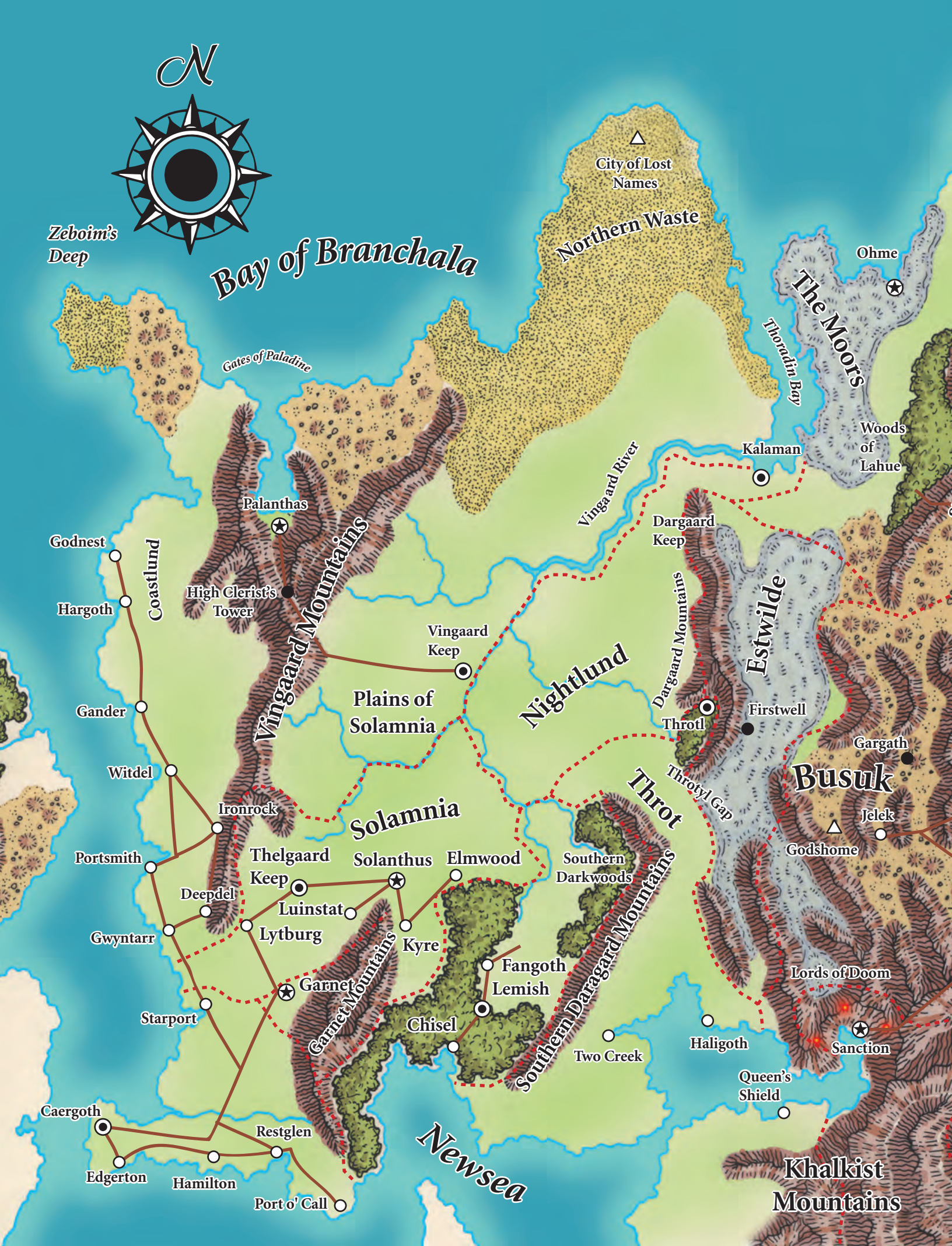
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Zeboim's Deep
Bay of Branchala
City of Lost Names
Northern Waste
Ohme
The Moors
Thoradin Bay
Gates of Paladine
Woods of Lahue
Kalaman
Vingaard River
Palanthas
Dargaard Keep
Godnest
Coastlund
Vingaard Mountains
High Clerist's Tower
Hargoth
Vingaard Keep
Dargaard Mountains
Estwilde
Nightlund
Plains of Solamnia
Gander
Throtl
Firstwell
Gargath
Witdel
Throtyl Gap
Busuk
Throt
Ironrock
Solamnia
Jelek
Godshome
Portsmith
Thelgaard Keep
Solanthus
Elmwood
Southern Darkwoods
Deepdel
Luinstat
Lytburg
Gwyntarr
Kyre
Garnet Mountains
Fangoth
Lemish
Lords of Doom
Garnet
Starport
Chisel
Southern Daragard Mountains
Haligoth
Sanction
Two Creek
Queen's Shield
Caergoth
Restglen
Newsea
Edgerton
Hamilton
Port o' Call
Khalkist Mountains

Legend
Woodlands
Marsh/Swamps
Mountains
Volcano
Desert
Badlands
Plains
Border
Capital
City or Fortress
Town or Village
Tower
Ruin
Roads
River
North Keep
Last Coast
Nordmaar
Wulfgar
Endscape
Jennison
Mem
Valkinord
The Great Moors
Miremier
Astivar Mountains
Teyr
Dragon's Point
Robann
Clocktower
Samekh
Hag's Dirk
Razor's Edge
Nol
Hangman Harbor
Styx
Taman
Kern
Bloodspring
Ariakan's Rest
Strath
Kernen
Death's Teeth
Gutrip
Ogerbond
Vale of Vipers
Neraka
Kortal
Delphon
Alek-Khan
Khur
Kuri-Khan
Thoradin
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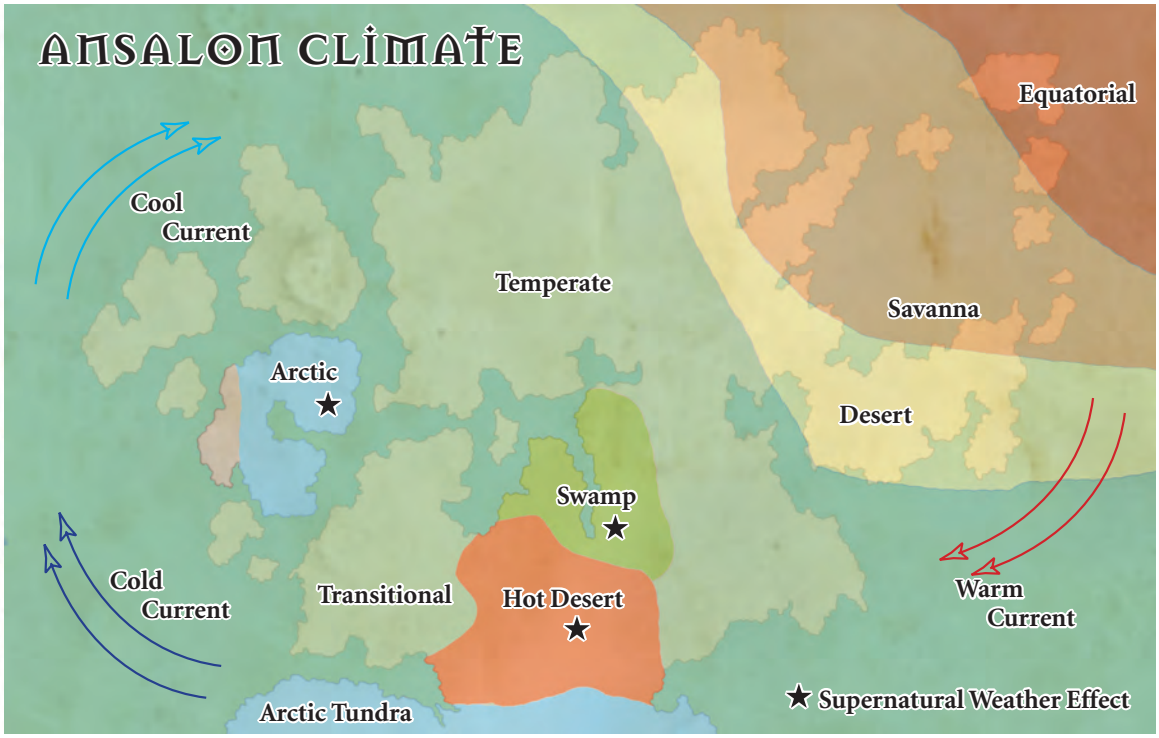


and Kern. The entire region is now a wasteland known as The Desolation.

Life and Society

The only civilizations now remaining are those Plainsmen who were able to adapt to the harsh life of The Desolation, and small groups of afflicted kender who have chosen to fight for their homeland against the deadly creatures of area.

Following Malystryx's death, some people are slowly returning to their former homeland, especially since word has spread that the magical destruction caused by some of the dragon overlords has started to reverse itself now that they are dead. This doesn't seem to be happening in The Desolation, however, and the wise are puzzled as to why this land should be different.

Major Geographical Features

The rugged spine of mountains called the Goodlund Range extends through the middle of The Desolation and stands among the highest elevations in all of Ansalon. Earthquakes and volcanic eruptions continually cause small changes to the local landscape. Some hoped these would calm after the great dragon's death, but there are no signs yet of this happening.

Burning Sands: North of the Dairly Plains, the Burning Sands region is a vast desert filled with lava and tar pits. Steam vents burst throughout the area and ash fills the air. Noxious gases expelled from vents along the ground can prove deadly. Lava spewed from some vents may also claim unwary travelers.

Goblin Catacombs: Beneath The Desolation lie the ruins of the goblin catacombs. Sections of the catacombs are caved-in and infested with desolation creatures. Groups of afflicted kender travel the tunnels to move across the wasteland.

Peak of Malystryx: In the heart of the Goodlund Range stands an immense mountain ringed by active volcanoes. Hot magma flows and treacherous rockslides make travel to this mountain extremely dangerous. At the top of this peak stand the ruins of a former Tower of High Sorcery (once called "the Ruins" by the kender who used to live in this region before Malystryx drove them off). Some believe that Malystryx used the residual magic left behind in these ruins to work her destruction, and that is why the land isn't returning to normal following her death.

Sea of Cinders: The sands of the Laughing Lands have been scorched and transformed into a fine black ash. Traveling this land is extremely hazardous, since the black sand clogs the eyes, ears, nose, and throat of any living creature. Dust devils and thunderstorms with black rain plague the region. The scoured bones of hundreds of headless dragon skeletons–victims of Malystryx–lay half buried in the black sands.

Important Sites

Many of the sites made famous during the Age of Despair have either been completely destroyed or made unrecognizable by Malystryx's desolation. Now there are too few people willing to even enter this region to identify important sites.

Charred (Hamlet, 357): To the south of the Peak of Malystryx in the ruins of an ancient city

once known as Talin dwell a clan of afflicted kender. The city was blackened and scorched by Malystryx and thus came by its name. Deep beneath the city are dungeons, secret passages, and paths to the goblin catacombs. The afflicted kender use this as base of operations for strikes against the desolation forces.

Khotaa (Small Town, 1,918): The Khotai are the only humans to live in The Desolation and are the remnants of the Plainsmen who chose to remain after Malystryx destroyed their homes and families. Khotaa is the largest of the barbarian settlements in this region.

Regional History

Goodlund was once the most pleasant land in the east, according to those who still remember it fondly. After being mostly unaffected by the second Cataclysm, it was not long before the dragon Malystryx came. She drove out the kender of the Kenderwood, and attacked the Plainsmen who dwelt along the Dairly Plains. Her magic changed the land into a wasteland that few dare to enter.

Malystryx is dead, but her red dragon underlings still roam the area, and the land is no less deadly for her absence.

Hylo

Capital: Hylo
Population: Kender, humans, goblins, ogres
Government: Oligarchy (extremely democratic)
Languages: Common, Goblin, Kenderspeak, Ogre
Trade: Timber, wooden carvings, professional finders, ebony, flint, raw gems, spices, medicinal herbs
Alignment: NG, N, CG, CN

Hylo, also known as "Kenderhome," is located in the forested northeastern region of the island of Northern Ergoth. The kender lands are well-protected, being bordered by a vast range of mountains to the west, the Straits of Algoni to the east, empty wastelands to the north, and the inhospitable deserts of Ker-Manth to the south.

Life and Society

For four hundred years, the kender of Hylo have lived a relatively trouble-free existence. Since the first Cataclysm cut them off from the rest of the continent, they have had the forest of Northern Ergoth all to themselves. The Age of Mortals caused this to change when the destruction of Kendermore in the east led to a great migration of afflicted kender into the region. Since then, the differences between afflicted kender and those native to Hylo have caused tension and strife.

Major Geographical Features

Kenderhome is well guarded. The Straits of Algoni stand to the east, while the friendly nation of Solamnia and a vast range of mountains abuts the nation to the west. The lands south of Kenderhome are an inhospitable desert, and the lands north of it are empty wastes.

Gobwatch

Sentinel Mountain Range: The mountain range has always protected Hylo's western borders; it also protects the inhabitants of Ergoth from a steady stream of kender wanderers.

Important Sites

The kender nation was once larger and had additional cities, but the Cataclysm destroyed the other cities in the area and made the wilderness village of Hylo into a port town.

Gobwatch (Thorp, 75): Gobwatch is the only settlement constructed solely by afflicted kender. It is a squat, yet imposing, stone fortress built on the border of Kenderhome and Sikk'et Hul to defend Kenderhome from the intrusion of goblins. For the last decade, kender of Gobwatch have taken it upon themselves to make preemptive strikes on the goblins.

Hidal (Village, 437): The village of Hidal is located near an extensive cave system, which is thought to be the ancient home of the huldrefolk. The native kender of Hylo have always enjoyed exploring the caves, but since the Kender Flight, the town of Hidal has attracted a large number of afflicted kender who find that the cave system is easy to defend and is safe from aerial attacks. The afflicted kender now outnumber the natives three to one.

Hylo (Large City, 19,563): Hylo is the capital of Kenderhome and is the largest kender city in existence. The arrival of afflicted kender following the Kender Flight has swelled the population of this city and has created civil unrest as the true kender and afflicted kender try to live together. The kender of Hylo are led by an afflicted kender known as Belladonna (N female afflicted kender Ftr3/Rog8), who constantly works to convince the native kender of Hylo of the value in military drills, fortified defenses, and other activities in preparation of possible invasion.

Legup (Village, 745): Situated on the only pass leading from Kenderhome to the Empire of Ergoth, the settlement of Legup is placed in a strategic position. Because of this location, the afflicted kender who moved here tried to seize control of the pass. The native kender fought back and thwarted their attempt. Both sides finally made amends and Legup is currently the only settlement where afflicted and native kender reside peacefully.

Lemon (Large Town, 4,748): With the arrival of the afflicted kender, the port town of Lemon went through drastic changes. The kender began charging import and export tariffs that have caused problems with the merchants who trade for lumber to the north. An afflicted kender named Nikki Firestopper (N female afflicted kender Rog4) has hired a band of gnomes to construct a new warship in Lemon harbor; she intends to use this ship to help the nation of Hylo defend itself at sea.

Lookit (Small City, 11,076): Lookit, the second largest city in the region, is a beautiful tree-city built at the base of a three-tiered waterfall. No afflicted kender are known to dwell here, since they find the area far too vulnerable to attack. But afflicted kender make up the majority of visitors to the awe-inspiring falls, which remind them of the beauty of the homeland they lost.

Ocean Town (Village, 533): Ocean Town is a village of long unused wharfs that jut out from the base of the Sentinel mountain range and extend over dry land. Afflicted kender have been building homes beneath the piers and covering them with brush to hide them from sight. Ocean Town is still best known for its odd placement of docks and fishing boats on the side of a mountain.

Rabbitslayer

Rabbitslayer is the name granted to the dagger used by the famous (or infamous?) kender, Tasslehoff Burrfoot. Tasslehoff claimed that he discovered the dagger in the ruins of Xak Tsaroth. It came to be known as *Rabbitslayer* when Tasslehoff was told that the knife would only be of use if there were an attack by ferocious rabbits. The knife proved itself to be far more useful on more than one occasion, especially when Tasslehoff used it against Chaos himself.

Rabbitslayer is a *+4 dagger* that always returns to its wielder within 1d20 hours of it being lost or stolen. If it is given to another person, however, the dagger bonds with the new wielder and will stay with that person until it is once more given away.

Moderate conjuration and divination; CL 7th; Craft Magic Arms and Armor, *dimension door*, *locate creature*, creator must be 12th level; Price 37,302 stl; Cost to Create 18,802 stl + 1,480 XP.

Glasses of Arcanist

These rare magical lenses are set in solid platinum frames and are usually sized to fit more slender races such as kender and elves. They enable the wearer to read any written word and perfectly translate the language into an understandable format. Even magical writings can be read using these glasses, though understanding does not necessarily imply spell use. These glasses only translate written languages; they do not convey the ability to speak or understand spoken tongues.

Faint divination; CL 5th; Craft Wondrous Item, *comprehend languages*, *read magic*; Price 8,300 stl.

Thisway (Village, 649): Thisway is located west of Gobwatch on the borders of the goblin lands. The true kender who live here are constantly at odds with the afflicted kender of Gobwatch.

The Tower (Hamlet, 300): The tower is a mysterious obsidian structure located across the Bay of Monsters from the settlement of Hylo and northwest of the fortress of Gobwatch. Its population is mostly made up of native kender. The tales of the tower's origin vary, but they all agree it contains the spirit of a powerful magic-user who is the best friend the kender of Hylo have ever known. (Some even claim it's the wizard Magius, who is bound by a curse that will be lifted only if someone brings his equally famous staff to him.) The spirit has become an oracle to the kender and warns them of imminent disasters. The kender who live in and near the tower protect it from would-be looters (all the while exploring and admiring items within to their hearts' content).

All kender believe that a spirit living in the tower serves to warn them of imminent danger.

Regional History

Legend states that this region was founded by a group of kender who "borrowed" a flying castle sometime during the Age of Dreams. Regardless of their origin, the kender have thrived here. The Cataclysm caused much damage and loss of life to the kender of Hylo, but ultimately it created natural barriers to protect their nation. For hundreds of years, there was relative peace and prosperity.

The kender flight changed all that. Too goodhearted to turn their afflicted brethren away, the native kender of Hylo had no idea that the Goodlund kender would create social conflict and disrupt the traditional ideals of kender life. Native kender to this day can't understand the afflicted kender, and many openly suspect that they are somehow cursed.

Icereach

Capital: None
Population: Humans (Ice Folk), thanoi, draconians, white dragons
Government: City-state (Tarsis); tribal (plains); totalitarian (glacial)
Languages: Common (Ice barbarian), Kharolian, Thanoi
Trade: Furs, meat, blubber, ice (Ice barbarians); hooks, harpoon heads, iceboat blades (Tarsis)
Alignment: LG (Ice Folk); N (Tarsis); LE (thanoi)

The frozen landscape of Icereach is mostly unknown and unexplored. The frigid climate, combined with the abundance of predators and the presence of the savage thanoi, prevent exploration. Located south of Zeriak in the Plains of Dust, Icereach continues southward beyond the scope of most Ansalonian cartographers and extends far west into the Sirrion Sea.

Life and Society

Twin white dragons share control of the region and have made themselves overlords of Icereach. Cryonisis (a.k.a. Ice, CE female white wyrm) has taken the western glacier, and Frisindia (a.k.a. Freeze, CE female white wyrm) has taken the eastern half of the realm. The draconians who follow the whites control most of the realm's meager resources, and the thanoi and Ice Folk fight for whatever remains.

The Ice Folk (Ice barbarians) do some trade with their northern neighbors. The thanoi, or walrus-men, are self-sufficient and have no need or desire to trade with their human neighbors.

Major Geographical Features

Icereach has become colder and more treacherous than it was before the second Cataclysm. Frost wights now hunt in the frigid wastes, and the very terrain has been expanded and altered, which has destroyed or obscured old landmarks.

Burning Ice: Extending into the Plains of Dust, this deadly, shimmering ice floe radiates unnatural cold that sears the flesh of any who touch it. (Living creatures who come into direct contact with the burning ice take 1 point of cold damage per round of contact.) The burning ice is home to a horde of frost wights, making this one of the most dangerous areas of Icereach.

Ice Mountain Bay: This bay is now almost always frozen due to the changes that happened during the Age of Mortals.

Important Sites

Year round, the Icewall Glacier is blanketed in chill air and fierce blizzards. In the winter, the sun barely emerges, rolling like a cool ember across the northern horizon. Even then, snow storms and blizzards often obscure it. The folk here have grown accustomed to the cold and darkness, but visitors report a creeping melancholy that compels them to seek out the wastes to "get a breath of air." The ice most often claims them.

Frozen Past: This ancient huldrefolk city is perfectly preserved by the ice and is believed to be cursed. A giant portal called the Frozen Past Arch is reputed to lead to another huldrefolk city (or to a great treasure, depending on the talespinner), but no one in recent memory has been able to open it.

Icewall Castle: Once ruled by the dark elf Dragon Highlord during the War of the Lance,

Icewall Castle is now completely encased in the glacier, which was the result of the dragons' breath weapons. Both Cryonisis and Frisindia keep their few possessions here, including dragon skulls for their unfinished *skull totems*. A garrison of more than one hundred veteran sivak draconians, as well as several dozen thanoi who serve as more expendable troops, guard the castle. A massive sivak named Franatik (LE male sivak draconian Rgr11) leads them.

Regional History

Before the Summer of Chaos, three races vied for control of the meager existence afforded by the frozen Icereach tundra. The good-aligned humans–remnants of the pre-Cataclysmic settlements that occupied the region before the glacier was formed–have coalesced into the tribe known as the Ice Folk. They have been in perpetual conflict with the savage thanoi. This endless war was thrown into chaos after the dragon purge with the arrival of Cryonisis and Frisindia. The twin white dragons killed Sleet (the white dragon who once dominated the region) and seized control of the Icewall.

Kharolis

Capital: Alsip
Population: Humans, Neidar dwarves, ogres
Government: Dictatorship (Knights of Neraka); semi-independent tribal communities (ogres)
Languages: Common, Dwarven, Kharolian, Nerakese, Ogre
Trade: Grain, lumber (cedar and oak mostly), tobacco, weapons (Kharolis); coinage, horses, beasts of burden (Jelek)
Alignment: LE, CE, CG

Kharolis, a land transformed by the former dragon overlord Beryllinthranox, is now in transition following the green dragon's death. Dark Knights, ogres, and goblins make this an especially dangerous region for travelers.

Life and Society

Skirmishes with the thanoi to the south occur less frequently than before the Dark Knight occupation. Agricultural production has been reduced since the magical forests took over the farmland and forced many farmers and settlers to move south. Most of the goods that are created get sent to the knights' headquarters at Jelek in exchange for coinage.

After the death of Beryllinthranox, the Dark Knights that were placed in charge of Kharolis continued to administer the land. This may change now with the downfall of Mina and the return of the deities.

The knights allow small gangs of ogres to remain in the southern regions, since they are accustomed to the cold and can quickly repulse thanoi incursions. What the knights don't know is that the ogres have made an alliance with the walrus-men. The two races have signed a pact of blood to overthrow the Dark Knights and to take over Kharolis. Some human revolutionaries are said to be secretly in league with these forces of evil. It's rumored that the revolutionaries will use the thanoi and ogres to defeat the knight, and then will turn on their allies.

Major Geographical Features

Once, thick forests sprung up in this region and for years spread south faster than could be believed. While the trees still live, the magical force that sustained and multiplied them is now gone.

Firecrab Hills: Despite its ghastly history, this range of hills has remained calm and peaceful since the Summer of Chaos. People refuse to visit these parts, but the knights have established a small outpost to take advantage of the high ground.

Frozen Hills: A misnomer in the present time, this territory used to be covered with tundra. The Waw and Vash fortresses once marked the realm of the Ice Folk, but they now stand abandoned.

Important Sites

Many of the former landmarks, buildings, and ruins are completely hidden under a blanket of vegetation, or within uncharted forest, and wait to be rediscovered.

Alsip (Large Town, 3,869): Alsip is known as the port town closest to the Forest of Wayreth. Most of the homes and shops are built primarily of wattle and daub and are supported by pitch-stained beams. Flower boxes adorn every window. When the Dark Knights first invaded Kharolis, they settled their largest force here. At first they encountered resistance, but after several public executions, order was reestablished. The Dark Knights continue to allow ships from other nations to trade and exchange goods here, though the knights impose a heavy tax on all transactions and confiscate the goods if any merchant decides to try to bargain with them. As a result, many traders have resorted to bartering instead of using coinage to fool the port overseer.

Windkeep (Village, 481): Windkeep is a small village that has long stood on the Windsrun River. It's now one of the many outposts used by Thorn Knights in their mission to find the Tower of Wayreth. After the death of the dragon overlord Beryllinthranox, this fortress became the knights' first line of defense against the growing goblin menace in southern Qualinesti. These

goblins appear to have no love for any of another race, not even those who once served on the same side.

Regional History

The Age of Mortals has greatly changed Kharolis. The magic of the green dragon overlord Beryllinthranox transformed the land south of the Windsrun River from tundra to temperate woodland. The walrus-men and ice bears fled farther south to their original homelands, leaving the area to the humans who were supported by ogre bands under the flag of the Knights of Takhisis. The residents of Kharolis cheered this invading army at first, but they have since learned to despise and oppose the repressive regime.

The elves who once controlled the southern border of Qualinesti have fled the land. They were driven out or slain by an enormous and well-disciplined force of goblins, who seem to have sprung up from nowhere. Kharolians thinking to flee the tyranny of the Dark Knights by traveling to this land are having second thoughts.

Khur

Capital: Khuri-Khan
Population: Nomads (desert), goblins, ogres
Government: Independent khanates
Languages: Dwarven, Goblin, Khur, Nerakese, Ogre
Trade: Horses, leather goods, diamonds, glasswork, spices, oil, artifacts
Alignment: LE, LN

The Age of Mortals has been one of struggle, sacrifice, and strife for Khur. The region has emerged from the Desolation of Malystryx with a surge of renewal and fierce pride. Khur's desert warriors, known for both their reverence of beauty and their militant nature, are returning from exile and regrouping after decades of being under the baleful eye of the Red Marauder. Tribes are renewing old alliances, and once again there is talk of the wandering star–the leader who will unite the seven clans as one.

Life and Society

The seven tribes in Khur–the Fin-Maskar, Hachakee, Khur, Mayakhur, Mikku, Tondoon, and Weya-Lu–are ruled by a single khan. The majority of the desert tribes live a nomadic life in caravans, tent-cities, and camps. Some live in cities built into the sides of foothills and valleys, or in the remnants of green dragonarmy fortresses. They are a suspicious, honorable, and enduring people.

Major Geographical Features

Khur surrounds the Khurman Sea on three sides and shares borders with Balifor, Neraka, Thoradin, and the Khalkists, as well as the northernmost border of Silvanesti. In the north, rugged highlands and craggy mountain savannas slope toward the Khurman Sea and end in steep cliffs. Southern and western Khur consists of trackless desert broken by mountainous ridges and the occasional oasis. Even in the coldest part of the year, Khur is dry and warm. In the summer, Khur becomes a sweltering, blistering desert.

Burning Lands: Located in the midst of the Mikku khanate in the southern reaches of Khur, the Burning Lands are a vast saltpan desert devoid of water or plant life. The sun glares off sheets of crystallized salt. At night the air is still and cold. Strange creatures that thrive in such harsh conditions make their homes here, and there are rumors of hidden underground ruins dating back to the reign of the Kingpriest.

Important Sites

Khur is a land of vast deserts and impenetrable wastes, even more so since Malystryx ruined the fragile ecosystem around the Khurman Sea and fouled the waters of the Bay of Balifor. A side effect of these climactic changes has been the discovery of hundreds of ancient Istarian objects on the shores of Khur.

Delphon (Large City, 18,751): Delphon, a city in the territory of the Weya-Lu, is an interesting mix of native tribesmen and the second- and third-generation descendents of mercenaries, soldiers, and officers from the green dragonarmy. A Weya-Lu named Kasimir di Kyre (NG male human Rgr9), the grandson of a hero of the War of the Lance, has recently taken power over the city of Delphon with popular approval from both the natives and the descendants of the westerners.

Khuri-Khan (Large City, 22,424): The capital city of Khuri-Khan was once one of the most magnificent cities in eastern Ansalon. During the War of the Lance, Khuri-Khan was seized by green dragonarmy troops. The city was sacked repeatedly, and little remains of its former greatness. Still, it is home to bustling marketplaces and bazaars, exotic shrines, and temples to Khurish aspects of the gods.

Kortal (Village, 868): The village was once a central point of occupancy for the green dragonarmy during the War of the Lance. The Knights of Neraka more recently occupied Kortal. The village is currently held by the Khurish khan, who has difficult work ahead maintaining the fragile alliances between the formerly warring tribes.

Regional History

The native peoples of Khur often call the Cataclysm "the Drowning," for great floods swallowed up many of the tribes and much of their ancestral land. While the survivors worked to rebuild their lives, a great leader named Keja rose up and unified all the remaining tribes. The unification didn't last long beyond his death, and each of his sons became ruler of one of the seven current tribes in the Khur region, which is named after the largest of the contemporary tribes.

Dragon Highlord Ariakas wished to bring the fierce and savage Khur to the side of the dragonarmies during the War of the Lance. Some tribes allied with Evil, while others remained independent, but all of them suffered until a young Solamnic Knight named Morgan di Kyre arrived and helped them wage guerilla warfare against their foes. The hero of the seven tribes was proclaimed "the Deliverer," and both the knight's son and grandson have distinguished themselves carrying his surname.

Neraka

Capital: Jelek
Population: Humans (civilized and nomadic), ogres, hobgoblins, draconians
Government: Dictatorship (knights); Tribal
Languages: Dwarven, Goblin, Khur, Lemish, Nerakese, Nordmaarian, Ogre, Solamnic
Trade: Slaves, obsidian, lime, mercenaries, smuggled goods, llamas, wool
Alignment: LE, LN

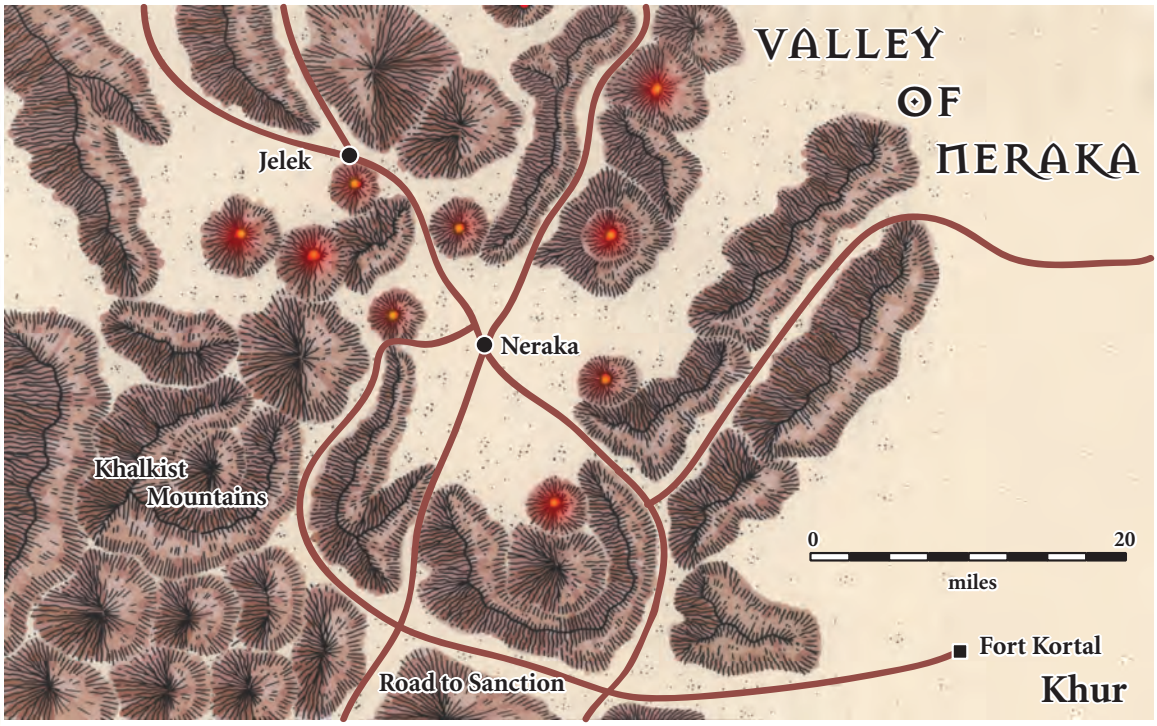
Once the center of all that was dark and evil on Krynn, the region known as Neraka has ascended into prominence and importance in the years after the Chaos War and the Council of Last Heroes. As the headquarters of the Knights of Neraka, the region prospered with the troops and money entering the area. After the events of the War of Souls and the downfall of Mina, the Knights of Neraka were greatly weakened and the region that is their namesake has an uncertain future.

Life and Society

The Knights of Takhisis once dominated the people of this region. The human, hobgoblin, and ogre tribes of Neraka have grown accustomed to living out their lives under whatever side claims rulership. Settlements dot the region, while the highest concentration of people reside in the City of Neraka and the towns of Jelek and Telvan. Surrounded on all sides by potentially hostile forces such as the draconian nation of Teyr and the desert warriors of Khur, the region is cut off from most trade and survives purely by smuggling, illicit deals, and the fortune of rogue traders. Many of the inhabitants of Neraka are now looking south to Sanction and its role in the future of their region.

Major Geographical Features

In the north, Neraka is rocky and marked by basalt ridges covered in dry brush or pine. Grassy plains are common, though the soil is poor. In the south, volcanoes spew flame and smoke high into the air, which sometimes blocks out the sun. The plains of Neraka appear flat and featureless at first glance, but are lined with cracks and fissures that



spray steam and smoke from beneath the surface. The region borders the dwarven lands of Thoradin and the ogre nation of Blöde to the south, the deserts of Khur to the east, and the regions of Estwilde and Nordmaar to the far north.

Valley of Neraka: Called Gamashinock, or "Song of Death," by the dwarves since the end of the War of the Lance, the valley is a haunted place. Black shards of the former Temple of the Dark Queen dot the landscape and look like immense black crystals jutting up from the sand. According to fablespinners, the valley is where Mina emerged from the storm to lead the Dark Knights during the War of Souls.

Important Sites

The Knights of Takhisis took hold of this region after their invasion of Ansalon during the Summer of Chaos. They worked to expand their holdings and the borders of Neraka itself, eventually calling themselves the Knights of Neraka and dropping the name of the goddess who had abandoned them.

City of Neraka (Small City, 5,808): The original city of Neraka was built around the corrupted remnant of the Temple of Istar in the northern end of the Valley of Neraka. After the Temple exploded at the end of the War of the Lance, the ruins went abandoned for years until the Dark Knights reclaimed it. The chilling echoes of evil and death were too much for the knights to handle, however, and they were forced to move the city to the southern end of the valley. The city is a shadow of its predecessor and, after being stripped of its importance and wealth by Targonne, has become a haven for smugglers, thieves, mercenaries, and corrupt former officials.

Godshome: Godshome is a bowl-shaped depression in a mountaintop in the central Khalkists that is a mystic site of clearly celestial origin. At its center is a polished circular pool of black rock that reflects the night sky, even in broad daylight.

Godshome has remained a mystical and mysterious place even after the Summer of Chaos. Those few who visited it following the Chaos War (and who lived to tell their stories), claimed that they were driven away by an overwhelming sense of evil and dark power that not even the fiercest, most savage ogre could face. Many now believe that it was here in Godshome that Takhisis resided until she regained her power.

With the return of the deities, Godshome once more reflects the constellations in its dark pool, though the stars show the new arrangements. The constellations of Paladine and Takhisis are now gone.

Jelek (Large Town, 4,690): Jelek is a squalid gray town on the dusty plains of Neraka. The town's roads are particularly muddy. Once an outpost of the dragonarmies, Jelek's fortunes rose with those of the Dark Knights and other unscrupulous local leaders. As the birthplace of Morham Targonne, the Lord of Night who had Mirielle Abrena assassinated, Jelek was a natural choice as a new political center for the knights. It has now grown substantially and benefited from the late Targonne's favors, although with the death of Targonne and the decline of the knighthood, Jelek's lucky days are numbered.

Tower of Gargath: The tower is the site of the famous castle of the wizard Gargath. It was also the temporary home of the Graygem and the reputed birthplace of the dwarf and kender races. Rumor has it that the ancient tower, which is surrounded by a small settlement of mixed races, moves from place to place within the Khalkist Mountains as a side effect of the chaos of the Graygem. Even if these legends are false, the tower is well-hidden and rarely visited.

Regional History

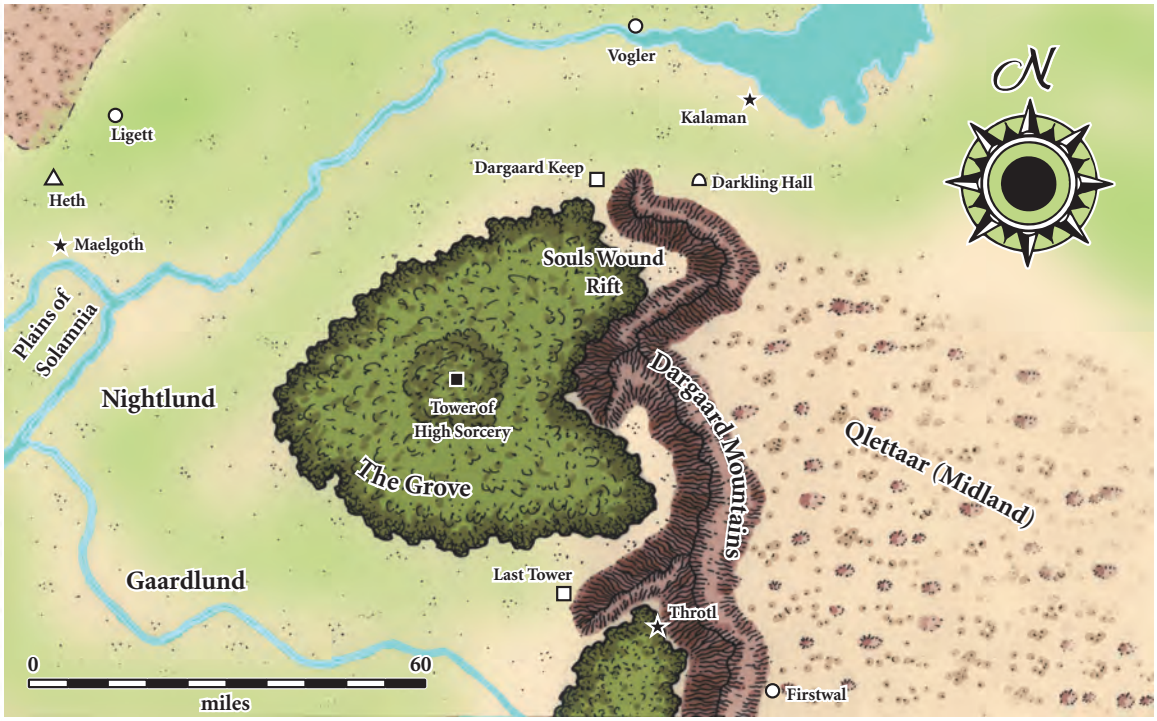
The city of Neraka arose over one hundred years after the Cataclysm when Takhisis planted the Foundation Stone of the Kingpriest's temple in a remote glade. By patient magic, the cornerstone grew into a new temple–the twisted Temple of Darkness where Takhisis mustered and rallied her servants. The city around the temple grew up only to serve the Dark Queen and her minions. When travelers discovered the city, they mistook it for the Lost City of Neraka, which was a mountain city destroyed by the Cataclysm. Those who escaped Takhisis's minions spread news of the city of "Neraka." The Dark Queen had no objection to this name, and so word was spread.

Neraka was almost completely abandoned after the final defeat of the dragonarmies, only to be reclaimed a generation later during the Summer of Chaos. The Knights of Takhisis sought to reclaim the land as theirs by right and made it their base of power on Ansalon. Eventually, they took the region's name for themselves.

Nightlund

Capital: None
Population: Civilized humans, draconians, undead
Government: Republic (Kalaman)
Languages: Common, Solamnic
Trade: Ships
Alignment: NG, CG, LE

Once only a sparse area covered in eternal twilight and gloom, Nightlund has expanded in size since the Chaos War. Its boundaries reach north to Kalaman and south to Gaardlund. This expansion has had a negative effect on trade, and few



dare travel to Kalaman even to purchase their famed ships.

Life and Society

Life has been harsh in Nightlund during the Age of Mortals, though things may change now with the end of the War of Souls. The eternal twilight used by Takhisis to conceal Lord Soth's existence is gone and the sun shines once more on this gloom-ridden land.

Major Geographical Features

Nightlund's ground is as fertile as any in the rest of Solamnia, but attempts to farm there met with little success during the enchanted twilight. Now that the sun shines again, opportunities abound for farming as many people flood into the area in hopes of taking the unclaimed lands. The brave and foolish go in without question, while the superstitious and cautious are not convinced that the death knight has been truly destroyed.

Important Sites

Before the Cataclysm and the downfall of Lord Soth, the area was once fertile and prosperous. Even after its liberation from Evil, the most notable locations are those that are often still spoken of only in whispers.

Dargaard Ruins: Once home to the death knight Lord Soth, the keep was destroyed during the War of Souls. Rumors abound that the ruins contain many valuable and magical objects said to have been acquired by the death knight during his long and unnatural life. Few yet have had the courage to go treasure hunting, however.

Tower of High Sorcery: Not long after the Chaos War, the wizard Dalamar the Dark moved the Tower of Palanthas to Nightlund to protect it from the wrath of the blue dragon Khellendros. A large and nearly impenetrable grove of cypress trees was grown around the tower to hide it from the eyes of the dragon overlords. Dalamar was forbidden by the gods of magic from returning to the tower, and refused to reveal its location, maintaining he would do so once the Orders of High Sorcery were fully restored.

Regional History

In the Age of Might, years before the Cataclysm, Lord Soth belonged to one of the ruling houses of the nation of Solamnia. His family had, for years, carried on the proud tradition of the knights. For this service, they had been deeded a province named Knightlund and were given responsibility for the safety of that realm. Plagues swept the land in the latter years of the Age of Might and slew many of Soth's uncles.

When Lord Soth was cursed for his crimes at the moment of the Cataclysm, he became a death knight. The region that was his by right became cursed as well and was shrouded in perpetual twilight and fog, becoming known as "Nightlund." During the early Age of Mortals, the hold of Nightlund expanded as the disguised Queen of Darkness worked to keep Soth's presence a secret until she could use him for her own plans. Ultimately Soth rejected the Dark Queen and earned whatever peace he could in death.

Following both Soth's destruction and the downfall of the Dark Queen, the land has come full circle. Once fertile and bright, it has become

so again. People desperate for opportunity come to Nightlund to try their luck.

Nordmaar

Capital: North Keep
Population: Nomads (plains and jungle)
Government: Feudal (nomads); tribal (lizardfolk)
Languages: Estwilde, Kalinese, Nordmaarian, Ogre, Solamnic
Trade: Spices, exotic plants and animals, liquors, iron, marble; chariots, carts, horses (western nomads)
Alignment: NG, N, CN, CG

Nordmaar is a large nation located in the tropical northern reaches of Ansalon. Nordmaar has been subjected to invasion since the earliest days of the War of the Lance. It had been a holding of the red dragonarmy and the Knights of Takhisis. It was assaulted by shadow wights in the war against Chaos and partially seized by the black dragon Mohrlex (CE male black wyrm). Nordmaar remains a feudal kingdom of highland horsemen and fierce, jungle warriors. They are experienced at fighting off tyrants and oppressors.

Life and Society

The people of Nordmaar are divided into many small tribes that share a single king. The Nordmen have long emulated Ansalon's more advanced cultures, especially Solamnia, which has resulted in a unique seminomadic society of feudal lords and chieftains. The Knights of Solamnia once maintained small forces at North Keep and Jennison to assist in defending the region from future attack. Trade was once common, but after successive invasions and the constantly changing political climate, little trade now happens by either land or sea.

Major Geographical Features

Nordmaar occupies the northernmost region of Ansalon. The nation is surrounded on three sides by the Northern Courrain Ocean and shares borders with Estwilde, Neraka, and Teyr. Nordmaar has a tropical climate, with rainforests and jungle in the north and stagnant moors in the south. Along the Estwilde border, lush grassy plains cover the highlands that descend from the Astivar Mountains. They become more arid to the south as the region borders Neraka and the northwestern edge of Teyr. The monsoon rains, brought in by the trade winds to the north, mark the change in seasons. The temperature is relatively consistent all year long.

The Great Moors: The black wyrm Mohrlex, known to the Nordmen as Pitch, claims this broad and dangerous region. Thick swamp and clumps of jungle are interspersed by lakes of deep, brackish water. What appears to be solid land is often just encrusted vegetation and sediment. Mohrlex permits several tribes of lizardfolk to live in the area, as well as alligators, giant insects, and snakes.

Important Sites

During the Chaos War, shadow wights wiped out many villages and settlements along the eastern fringe of the region and removed all memory of these places from Krynn, casting them into oblivion. All that is left of them are ghost towns.

North Keep (Large City, 22,326): North Keep is the capital of Nordmaar and the seat of power for Nordmaar's king, Shredler Kerian (LN human male Nbl8). The city is dominated by the vine-shrouded stone fortress that gives it its name and is also the base of operations for the Solamnic Knights in the region. The potential threat from the Great Moors has resulted in several outer curtain walls being added.

Fountain of Renewal: Located somewhere in the very far western edges of the Great Moors, this legendary shrine to Habbakuk was thought lost forever in the wake of the Chaos War. Rumor has spread among the Nordmen that its healing springs and exotic flora have regenerated. The black dragon Mohrlex has heard of these rumors and is said to be searching for the elusive fountain to claim it.

The Horseman: In the northeastern corner of Nordmaar, surrounded by jungle and spurs of rock, is an impressive monument that resembles a rider on a great horse. Whether it's a relic of ancient Istar, or a uniquely shaped chunk of rock, is unclear. During the early years of the Age of Mortals, sorcerers and mystics traveled to this site to unlock any magical secrets it might possess, though nothing has been revealed thus far.

Valkinord: This extensive ruin is located along the eastern coastline of Nordmaar at the point where the Miremier Straits meet the Northern Courrain Ocean. It was razed by red dragonarmy marauders in the earliest days of the War of the Lance and has become overgrown and overrun by wilderness and jungle.

Regional History

The barbarian kingdom suffered greatly under the red dragonarmy during the War of the Lance. Unlike other nations that grudgingly endured their oppressors, the folk of Nordmaar actively hunted the dragons in their lands. This demonstration of strength and defiance still persists. The only question among the Nordmen is whether to rely on their Solamnic allies, or to stand alone against the threat of the dragon overlords.

There has been recent tension with the draconians of Teyr. Lord Kang requested aid against

the Knights of Solamnia, but being suspicious of draconian duplicity, King Shredler flatly denied the draconian's request. There are rumors that draconian spies live directly in the capital of North Keep.

Northern Ergoth

Capital: Gwynned
Population: Civilized humans, barbarian humans, goblins, ogres, dwarves, gully dwarves, kender
Government: Feudalism with an elected Senate (civilized areas); tribal (barbarians and goblins)
Languages: Common, Ergot, Goblin, Solamnic
Trade: Copper, brass, steel tools, relics, cut stone
Alignment: LN, LG, LE, N

The Age of Mortals has been a time of promise and rebirth for the Empire of Ergoth, which has not seen days of glory since the Age of Might. With Solamnia and other key regions of northern Ansalon under the sway of the great dragons, or threatened by them, Northern Ergoth has benefited from a massive population influx and a reassertion of its position as the cultural center of the continent. Ironically, much of Northern Ergoth's strength in the Age of Mortals has come from the Solamnics who have returned to the homeland of the empire they left centuries ago.

Life and Society

Patriotic and conservative, yet willing to adapt new ideas into their life, the Ergothians hold a major position in the world in the wake of the War of Souls. Mina's crusade on behalf of the One God never touched Ergothian shores and left the people in peace. Ergoth's traditionalism also meant that many people continued the old ways of worship, even after the Chaos War, and they were quick to welcome back the deities.

The people also embrace mysticism, and the Citadel of Light has had a strong following there throughout the reign of dragon overlords.

Despite some tensions, the two groups are coming together to support the empire and its people, and many citizens see this unification of old and new in service to Ergoth as a sign for Ansalon's future. Northern Ergoth's naval dominance also places it in the front lines against the increasing minotaur threat.

Northern Ergoth is ruled by Emperor Mercadior Redic VI.

Major Geographical Features

The Sentinel Mountains serve as the border between Northern Ergoth and the kender nation of Hylo, while seas surround the rest of the island. The southern province of Sikk'et Hul, which is infested with goblins and gully dwarves, is a desert of hills and scrub. Grasslands and coastal plains cover the rest of the island. The glaciers of Southern Ergoth have chilled the waters between the two isles, but the magical shaping done by the overlords has had no effect on the island itself.

Important Sites

As one of the mightiest empires of the ancient past, many intriguing ruins lie on the island or beneath its seas. For generations, the emperors have desired to have these ruins explored with the hope of regaining the lost riches within. Emperor Mercadior sponsors adventurers' forays into the ruined areas, but he places strict regulations as to what finds the groups may keep.

Gwynned (Metropolis, 32,304): The capital of Ergoth is benefiting from the influx of Solamnian scholars and artists. It holds a palace, accommodations for the Senate, opera houses, gladiatorial arenas, the Imperial University, and other essential elements of Ergothian life, both cultured and roguish. The Imperial University and Library are flourishing, as is the Shrine of the Heart and the temples of the returned gods, especially those of Manthus (Majere), Corij (Kiri-Jolith), and the Blue Phoenix (Habbakuk). Yet the capital's darker side remains, and cults of Aeleth (Chemosh) and Argon (Sargonnas) are said to be once more on the rise.

Lancton (Large City, 14,658): Lancton is a fortified city established nearly two thousand years before the Cataclysm. The city remains a trade hub of the empire and is a center of both road and river traffic. It also serves as the home of the famous Ergothian Bard College, which has produced the most famous bards in Ansalonian history, including Quevalin Soth himself. In addition to its status as a trade and cultural center, Lancton is also allegedly the headquarters of the Ergothian thief guilds.

Raekel's Pit: Located in the southern crook of the Sentinel Mountains, this pit is a festering sore on the surface of Ansalon. Two hundred feet across and filled with mist and shadows, it is the remnant of an attempt by the dark cleric Raekel to open a gate to the Abyss. He hoped to permit Takhisis to enter the world, granting her rulership over Ansalon in exchange for power over Ergoth. Though the ritual failed, the pit remains and is rumored to be home to all sorts of ghostly manifestations and evil creatures, as well as some of Raekel's accursed artifacts.

Regional History

Ergoth was the first major human empire, and during the Age of Might, it enjoyed a golden age rivaled later only by the power of Istar. Its glory had long since faded by the time of the Cataclysm, when its lands were split both north and

POLITICAL MAP

south, and from the main continent. Though devastated by the sundering of their land, the Ergothians' suffering has been limited. Northern Ergoth suffered far less than many other lands during the Chaos War and did not fall under the domination of a dragon overlord during the Age of Mortals. Many Ergothians are now feeling a swell of national pride and privately believe that Ergoth's time has come once more.

Plains of Dust

Capital: None
Population: Human, centaur, thanoi, goblin
Government: Republic (Duntollik)
Languages: Common, Dwarven, Elven, Goblin, Icespeak, Kharolian, Minotaur, Ogre, Thanoi
Trade: Leather products, pelts
Alignment: NG

The Plains of Dust, once a place of year-round cold, underwent a radical change at the dawn of the Age of Mortals. After Takhisis's theft of the world and the subsequent cessation of the Maelstrom, the once-cooling winds that blew over the tundra have decreased. This has caused the plains to grow hotter in the summer months, which has killed much of the vegetation and created a desert. The plains return to their traditional tundra conditions only during the winter months.

Life and Society

The influx of refugee elves is currently causing tension in the area. The elves, for the most part, are unorganized and consist of small groups of refugees escaping their former homelands. Embittered and angry, and hurt and desperate, the elves have yet to decide upon a leader or even a course of action. Some follow Gilthas, while others (most notably the Silvanesti) want no part of a half-human leader. Some want to fight the minotaur invaders and regain their homeland, while others maintain that the minotaurs are too strong and that they should bide their time and build up their forces. Some elves urge travel to major human cities, such as Palanthas, that welcome elven skills and talents, while others want to make temporary homes in the plains and wait for the time when they will reclaim their lost homelands, which they feel certain is coming.

Meanwhile, the humans and centaurs who inhabit the region and are already making do with limited resources are not pleased at the arrival of the elves, who are straining these resources.

There was once a thriving trade between Tarsis and the Qualinesti elves. Now, the only trading is between Duntollik and the human raiders occupying that land, though even this is unstable due to the recent goblin threat in the area.

Major Geographical Features

The changes in the world following the Summer of Chaos caused a dramatic shift in the Plains of Dust. Once cold almost all year long, the plains have become arid and unbearably hot. Much of the area has now given way to true sandy desert, while other areas contain patches of dry, brittle grass. The blood-red clay, which once fed the

grasses of the region, has been baked hard by the sun and forms a sea of dry, orange-red rock.

The Shelf: Only a few years into the Age of Mortals, a small earthquake caused the land to shift. Desert Plainsmen later discovered that the earthquake had caused an impossibly huge, flat stone to rise out of the sands several hundred feet into the air and at a slight angle. It provided an excellent view of (and defense from) the west and easy retreat to the east. The desert tribe led by Wanderer (NG male human Rgr12) often camp here for the superior vantage point.

Important Sites

Civilized folk have always regarded the Plains of Dust as a region to simply travel through. Because of this, it has a number of forgotten ruins and valuable secrets.

The new realm of Duntollik, an alliance of humans and centaurs, ostensibly claims a huge swath of the plains, but in reality each community has little influence outside its own walls.

Duntol (Village, 853): Duntol is a rough, bustling settlement. Trade is so good in Duntol that the village is much larger than needed to hold its local population. Usually there are well over one thousand people within its walls, and sometimes its population doubles. Most locals are human, but there are also half-elves, kender, and centaurs in the village.

The Missing City (Small Town, 5,100): Once a city of ghostly mirages and strange illusions, the Missing City became a haven for those fleeing the wrath of the dragon overlords. Both the Legion of Steel and the Knights of Solamnia have a presence in the town. The Storm of the One God destroyed the camouflage, for it swept away not only the ghostly inhabitants but the illusory city as well and revealed the true buildings beneath. With the death of both the brass dragon Iyesta (called Splendor) and the blue dragon Stenndunuus (called Thunder), the chaos among the knights and the Legion of Steel, along with the threat of the local population of former brute mercenaries, makes the future of the city unsure.

Stone Rose (Village, 458): Another mixed community of humans, centaurs, half-breeds, and outcasts, Stone Rose is a village that is preoccupied with the brewing and selling of its specialty ale, which is prized for hundreds of miles. A shrewd merchant can make a huge profit by trading in Stone Rose ale. Willik, its closest neighbor, is the brewers' best customer.

Willik (Village, 511): Originally a city of centaurs, Willik now hosts a mixed population. The town has a reputation for wildness, and people who enjoy excess find themselves at home, for the Willikians live for each moment.

Regional History

The Cataclysm created the Plains of Dust, and it became a cold, dry region that was hospitable to none except the few thanoi who used to dwell there.

The Age of Mortals changed the conditions of the plains, but not their desolation. Up until the Storm of the One God, two dragon overlords occupied its eastern border: the alien blue dragon Stenndunuus, and the brass dragon Iyesta. To counter their threat, humans and centaurs allied to form the nation of Duntollik. Though more of a loose-knit gathering of human and centaur tribes and settlements than an actual nation, the people of Duntollik are swift to react when their neighbors are in danger.

The arrival of the storm also saw the beginning of Stenndunuus's plans to claim the Plains of Dust as his own. He imported Brute mercenaries that used evil dragonlances (created originally by Ariakas to aid in his efforts prior to the Chaos War) to slay the brass dragon overlord and those who served her. Stenndunuus was killed mere days after by the bronze dragon Crucible and the Knight of the Rose Linsha. The Brute mercenaries, however, had left with their prize–a clutch of precious dragon eggs stolen from Iyesta's lair.

The most recent change to the Plains of Dust has come with the arrival of refugee elves, including Qualinesti driven from their homeland by the Knights of Neraka and Silvanesti escaping the minotaur armies. This has created friction with the human Plainsmen who had long claimed the land as their own.

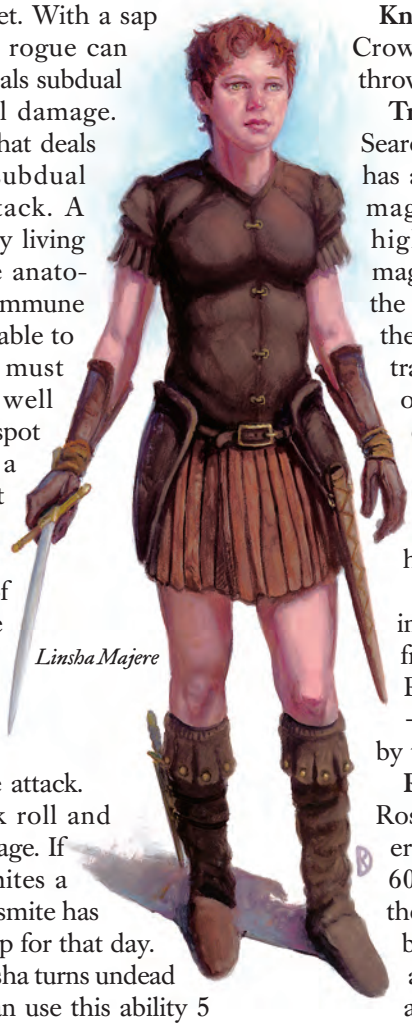
Linsha Majere

Female human Mystic1/Ftr2/Rog3/Crown1/Sword3/Rose2: CR 12; Medium humanoid (human); HD 1d6+1 (Mys) plus 2d10+2 (Ftr) plus 3d6+3 (Rog) plus 1d10+1 (Crown) plus 3d8+3 (Sword) plus 2d10+2 (Rose); hp 69; Init +3; Spd 30 ft.; AC 27 (touch 11, flat-footed 26); Atk +15/+10/+5 melee (1d10+6/19–20, *+4 bastard sword*) or +13 ranged (1d10+1, *+1 heavy crossbow*); SA sneak attack +2d6, smite evil, spells, turn undead; SQ aura of courage, aura of good, detect evil, evasion, inspire courage, knightly courage, trapfinding, trap sense (+1), rallying cry, strength of honor; AL LG; SV Fort +15, Ref +7, Will +10; Str 14, Dex 16, Con 12, Int 10, Wis 13, Cha 14. Height 5 ft. 8 in., Weight 140 pounds. Auburn hair, green eyes, freckles, mole on left hip.

Skills and Feats: Bluff +9, Climb –1, Concentration +3, Diplomacy +17, Gather Information +5, Handle Animal +4, Hide +0, Intimidate +5, Jump –2, Knowledge (nobility) +10, Knowledge (religion) +4, Move Silently +0, Ride +13, Sleight

of Hand –1, Swim –2; Diehard, Endurance, Exotic Weapon Proficiency (bastard sword), Honor-Bound, Leadership, Mounted Combat, Quick Draw.

Sneak Attack (Ex): If a rogue's target would be denied his Dexterity bonus to AC (whether he actually has a bonus or not), or when the rogue flanks her target, the rogue's attack deals +2d6 points of extra damage. If the attack scores a critical hit, this extra damage is not multiplied. Ranged attacks can count as sneak attacks only if the target is within 30 feet. With a sap or an unarmed strike, the rogue can make a sneak attack that deals subdual damage instead of normal damage. She cannot use a weapon that deals normal damage to deal subdual damage with a sneak attack. A rogue can sneak attack only living creatures with discernable anatomies. Any creature that is immune to critical hits is not vulnerable to sneak attacks. The rogue must be able to see the target well enough to pick out a vital spot and must be able to reach a vital spot. The rogue cannot sneak attack while striking a creature with concealment or striking the limbs of a creature whose vitals are beyond reach.



Linsha Majere

Smite Evil (Su): Once per day, a Knight of the Sword may attempt to smite evil with one normal melee attack. She adds +2 to her attack roll and deals 3 extra points of damage. If the Knight accidentally smites a creature that is not evil, the smite has no effect but it is still used up for that day.

Turn Undead (Su): Linsha turns undead as a 2nd-level cleric. She can use this ability 5 times per day.

Aura of Courage (Su): A Knight of the Sword gains a +4 morale bonus on saving throws against fear effects. Allies within 10 feet of her gain a +4 morale bonus on their saves against these effects as well.

Aura of Good (Ex): The power of Linsha's aura of good (see the *detect good* spell) is 5.

***Detect Evil* (Sp):** At will, a Knight of the Rose can detect evil as the spell.

Evasion (Ex): If exposed to any effect that normally allows a Reflex save for half damage, the rogue takes no damage on a successful saving throw.

Inspire Courage (Su): A Knight of the Rose can inspire courage in her allies (including herself) twice per day. To be affected, an ally must be able to hear her speak. The effect lasts as long as an ally hears the knight continue to speak and for 5 rounds thereafter. While speaking, the knight can fight but cannot cast spells, activate magic items by spell completion (such as scrolls), or activate magic items by magic words (such as wands). Affected allies gain a +2 morale bonus on saving throws against charm and fear effects and a +2 morale bonus on attack and weapon damage rolls.

Knightly Courage (Su): A Knight of the Crown receives a +2 bonus on all saving throws against fear effects.

Trapfinding (Ex): Rogues can use the Search skill to locate traps when the task has a DC higher than 20. Finding a non-magical trap has a DC of at least 20, higher if it is well hidden. Finding a magic trap has a DC of 25 + the level of the spell used to create it. Rogues can use the Disable Device skill to disarm magic traps. Disabling a magic trap has a DC of 25 + the level of the spell used to create it. A rogue who beats a trap's DC by 10 or more with a Disable Device check can study a trap, figure out how it works, and bypass it (with his party) without disarming it.

Trap Sense (Ex): The rogue has an intuitive sense that alerts her to danger from traps, giving her a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks by traps.

Rallying Cry (Su): A Knight of the Rose may, as a free action, utter a powerful shout that causes all allies within 60 feet to gain a +1 morale bonus on their next attack roll, and increases their base speed by 5 feet on their next action. Rallying cry is a mind-affecting ability that may be used up to three times per day. It affects only allies who can hear the Knight's cry.

Strength of Honor (Su): Once per day, a Knight of the Crown can gain a +4 morale bonus to her Strength score for 5 rounds. Activating this ability is a free action.

Mystic Spells Known (6/7/5/3; base DC = 11 + spell level): 0–*create water, cure minor wounds, detect magic, detect poison, guidance, purify food and drink, virtue;* 1st–*calm animals*, detect chaos, detect undead, divine favor, talons;* 2nd–*cure moderate wounds, hold animal*, undetectable alignment*; 3rd–*dominate animal*, speak with dead.*

* Domain spell. Domain: Animal (*speak with animals* 1/day, Knowledge (nature) is a class skill). Caster Level: 6th.

Possessions: +3 full plate, +3 heavy shield, +4 bastard sword, +1 heavy crossbow, cloak of Charisma +2.

Linsha Majere is the oldest child of Usha and Palin Majere. She spent much of her childhood with her famous grandparents Caramon and Tika and ultimately studied mysticism under Goldmoon at the Citadel of Light.

Linsha eventually came to believe that she needed to live up to the deeds of others in her family. While she was already showing promise as a mystic, this belief drove her to travel to Sancrist to join the Knights of Solamnia. Her determination caused her to rise quickly in the ranks, and she reached the ultimate pinnacle of knightly achievement when she became the first non-Solamnic woman to be admitted into the Order of the Rose. This drive and dedication led Grandmaster Liam to choose her to be assigned to the clandestine circle within the city of Sanction. Only the most dedicated knights were chosen for such duty, because it required them to lead lives that appeared dishonorable on the surface, while still staying true to the Solamnic codes of honor.

Linsha led her double-life for almost a decade, pretending to be a cutthroat named Lynn while gathering information for the Solamnic Knights. Her mission required her to earn the trust of the mysterious Hogan Bight to gather information on him for the clandestine circle. Unfortunately, the circle's decision to remove Hogan Bight from power put Linsha in the unenviable position of betraying her orders. Although she was later exonerated for disobeying her orders (but upholding the spirit of the Oath and the Measure), her reputation was tarnished. She was reassigned to the Missing City, where she was placed as third-in-command of the Solamnic outpost there. She continued to gather information for the knights, serving as chief liaison to the bronze dragon Iyesta, and maintained contacts within the Legion of Steel. Once more, however, misfortune struck and Linsha was charged with the murder of her commander. Though evidence surfaced exonerating her once again, Linsha has disappeared, apparently in the company of Hogan Bight. It is said that they search for something that was stolen from the lair of the murdered Iyesta.

Qualinesti

Capital: None
Population: Humans, goblins
Government: Military dictatorship (northern Qualinesti); none (southern Qualinesti)
Languages: Common, Elven, Ergot, Goblin, Hand Talk (a sign language), Ogre
Trade: None
Alignment: NE, LE, CE

The Qualinesti forest of Wayreth lies in the southwestern corner of Ansalon. The human region of Abanasinia lies to the north, and the New Sea is to the east. The Kharolis Mountains and the dwarven kingdom of Thorbardin form Qualinesti's southeastern border. An immense lake is located on the eastern border of the forest where the capital city of Qualinost once stood.

Life and Society

The land of Qualinesti is currently occupied by raiders and outlaws. Captain Samuval (NE male human Ftr11), a mercenary turned outlaw who controls northern Qualinesti, has promised land to humans who move into the area in return for their service in his "army."

Travelers to southern Qualinesti have reported running into what appears to be a large, disciplined, and organized force of goblins and hobgoblins. The force is well-armed and well-supplied. No one knows who leads them or what they are planning, since they haven't attacked anyone yet. Their presence is making the humans in the area nervous.

Major Geographical Features

The immense forest of Wayreth is the major geographical feature of the landscape. The Kharolis Mountains lie to the east, and the Straight of Algoni separates the forest from the isle of Southern Ergoth to the west. The White-Rage River runs along the northern border of the forest. The Nalis Aren, or Lake of Death, occupies the area where the elven capital city of Qualinost once stood.

Important Sites

The War of Souls had a devastating effect on the kingdom of Qualinesti. The elves, who had been the nation's caretakers since it was founded in the Age of Dreams, were driven out. Goblins and human mercenaries took their place. The devastations of the army and the deceased dragon overlord Beryllinthranox eliminated many important places that had stood for thousands of years.

Nalis Aren: The "Lake of Death" occupies the area where the capital city of Qualinost once stood. The White-Rage River empties into the lake. It is likely that some of the buildings in the ruined city still stand far beneath the surface of the water, along with the carcass of the alien green dragon Beryllinthranox. Many say the ghosts of those who died on both sides haunt the lake.

Pax Tharkas: Located on the eastern border of Qualinesti in the Kharolis Mountains, this fortress was built by elves, humans, and dwarves as a symbol of peace and unity. The fortress currently stands empty, though the raiders of Qualinesti and refugee elves and dwarves are interested in controlling it.

Tower of High Sorcery at Wayreth: The Tower of High Sorcery is located within the forest of Wayreth, but has the ability to move itself and its magical grove in a wide radius, both within and without the borders of Qualinesti. The tower has resisted all attempts to find it at the current time.

Regional History

The race of Qualinesti elves was born in the aftermath of the disastrous Kinslayer War. Disillusioned with the rigid society of their Silvanesti brethren, the Qualinesti vowed to create a more tolerant society under the direction of Kith-Kanan. The elves, dwarves, and humans built the mountain fortress of Pax Tharkas as a symbol of peace and tolerance among the three races. For millennia, the Qualinesti elves endured wars and tragedy without paying as dear a price as their neighbors.

Qualinesti was conquered by the Dark Knights during the Chaos War and, shortly thereafter, came under the control of the great green dragon Beryllinthranox. Rather than destroy the elves outright, Beryllinthranox employed the Knights of Neraka to occupy the capital and levy her taxes on the elves.

After the outset of the War of Souls, the elves were provided with information that Beryllinthranox had lost her patience with them and was going to destroy them. The elves worked in concert with the dwarves of Thorbardin and sympathetic Knights of Neraka to smuggle much of their population out of Qualinost. Those remaining elves, and a contingent of dwarves and knights, defended an attack on the city that Beryllinthranox herself led. In the ensuing battle, Beryllinthranox was forced from the skies by the elves, who moved in to slay the dragon. The weight of the massive dragon caused the dwarven tunnels beneath Qualinost to collapse, destroying both the dragon and city. The White-Rage River rushed in to fill the depression and created the lake.

Gilthas, Speaker of the Sun and Stars "The Puppet King"

Male half-elf Nbl7: CR 7; Medium humanoid (half-elf); HD 7d8-7; hp 28; Init +5; Spd 30 ft.; AC 21 (touch 11, flat-footed 20); Atk +7 melee (1d4+1, *+2 dagger*) or +9 ranged (1d4+1, *+2 dagger*); SQ half-elf traits, elvensight, bonus class skill (Hide), coordinate +1, favor +3, inspire confidence 2/day, SR 17; AL NG; SV Fort +1, Ref +7, Will +8; Str 9, Dex 12, Con 8, Int 15, Wis 14, Cha 16. Height 5 ft. 9 in.

Skills and Feats: Appraise +5, Bluff +15, Diplomacy +18, Gather Information +12, Hide +5, Intimidate +13, Knowledge (history) +6, Knowledge (nobility) +6, Listen +7, Ride +3, Search +3, Sense Motive +7, Sleight of Hand +3, Spot +3; Improved Initiative, Leadership, Persuasive.

Wyrmslayer

The legendary sword *Wyrmslayer* was forged during the Age of Dreams and was used in the early Dragon Wars. The sword's blade was etched with elven script, and its crosspiece bore the likeness of an eagle's beak. Both *Wyrmslayer* and its mate *Wyrmsbane* were given to heirs of the royal houses of Silvanesti. *Wyrmslayer* passed into the hands of Kith-Kanan, the founder of Qualinesti. Upon the great king's death, the mighty weapon was buried with him.

The sword was forgotten until the War of the Lance, when it found its way into the hand of the hero Tanis Half-Elven as he was fighting for his life in the burial chambers of the ancient elven dead. Tanis lost *Wyrmslayer* in Tarsis, but his companions brought it with them. Then the sword was confiscated with a dragon orb by the Speaker of the Suns in Qualin-Mori, and its fate from that point has been unknown.

Description: *Wyrmslayer* is a *+3 dragon bane longsword* that grants the wielder a +3 resistance bonus against breath weapons and spells from all dragons. The sword is immune to the death-throes effect of a baaz draconian. It also has the unusual property of buzzing loudly whenever a true dragon is within 30 feet of it, and this noise is loud enough to be heard by and awaken dragons within 300 feet.

Wyrmsbane

Wyrmsbane, or "Redeemer" as it is sometimes called, was forged in Silvanesti during the Second Dragon War. The sword's blade was etched with elven script, and its crosspiece bore the likeness of a falcon's beak. It was used exclusively by Silvanesti royalty until the War of the Lance, when Alhana Starbreeze gave the blade to Tanis Half-Elven. After the Chaos War, the blade was stolen from the Tomb of Heroes in Solace and eventually ended up in the treasury of an ogre chieftain in Blöten.

Description: *Wyrmsbane* is a *+2 dragon bane longsword* that can cast *locate object* three times per day as an 8th-level wizard. The sword is immune to the death-throes effect of a baaz draconian.

Half-Elf Traits (Ex): Immune to *sleep* spells and effects, +2 on saves against enchantment effects, +1 bonus on Diplomacy, Listen, Search, Sense Motive, and Spot checks.

Favor: The noble has the ability to call in favors from those he knows. To call in a favor, the noble makes a favor check (1d20 +3). He can use this ability three times per week, calling in favors from different contacts. The DM sets the DC based on the scope of the favor being requested. The DC ranges from 10 for a simple favor to as high as 25 for highly dangerous, expensive, or illegal favors. The noble can't take 10 or take 20 on this check, nor can he retry the check for the same (or virtually the same) favor.

Inspire Confidence: The noble can use oratory to inspire confidence in allies (not himself) bolstering them and improving their chances of success. An ally must listen to and observe the noble for a full round for the inspiration to take hold. The effects lasts for 5 rounds. The noble can inspire 4 allies at a time. An ally inspired with confidence gains a +2 morale bonus on saving throws and a +1 morale bonus on attack and weapon damage rolls.

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

Possessions: Medallion of the Sun (see below), *+2 dagger*.

Gilthas

Kerianseray

Gilthas, son of the Heroes of the Lance Tanis Half-Elven and Laurana of House Solostarian, was born nearly 17 years before the Chaos War. At age six, Gilthas, or Gil, nearly died of an illness, and afterward occasionally suffered severe headaches. His ever-doting parents cocooned him and made an extra effort to shield him from elven politics and the racial prejudice that would come from Gilthas's one-quarter human blood.

Unfortunately, just before the Chaos War, the traitorous Senator Rashas conspired to cast out Speaker Porthios and his pregnant Silvanesti wife, Queen Alhana Starbreeze. Gilthas assumed the title of Speaker of the Sun to save the life of Queen Alhana, who was being held hostage at arrow point.

Less than a year later, the Knights of Takhisis invaded and quickly conquered Qualinesti. Gilthas retained his status as king, but he remained a puppet king, though not under Rashas's control. Discovering his handmaiden was a Kagonesti spy, Gilthas asked her to relay a private message to the rebel dark elves Porthios and Alhana, requesting an alliance against the Dark Knights. But then the Chaos War began.

Gilthas's and Porthios's forces assisted the Dark Knights in destroying the fire dragons, shadow wights, and daemon warriors of Chaos. In the aftermath, with Porthios's presumed death, and Gilthas's heroism, the Qualinesti supported Gilthas as their king. Gilthas hoped to abdicate the throne when his newborn cousin Silvanoshei was old enough to accept the unified elven nation. The Dark Knights secretly and swiftly took control of Qualinesti, however, not realizing that the puppet king, who had secretly fought the traitors in the Qualinesti Senate, continued his role to fight them.

The bloated green dragon Beryllinthranox settled in the Qualinesti forest and was intent on making the elves his slaves. Ruling over the Knights of Takhisis, Beryllinthranox placed the Speaker under their yoke. With the quiet help of the rebel known as the Lioness, and with tunnels built by the dwarves of Thorbardin, Gilthas secretly evacuated entire families of elves from Qualinesti before Beryllinthranox or the Dark Knights realized what he had done.

Medallion of the Sun: This minor artifact is a badge of office for the ruler of the Qualinesti. When worn by an elf of good alignment, it grants

the wearer a +10 deflection bonus to his AC and spell resistance equal to 10 + the character's level. If a creature other than an elf of good alignment wears the medallion, the creature takes 2d6 points of holy damage each round until it removes the medallion. Likewise, if any creature grapples the medallion's wearer, that creature takes 2d6 points of holy damage each round.

Strong abjuration; CL 20th.

Kerianseray, the Lioness

Female Kagonesti Bbn3/Rgr5: CR 8; Medium humanoid (elf); HD 3d12+6 plus 5d8+10; hp 63; Init +3; Spd 40 ft.; AC 16 (touch 13, flat-footed 13); Atk +12/+7 melee (1d6+3/17–20, *+1 keen short sword*) or +10/+7 melee (1d6+3/17–20, *+1 keen short sword*) and +8 melee (1d4+1, dagger); SA favored enemy (humanoids [human] +4, dragons +2), rage 1/day; SQ elvensight 80 ft., Kagonesti traits, trap sense +1, uncanny dodge, wild empathy; AL CG; SV Fort +9, Ref +8, Will +2; Str 14, Dex 17, Con 14, Int 12, Wis 10, Cha 13.

Skills and Feats: Balance +4, Climb +7, Craft (trapmaking) +2, Gather Information +2, Handle Animal +4, Hide +14, Jump +7, Knowledge (nature) +11, Listen +8, Move Silently +14, Search +3, Spot +3, Survival +12, Swim +4, Tumble +5; Endurance, Leadership, Stealthy, Track, Two-Weapon Fighting, Weapon Finesse.

Favored Enemy (Ex): The ranger gains a bonus on Bluff, Listen, Sense Motive, Spot, and Survival checks when using these skills against her favored enemies. Likewise, she gains a bonus on weapon damage rolls against such creatures. The bonuses are +4 against humans and +2 against dragons.

Rage (Ex): The barbarian can enter a state of rage once per day. While raging, she has the following statistics: AC 14 (touch 11, flat-footed 11); +16 hp; Atk +14/+9 melee (1d6+5/17–20, *+1 keen short sword*); SV Fort +11, Will +4; Str 18, Con 18; Climb +9, Jump +9, Swim +6. Her rage lasts 7 rounds, after which time she is fatigued.

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

Trap Sense (Ex): The barbarian gains a +1 bonus on Reflex saves to avoid traps and a +1 dodge bonus to AC against attacks made by traps.

Uncanny Dodge (Ex): The barbarian retains her Dexterity bonus to AC regardless of being caught flat-footed or struck by an invisible attacker.

Possessions: *+1 leather armor, +1 keen short sword*, dagger.

In the days after the War of the Lance, the Qualinesti elves in exile returned to Qualinesti to reclaim the forest they lost to the dragonarmies. The Qualinesti claimed servants among the Kagonesti living in Southern Ergoth and the reclaimed Qualinesti forest. In the name of civilizing the "barbarian" Kagonesti, Kerianseray, the daughter of Dallatar, was taken from her home and forced into servitude. At first, Kerian hoped to escape, but she quickly realized that she could act as a vital spy for her father and helped him plan against any more kidnappings.

When Gilthas the Puppet King was forced into taking the mantle of the Speaker of the Sun, Kerian felt kinship with the young leader. Usually left alone together, she had access to Gilthas's most private frustrations as Rashas's Puppet. Being much older than Gilthas, Kerian felt it was not her place to share her feelings, until one day when she revealed her connection to her father. Instead of turning from her, Gilthas leaped at the chance to secretly ally with her father and the outlaw Porthios. She quickly fell in love with Gilthas and became his most trusted confidant.

After the Chaos War when the Knights of Takhisis took control, others once again made Gilthas a puppet king. Kerian offered her support, and secretly Gilthas and Kerian married with the blessing of Gilthas's mother Laurana. Hoping to take away any suspicion from Gilthas and his plan to evacuate Qualinesti with underground tunnels, Kerian took up the role of the Lioness, an outlaw who waylaid the Dark Knights and helped the elves flee Qualinesti through the forests. Her efforts made her one of the most wanted outlaws of the Dark Knights, who had received mixed reports about her likeness that ranged from her being a dark-haired Kagonesti with the strength of a hunting feline, to a Qualinesti with the blonde flowing mane of a lion.

Sancrist

Capital: Mount Nevermind (gnomes); Castle Uth Wistan (Gunthar)
Population: Gnomes, civilized humans
Government: Republic (gnomes); feudal (Solamnics)
Languages: Common, Gnome, Solamnic
Trade: Precious metals (gold, silver, platinum), gems
Alignment: NG (gnomes), LG (Solamnics)

The island of Sancrist is the westernmost landmass of Ansalon, and it usually floats free from Ansalon's politics. The island is divided in two segments: the northeastern half contains Mount Nevermind, an ancient, hollow volcano inhabited by gnomes and surrounded by a vast mountain

range; the southern half contains wooded lands and glades, and is inhabited by Solamnics.

The Summer of Chaos brought dramatic changes to the island of Sancrist. Long divided into western and eastern halves, the divisions became more pronounced. The Solamnics declared that the western part of the island would be called Gunthar and would be the hereditary seat of the grandmaster of the Knights of Solamnia. The eastern part suffered great upheavals when a minor dragon lord named Pyrothraxus took control.

Life and Society

The gnomes live regimented lives, with each gnome belonging to a clan and a guild. An elected grand council of clan leaders and guild masters governs "the Mount," and this council represents over 200 clans and 50 guilds. The council's decisions are final, when they are actually able to make them in spite of the bureaucracy that dominates gnome life. Once a decision has been reached, it is usually transcribed and stored in the Mount's vaults, so there is almost always a precedent for everything.

The guilds are self-governing and are usually built around a specialization (such as the guilds of mathematicians, engineers, or philosophy). In each guild there is a committee that reviews new inventions or petitions from the gnomes belonging to the guild.

The Solamnic lifestyle is more feudal. There are several lords that have lands worked by serfs. All lords swear fealty to the Uth Wistan family and to the Solamnic Knights in general.

Major Geographical Features

Taking up most of the island, the northeastern land mass is just a big, extended mountain range with little volcanic activity. The southern part of the island is settled by the Solamnics, though most of the habitations are located around Castle Uth Wistan and Thalan Bay. Animals rule supreme on the rest of the wooded island.

Mount Nevermind: The top half of this mountain was blown away by the gnomes, and Pyrothraxus now uses it and a system of related caves as his lair. The underground warrens were damaged in the explosion but remained habitable, so the gnomes are rebuilding.

Thalan Bay: Sancrist's port is now heavily fortified and patrolled by the Solamnic Knights to prevent invasion.

Important Sites

Mount Nevermind is usually what comes to mind about the island of Sancrist, though those with a sense of history or belief in the sacred are more interested in the human side of the island.

Castle Uth Wistan: Castle Uth Wistan and its environs have been proclaimed the capital of the new country of Gunthar. It was also decided that the grandmaster of the Knights of Solamnia would rule Gunthar and inhabit the castle.

The Lava Flows: These artificially diverted lava flows are one of the greatest triumphs of gnome engineering. The gnomes managed to divert Mount Nevermind's underground lava flows to the surface, and the flows are now a source of heat for the gnomes' homes and work areas.

Whitestone Glade: This is one of the greatest centers of worship in all of Krynn. The Kingpriest himself blessed the stone and forbade anyone from touching it. The heart of the glade holds an immense white rock of unknown substance. It is where Vinas Solamnus encountered the triad of Paladine, Kiri-Jolith, and Habbakuk. In spite of the weather, the glade is perpetually green and warm.

Regional History

This isle has served as the primary home for Ansalon's gnomes since antiquity and has allowed them to spend most of their time happily creating within the confines of Mount Nevermind. Sancrist is also the home of the Whitestone Glade, where Vinas Solamnus experienced his epiphany that led to the founding of the Knights of Solamnia. Since then, the southern half of the island has become a home for the Solamnics, who struck a truce with the gnomes that has lasted for centuries.

The gnomes blew off the top of Mount Nevermind during the Summer of Chaos, and the red dragon Pyrothraxus now uses the smoking remains as a lair. Despite this, gnome life has remained virtually unchanged, except that they now give gifts to the dragon and endlessly question him about his powers. While they suffer some casualties due the dragon's ill temper, the gnomes see this as a small price to pay for the opportunity to research a living dragon.

Schallsea

Capital: Schallsea
Population: Humans (Que-Nal barbarians, Wemitowuk, Abanasinians, Solamnics)
Government: Tribal (Wemitowuk and Que-Nal); theocracy (Citadel of Light)
Languages: Common, Que-Nal, Solamnic, Wemitowuk
Trade: Foodstuffs, fish (Wemitowuk); coinage, pilgrims (Citadel)
Alignment: LG

Located in the New Sea, this kidney-shaped hilly island is two hundred miles long and reaches eighty miles across at its widest point.

The island enjoys hot summers tempered by sea breezes. Winter brings snow to the island's interior. The island was mostly unknown and unexplored, until a great battle fought during the War of the Lance changed the course of this island's history forever.

Life and Society

The Wemitowuk are the original inhabitants of the island and live in villages of mud brick huts with thatched roofs. They are strictly vegetarian and dress in simple clothing. They prefer to be left alone, but welcome strangers in their lands, as the arrival of the Que-Nal barbarians proved. The Wemitowuk are governed by chieftains and are one of the largest pacifist communities in Ansalon.

The Que-Nal come from Abanasinia and resemble the barbarians of that land. All of their villages are located on the shoreline, and they are superb sailors. They lack metal, however, so they don't have metalworkers or blacksmiths, but their secret of tanning hides makes metal unnecessary. Their shamans have an important role in society and fuel the resentment against the Que-Shu, who expelled the Que-Nal from Abanasinia. They dislike the Citadel of Light and would be glad to see it removed.

Solamnics and Abanasinians live as they do in their countries; the Solamnics patrol the port of Schallsea, while the Abanasinian traders pursue profit.

Most consider the Citadel of Light as the true population center of the island. Those who live in the citadel are mystics in training or people in search of answers. The influx of pilgrims has brought additional wealth to the island.

Major Geographical Features

The island of Schallsea has a varied topography ranging from barren hills to small forests. The coast consists mostly of cliffs, but the Que-Nal have found many sites that they use as natural harbors.

Barren Hills: Nothing will grow on these hills. Wemitowuk legends say that silver dragons cursed this site because the ancient Wemitowuk once angered them.

Port of Schallsea (Small City, 9,040): This town is located on the island's only completely sheltered bay that is deep enough to permit large ships to safely enter and drop anchor. The town was not constructed with trade in mind, but now bustles with activity. The Cozy Hearth hostel, run by Iryl Songbrook (NG female Silvanesti Ftr2/Brd4/Mystic 5), keeps its doors open for pilgrims and refugees.

Important Sites

The island of Schallsea and the Citadel of Light have become synonymous to many, despite the hard feelings held by some natives.

The Citadel of Light: The Citadel of Light, a complex of nine crystal domes that sparkle in the sunlight, is the mystic center of Ansalon. Inside this citadel, people of all races live in harmony. The former Hedge Maze and the Silver Stair are located here.

The Garden of the Dead: Before the second Cataclysm, this was the place of punishment (either by Chislev or Chemosh) for the Wemitowuk chiefs who had sinned against the deities or against nature. The second Cataclysm closed the tunnel entrance to the garden. With word of

the return of the gods, the Wemitowuk are wondering if it will reopen.

Regional History

The isle of Schallsea was the place Goldmoon and her companions visited in search of a center of mystical enlightenment. It was already the home of a mystic site known as the Silver Stair, which was an artifact left by the gods where mortals could confront their own inner demons and become spiritually stronger.

Goldmoon and her followers gathered allies around the Silver Stair and constructed the citadel with the assistance of a skilled group of hill dwarf craftsmen. For years it has stood as both one of the most beautiful constructions in all Ansalon, and as the center for teaching mystics their art.

The citadel was attacked by the forces of the great green dragon Beryllinthranox during the War of Souls. The structure was badly damaged and the Hedge Maze was burned to the ground. The Citadel is still undergoing repair and restoration, though the mystics mourn the loss of their beloved First Master Goldmoon, who was killed by the dark cleric Mina.

Silvanesti

Capital: Silvanost
Population: Minotaurs
Government: Imperial (occupation)
Languages: Common, Dwarven, Elven, Ergot, Goblin, Istarian, Kenderspeak, Kharolian, Minotaur, Ogre
Trade: None
Alignment: LE, NE, CE, N

The great forest of Silvanesti lies in the south-central part of the continent of Ansalon. To the north are the Khalkist mountains, the dwarven kingdom of Thoradin, and the ogre lands of Blöde. The Bay of Balifor and The Desolation lie to the east. The Plains of Dust and the crumbling King's Road form Silvanesti's western border, while the Courrain Ocean stretches away to the south.

Life and Society

The minotaurs wasted no time in killing or driving out the remaining Silvanesti elves after launching their land invasion. Soon afterward, they ejected the occupying forces of Dark Knights. The minotaurs in Silvanesti are adjusting to their new situation, but they still follow the codes of their society. They have a strict sense of honor and law, but solve disputes through contests of strength and skill in battle.

Major Geographical Features

The borders of the beautiful Silvanesti forest are withered and dead–the deadly toll the Shield that surrounded the elven forest home for many years took after the Chaos War. The remainder of the Silvanesti forest has stayed largely untouched by the ravages of war.

Fallan Island: Located in the center of a fork in the Thon-Thalas River, the capital city of Silvanost is built on this island, and the river forms a protective barrier around the it.

Thon-Thalas River: The Thon-Thalas, or "Lord's River," meanders from the foothills of the Khalkist Mountains in the north to the center of the elven homeland, before emptying into the Courrain Ocean in the south.

Important Sites

Though the elves are telling horror stories of the destruction of Silvanesti's history, artifacts, and architecture, in truth the minotaurs have not greatly abused the former elven kingdom. Many traditional structures still stand.

King's Road: The King's Road is the main highway that once ran west toward the Kharolis region between the capital city of Silvanost and the city of Tarsis, though now the road only reaches the Plains of Dust.

Pashin (Small Town, 1,100): The town of Pashin, once an obscure border community, has become an important outpost for the Knights of Takhisis in the Age of Mortals. The Dark Knights here paid service to the great dragon overlord Malystryx and waited for the fall of the Silvanesti Shield to the south.

With the coming of the War of Souls, the Dark Knights of Pashin swore fealty to Mina and the One God. The Dark Knights used river barges to resupply the city of and kept the occupying forces alive, and battled the elves who tried to raid the boats using guerilla tactics. The occupation army held out until minotaur vessels sailed up the Thon-Thalas River, which ensured the Dark Knights' survival but spelled the end of their occupation of Silvanesti.

Since the minotaurs expelled the Dark Knights from Silvanesti, the population of the town has temporarily swelled. Dark Knights, disgruntled mercenaries, and refugee elves have all made the town an overcrowded, chaotic place, while many camp on the hills outside town because there are no available lodgings. Arguments and armed conflicts have become common, and the Dark Knights have been able to do little to quell the growing hostilities.

Silvanost Gate

The mayor of Pashin is Emilian Togh (male human Nbl4), though General Dogah (male human Ftr5/Knight of the Lily6) is the commanding officer of the occupation forces. Other people of interest in this small town include: Klaudia Lorn (female half-orc Mystic3); Whyndam, the watch captain (male human War1); Kaybrin, the watch lieutenant (male human War2); Keron the smith (male human Exp2 [blacksmith]); Stewart Donson, the innkeeper of the Wounded Crow (male hum Com2); and many other unemployed mercenaries.

Towers of E'li: The Towers of E'li guard the entrance to the Thon-Thalas River from the Courrain Ocean to the south, though their presence did not deter the minotaur invasion fleet.

Tower Shalost: Also known as "Waylorn's Tower," this monument holds the magically preserved corpse of Waylorn Wyvernsbane within its depths.

Tower of the Stars: As the site of the traditional seat of government in the realm, the Tower of the Stars is located in the center of Silvanost. At the base of the tower is the Hall of Audience where the Speaker of the Stars once held court. An emerald throne stands on a dais in the center of the hall. The jeweled walls of the tower were

designed to reflect the light from the silver and red moons, and rise 600 feet to an opening in the roof where the moonlight filters inside. It is surrounded by the star-shaped Garden of Astarin, which connects the tower to the royal residence in the Palace of Quinari.

Regional History

Founded directly by Silvanos, who is considered the father of civilization in Ansalon, Silvanesti is a nation that has endured longer than any other. It survived the sundering of its nation after the Kinslayer Wars, the magical nightmare of King Lorac during the War of the Lance, and the ravages of the forces of Chaos.

After the Summer of Chaos, the Silvanesti elves gave way to their fears and created a magical shield over the forest nation. The Shield served to keep Silvanesti isolated from the ravages of the world following the war, but it exacted a heavy price. The Shield caused any vegetation and animals near its borders to wither and die, and also brought a strange withering plague down upon the elves. During the War of Souls, a small contingent of the Knights of Takhisis were able to penetrate the Shield, which was subsequently destroyed. The knights, under the leadership of Mina, enslaved the elves.

Shortly before the Battle of Sanction, the minotaur army landed on the shores of Silvanesti and overran the land, killing most of the elves and driving the rest out. The Silvanesti and their Qualinesti cousins are now scattered and in disarray.

Solamnia

Capital: Solanthus
Population: Humans, mountain dwarves
Government: Republic (Solamnics); monarchy (Kayolin)
Languages: Common, Dwarven, Solamnic
Trade: Ships, timber, ale, gems, iron, steel, horses, cattle
Alignment: LG, NG, CG, LE

Solamnia is the largest and most geographically varied nation in Ansalon, spanning some 500 miles of northern Ansalon. Of all the regions, Solamnia has been the hardest hit by the reign of the dragon overlords. The northern half of its territory was claimed by the fearsome blue dragon Khellendros, who died during the events of the War of Souls. Despite this, Solamnia's trade routes from the past remain unaltered and have even increased, with trade going into Qualinesti and Neraka.

Life and Society

Unlike the other overlords, Khellendros took care to minimize the feeling of his presence in

Elves–A People in Exile

The plight of the elves at the end of the War of Souls can provide excellent material for campaigns. The elves are now a people without a land. Captain Samuval, the former Dark Knight, and his marauders are in control of northern Qualinesti. A large force of goblins, led by a mysterious leader, has managed to organize and is moving to control southern Qualinesti.

After the Battle of Sanction, the elves have fallen to quarreling among themselves. Some of the Silvanesti want to march south to free Silvanesti from the minotaurs and urge the Qualinesti to join them. The Qualinesti don't see why they should sacrifice their lives for a land that is not theirs. Some talk of returning to their own land. Others want to find a new land that they can make their home and speak of traveling to the Plains of Dust, though it would mean that they would likely come into conflict with the barbarians who make that land their home. Other elves, fed up with all the bickering, are striking out on their own to make a life for themselves in the large cities that are now free (or almost free) of the control of their enemies.

Alhana Starbreeze, grief-stricken over the death of her beloved son, has refused to take a leadership role. She has persuaded Gilthas to take up the standard of the elves. He has listened to the various factions and is trying to decide what to do, but he knows that there are those among the elven people who will never accept him because of his human blood. He is also coming into conflict with his wife, Kerian the Lioness, who is adamant about returning to the homeland of her people, the Wilder Elves. Their love may not be strong enough to survive this test.

Gilthanas (the exiled Qualinesti prince) and Silvara (a silver dragon) were last known to be in Ergoth. Silvara, disguised as a Solamnic Knight, was said to be assisting the knights to fight the dragon overlord Gellidus. Gilthanas is believed to have joined her, and now the two of them may be reaching out to exiled elves. Rumors abound that Porthios, brother to Gilthanas and husband of Alhana, is still alive, though terribly scarred and disfigured. But where he is and why he has chosen to remain in hiding is unknown.

Some humans pity the elves for what they have lost. Others think it is nothing more than what the arrogant elves deserve, since they have so long tried to shut themselves off from the rest of the people of Ansalon.

day-to-day affairs. He installed the Knights of Neraka as his soldiers and law enforcers, and encouraged trade with the understanding that it would help fill his own coffers. Unfortunately, Khellendros's rulership invited and encouraged evil-doers to travel to northern Solamnia.

The bond between the dwarves of Kayolin and the human Solamnics remains strong. For many years after Khellendros's seizure of Solamnia's northern half, the dwarves served as Solamnia's primary provider of ore, metals, and weapons.

Major Geographical Features

The region of Solamnia boasts two mountain ranges (Vingaard and Garnet), the longest river in Ansalon (the Vingaard), and the most fertile river basin (the Plains of Solamnia). The blue dragon overlord Khellendros extended the Northern Wastes farther westward. While most of this area of Solamnia is more dry than it once was, only a relatively small segment, now known as the Blue Wastes, has become sandy desert. The other change is a landmark left over from the Chaos War called the Footprint of Chaos.

The Footprint of Chaos: This giant claw-shaped canyon is the burned-out remnant of an attack by fire dragons from the Chaos War. When Khellendros was alive, this landmark served as a marker to show where Solamnia proper ended and the realm of the blue dragon began. The bottom of the canyon is covered by a continual haze of smoke, as though something were burning, yet explorers have never found any source of fire.

Important Sites

Solamnia is home to the center of learning, theology, and writing in Ansalon–the city of Palanthas. It is also the region of the High Clerist's Tower, which is considered one of Ansalon's architectural wonders and the most important strategic point in the area.

City of Lost Names: This city, near the edge of the Northern Wastes, has been abandoned since Krynn's second age. Blue dragonspawn of Khellendros congregated here, and since the War of Souls no one has reported on the current status of the ruins.

High Clerist's Tower: The once glorious structure of the High Clerist's Tower has fallen into ruin and disuse since the Summer of Chaos, since the dragon overlord Khellendros would not permit his Dark Knight allies to occupy the tower. For decades only gully dwarves occupied its dust-filled halls. However, with the recent death of Khellendros, the few remaining Nerakan and Solamnic forces are scrambling to retake the tower and know the first force to lay

Gerard uth Mondar

Male human Ftr4/Knight of the Crown3: CR 7; Medium humanoid (human); HD 4d10+8 (Ftr) plus 3d10+6 (Crown); hp 62; Init +5; Spd 20 ft.; AC 23 (touch 11, flat-footed 22); Atk +12/+7 melee (1d8+4, *+1 longsword*); AL LG; SV Fort +9, Ref +3, Will +4; Str 16, Dex 12, Con 14, Int 14, Wis 11, Cha 6. Height 5 ft. 11 in.

Skills and Feats: Bluff +2, Climb +7, Diplomacy +3, Handle Animal +2, Intimidate +0, Jump +7, Knowledge (religion) +6, Ride +4, Tumble –3; Combat Expertise, Combat Reflexes, Honor-bound, Improved Initiative, Iron Will, Weapon Focus (longsword).

Possessions: +1 full plate, +1 heavy steel shield, +1 longsword.

Gerard was born into wealth and privilege in Southern Ergoth. The son of Sir Mondar uth Alfric, a Solamnic Knight and successful shipping magnate, Gerard was troubled in his youth by his ugliness (a disfiguring illness contracted at age fourteen) and his ongoing frustrations with women. According to his father's wishes, he joined the knighthood at the age of twenty-one, yet he found himself posted in safe and uninteresting stations due to his father's monetary influence. Seven years later, he was in Solace as one of the guards of the Tomb of Heroes when Tasslehoff Burrfoot arrived from the past and Caramon Majere died.

Caramon's last appeal to Gerard was to take Tasslehoff and the *Device of Time Journeying* to Dalamar the Dark, which led the young knight to Qualinost, where he encountered the sorcerer Palin Majere and Qualinost's governor, Marshal Medan of the Knights of Neraka. Gerard spent time in Qualinost aiding Queen Mother Laurana, her son Gilthas, and the other rebels while masquerading as a Dark Knight, but he left Qualinost on a mission to Solanthus to get reinforcements just before the green dragon Beryllinthranox attacked the city.

In Solanthus he met Odila Windlass, another Knight of Solamnia, who precipitated the series of events that put Gerard in the middle of Mina's invasion of Solanthus and Sanction, and ultimately revealed Takhisis as the so-called "One God" of the War of Souls. He was reunited during this time with Tasslehoff, and with the kender's help he freed the good dragons from their imprisonment on the one moon of the Fifth Age. After the defeat of Takhisis, he parted ways with Odila and set off to renew his old commitments and to experience a world watched over again by the deities.

claim to it will have an important advantage in determining the fate of Palanthas.

Palanthas (Metropolis, 32,266): Called the "jewel of Solamnia," Palanthas became the cradle of civilization after the destruction of Istar. The city holds many wonders, including the Great Library of Palanthas. The library is run by the Order of Aesthetics, who attempt to collect the history and knowledge of Krynn in the name of their missing master Astinus. Since the Summer of Chaos, and until the blue overlord's recent demise, the city had been controlled by the Knights of Neraka and the dragon Khellendros. With the Dark Knights' ranks thinned by the War of Souls, many hope that Solamnic forces will liberate the city.

Solanthus (Large City, 23,938): Solanthus, the traditional capital of Solamnia, has been a focal point of resistance to Khellendros's and the Dark Knights' control over the northern territories. It's home to a circle of the Solamnic Knights led by Matelda Bretel (LG human female Ftr4/Crown1/Clr2/Sword3/Rose5) and is the second most important circle next to the one at Castle Uth Wistan.

Vingaard Keep: During the War of the Lance, Vingaard Keep lay in ruins after a bloody assault by the Blue Lady. Though never restored, a large community of river pirates and merchants has sprung up near the ruins. They harass and attack boats sailing the waters of the Vingaard River.

Regional History

Once part of the Empire of Ergoth during the Age of Dreams, Solamnia owes its name and its very existence to Vinas Solamnus, the same leader and hero who founded the order of knights for which the region is famous. At the conclusion of the War of Ice Tears, Solamnus was granted the territory that has comprised Solamnia ever since. Also because of its founder, Solamnia became synonymous with honesty, integrity, and fierce determination.

The Cataclysm left Solamnia controlling the largest and most fertile lands in all of Ansalon, though the Age of Despair caused much unrest within the region when many of the lower class turned against the nobles and knights who were sworn to protect them. The old balance was somewhat restored during the War of the Lance, when the knighthood and region became critical in the defeat of the dragonarmies.

The Summer of Chaos began another dark time for Solamnia, when the Dark Knights took control of Palanthas and much of the region. Soon after, the mighty blue dragon Khellendros annexed most of Solamnia and used Dark Knights and spawn to control and tax the people of the region. The great blue dragon died during the War of Souls, and now the factions of Solamnia are scrambling to determine who will rule there as the Age of Mortals moves forward.

Gerard uth Mondar

Southern Ergoth

Capital: Daltigoth (ogres)
Population: Ogres, elves, humans, thanoi, draconians, white dragons
Government: Draconic overlordship (Gellidus); feudal (Solamnic outpost)
Languages: Common, Elven, Ergot, Ogre, Solamnic
Trade: Grain, leather (elves); fish, furs (ogres)
Alignment: CE (dragons); LG, NG, CG, (elves); CE, NE, CN (ogres); LG, LN, NG (Solamnics)

Once a gentle and temperate land, Southern Ergoth has been reshaped by the terrible magic of the dragon overlord Gellidus (Frost). Most of the region is now a frozen desert, and the dragon has ogre and thanoi minions patrol the island while the beast sulks in his lair.

Life and Society

Many residents of Southern Ergoth fled the land with the coming of the white dragon, including the goblins and Kagonesti elves. Some Wilder elves, along with those Qualinesti and Silvanesti who remained on the island after the War of the Lance, still eke out a living in the chill lands of the west. The Solamnic Knights maintain their vigil over Huma's Tomb and keep watch on the dragons.

The ogres have prospered under Gellidus's rule. The white dragon returned Daltigoth to them, and some of the ogres have established a city there.

They use the old gladiatorial arena to punish those who "violate the peace," including their nomadic brethren and the thanoi imported from southern Ansalon who serve as soldiers.

Major Geographical Features

Formerly a land of hills, plains, woodlands, and wastes, almost all of Southern Ergoth has been buried by glaciers or covered by snow and ice. The Eastwatch lands on the western shore have become cold plains, but they remain habitable.

The Gale: The clash of cold air from Southern Ergoth with the warm air over the Straits of Algoni has produced a perpetual storm known as "the Gale." It batters the western shores of Solamnia and makes travel through the waters east and north of the island hazardous at best. Huge icebergs have been sighted in these waters.

Morgash Bay: The "Bay of Darkness" is a black saltwater bay so deep that not even a quarter-century of winter cold has been able to freeze it solid. The icy weather has frozen the entrance to the bay, however, leaving a chill and dark lake in the center of the island.

Important Sites

Southern Ergoth is now a land controlled by the forces of evil, and only a handful of its former inhabitants survive in the more tolerable areas.

Castle Eastwatch: Eastwatch is a Solamnic outpost on Southern Ergoth that is a key position in the struggle against the overlords. The castle is commanded by Riva Silverblade (LG female human Clr4/Crown3/Sword7), who keeps the knights' garrison ready to battle the dragon's forces of ogres thanoi. The knights are ready to aid the elven settlements if the need arises.

Daltigoth (Large Town, 4,352): The town, destroyed during the Age of Might and rebuilt centuries later, is now held by the ogres of Southern Ergoth in service to Gellidus. Under the ogre dictator Tdarnk (LE male ogre Bbn8/Ftr5), the ogres pay tribute to the great white dragon.

Qualimori (Large Town, 2,973): Like their kin the Silvanesti, the Qualinesti elves established a haven on Southern Ergoth during the War of the Lance. The conditions here are difficult to live under, though some consider their fate luckier than those on the mainland who now have no home to call their own.

Silvamori (Large Town, 4,549): The Silvanesti, fleeing the fall of Silvanost early in the War of the Lance, constructed their new city of Silvamori west of Harkun Bay with the forced aid of the Kagonesti. They now work closely with their Qualinesti cousins to survive under the oppression of the dragon overlord Gellidus.

Tomb of Huma: Surrounded by ice fields, the tomb is guarded by a band of Solamnics who have braved the wrath of the dragon and fought off attacks by ogres and thanoi. Though their ranks were thinned during the War of Souls, the lore and dragonlances within the mountainous tomb, coupled with the ambient magical energy that permeates the vale, gives the loyal knights the advantage they need to persevere.

Regional History

Once part of the mighty Empire of Ergoth, Southern Ergoth became an island like its northern counterpart during the Cataclysm. It stood long abandoned by its human masters and largely became a home of the Kagonesti–the wild elves. The War of the Lance brought the "civilized" elves to the region, and they enslaved the Kagonesti to help them build their cities in exile.

The Age of Mortals has brought much suffering to the lands of Southern Ergoth. Elves, Solamnics, and ogres alike were dismayed when Gellidus claimed the realm as his own. Within months, Southern Ergoth was transformed from rich plains and woodlands to a realm of perpetual winter that was buried under glaciers and snowdrifts. Only the land west of the Last Gaard Mountains remains outside the overlord's sphere of influence, though the cold leaves those regions chill and storm-wracked.

In the wake of the War of Souls, Southern Ergoth remains one of the last realms held and reshaped by a dragon overlord. Gellidus has become even more paranoid and reclusive than before and relies on his ogre and thanoi minions to patrol the isle while he lurks within his frozen caves.

Teyr

Capital: Teyr
Population: Draconians (military and civilian), humans (civilized and nomadic)
Government: Civilian government (Governor Kang)
Languages: Common, Nerakese
Trade: Military knowledge and training
Alignment: LE, LN, N, LG

Teyr is composed of the area to the north of Neraka, to the east of Estwilde, and to the south of Nordmaar. The Astivar Mountains lie within Teyr. The Woods of Lahue are outside it to the west. Teyr is a mountainous region with heavy forests, though the northern plains are grasslands.

Life and Society

Draconians started life as magical creations and were designed to be the shock soldiers of the dragonarmies during the War of the Lance.

Today, they are a full-fledged race with rights and responsibilities. Their society remains militaristic, since they are most comfortable with the order, structure, and discipline this imposes. Some draconians have, however, taken on traditional civilian roles in an effort to make their society more flexible.

A civilian government has been formed by Governor Kang in Teyr. Traditionally, draconians were exclusively a military race and knew only military discipline, justice, and command. Now a civilian tribunal lead by Governor Kang, with representation from both the draconian civilian population (a new concept for the draconians) and from each draconian regiment, maintains governance over the city and region. Outlying settlements within Teyr are led by outpost commanders. Initially, these positions are appointed, but after two years of loyal service, the settlement may choose a new outpost commander.

By contrast, the humans of Teyr live undisciplined and lawless lives, and make their living as mercenaries. Krolan is a small, nearly primitive village, populated by disenchanted Knights of Takhisis, soldiers of fortune, and a host of fugitives from elsewhere across Ansalon. It has steadfastly maintained its loyalty to the governor, and as such it has been granted outpost commanders.

The exception to this are those who live in the city of Robann. Its people tend to be rough and suspicious of outsiders, just like the draconians. They are law-abiding, however, and their justice tends to be swift and harsh. Robann dates from well before the rise of the draconian nation. The Lord Mayor has given his loyalty to the nation, however, and has been granted the position of outpost commander within the governing system of Teyr. Still, little communication takes place between Robann and the rest of Teyr.

Major Geographical Features

Teyr is a mountainous region dominated by the Astivar Mountain range. An ancient dwarven settlement is the site of the city of Teyr.

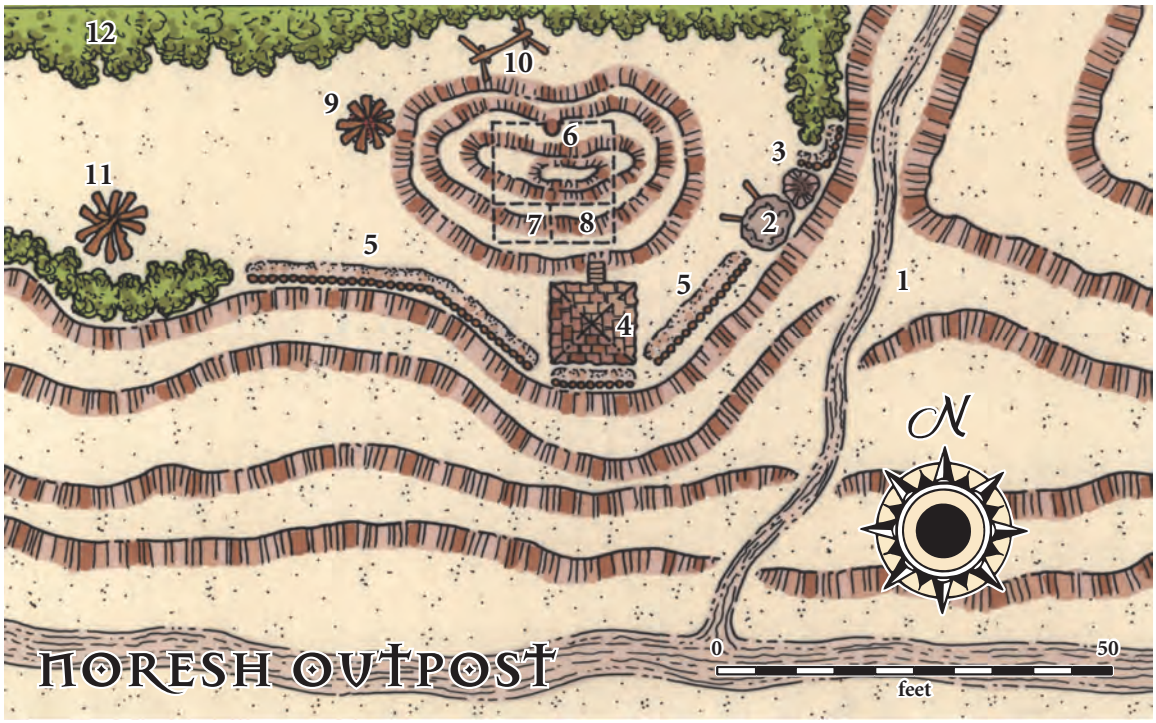
Mount Brego: This mountain is the central feature on the western horizon as seen from the city of Teyr. Wild ogres still wander the remains of the ancient dwarven ruins, which are located on the side of Mount Brego.

Peak of Destiny: The southernmost peak within the Astivar Mountains is unique due to a staircase in the mountainside that ascends from a small meadow halfway up it to the very peak. At the top is a viewing platform carved from the living rock. On a clear day, the three peaks of the Lords of Doom surrounding Sanction (some two hundred miles away) can be seen.

Important Sites

City of Teyr (Small City, 6,410): Teyr is a walled city made entirely of stone. The draconian government is housed in the center of the city, and all military barracks are within the walls. Many civilian businesses and domiciles lie outside the walls. An underground shelter beneath the government center can house the city's entire population in case of emergency.

Noresh Outpost: The Noresh Outpost sits 60 miles south of Teyr and 30 miles west of Robann and overlooks the ancient dwarven royal



highway. It covers the entry to the northern path that heads toward Teyr through the Astivar Mountains. Ten draconians man the outpost on a regular basis and are commanded by a bozak draconian junior infantry officer.

The outpost faces south and is hidden atop a rock promontory. The forward edges of the promontory are quite steep, but not so smooth that they can't be scaled. Tiny shrubs and lichen dot the surface of the granite cliff. On the east side is a steep but passable path up the side of the promontory. It's the easiest access to the site from the south. The outpost is meant to be used as a lookout post, and isn't a truly defensible position. The tall watchtower gives the position away as inhabited, but the rest of the outpost is hidden by height and clever camouflage.

Kang

The map of Noresh illustrates a typical draconian outpost. The numbered locations are described below. Draconian sentries listed here are only examples of what might be encountered.

1. Path: The pathway from the south heads up the less-steep slope to the east of the outpost. It continues past the outpost, and care has been given to make the path look as if it bypasses the outpost. A DC 20 Spot check or DC 15 Search check will reveal that there is a small path that branches off through the bushes to the left and goes most of the way up the promontory. The check would be harder were it not for the very visible watchtower, which suggests that there must be an outpost here.

2. Boulder: Past the thin, camouflaging bushes stands a large boulder. From the path, it simply looks to be a rock outcrop. From the top, however, it is obvious that the boulder has been rigged to drop onto the path below. Small rocks are wedged below the boulder, and two large pine poles are jammed under it to enable the rock to be levered over the edge.

Boulder Trap: CR 5; +15 melee (6d6 crushing); DC 20 Search; DC 25 Disable Device. Note: Can strike all characters in two adjacent squares (see Falling Objects in Chapter 8 of the *Dungeon Master's Guide*).

3. Ranged Attack Pit: A small pit stands to the north side of the trail through the camouflaging bushes. During times of heightened threat, a sentry is placed here to guard the entrance. The pit is 5 feet deep and 4 feet around, which is just enough to fit a baaz draconian shooter with a crossbow. With no obvious threat, however, the pit is left empty.

Baaz Draconian (1): hp 14; +2 ranged (1d10/19–20, heavy crossbow); see Chapter 7.

4. Guard Tower: The guard tower stands 30 feet high and can be seen from a distance in any direction. It stands high enough to see over the hill to the north of the outpost, but is designed to see miles in any southerly direction. The tower is constructed of sturdy timber with a cupola that could hold up to four draconians. The back, or north side of the cupola does not have a wall, which allows the draconians to leap out and glide down to the ground to either deliver messages or escape serious attack.

Baaz Draconians (5): hp 14 each; see Chapter 7.

5. Walls: Timber walls covered in earth and foliage surround the promontory. They are the first defenses for the outpost and provide good firing positions for crossbows, or good fighting positions for sword or spear. The defenses are totally geared to a frontal attack and provide little protection from rear attacks.

6. Tunnel: A tunnel enters into the rocky hill and leads into a large 20-foot-by-20-foot chamber. There are bunks to house ten draconians, as well as an armory and eating facilities. Torches light the inside at night, and curtains made of hide cover the entrance to keep the light in.

7. Study and Lab: A small room off of the main chamber and separated by hide curtains houses a myriad of magical potions and components, as well as a small collection of spellbooks.

Kang, Governor of Teyr

Male bozak draconian Sor5/Ftr4/Legendary Tactician3: CR 17; Medium dragon; HD 4d12+4 (base) plus 5d4+5 (Sor) plus 4d10+4 (Ftr) plus 3d8+3 (tactician); hp 89; Init +4; Spd 30 ft.; AC 20 (touch 13, flat-footed 20); Atk +21/+16/+11/+6 melee (1d8+9/x3, *+4 battleaxe*) and +14 melee (1d4+1, bite), or +16 melee (1d4+3, 2 claws) and +14 melee (1d4+1, bite); SA death throes, inspire courage (+2), spells; SQ direct troops, draconian traits, leadership bonus (+2), SR 26; AL LN; SV Fort +13, Ref +7, Will +14; Str 16, Dex 11, Con 13, Int 15, Wis 14, Cha 14.

Skills and Feats: Bluff +9, Climb +7, Concentration +13, Craft (carpentry) +8, Diplomacy +13, Intimidate +11, Jump +7, Knowledge (arcana) +9, Knowledge (history) +14, Listen +9, Profession (engineer) +10, Search +9, Sense Motive +12, Sleight of Hand +2, Spellcraft +11, Spot +9, Swim +6; Alertness, Combat Casting, Combat Reflexes, Empower Spell, Improved Initiative, Leadership, Multiattack, Run, Weapon Focus (battleaxe), Weapon Specialization (battleaxe).

Death Throes (Su): On the round that a bozak draconian dies, its scaly flesh shrivels and crumbles from its bones in a cloud of dust. The bones immediately explode, dealing 1d6 points of damage to all within a 10-foot radius. Affected creatures can attempt a DC 14 Reflex save for half damage.

Inspired by Dragons (Ex): Draconians are drawn to evil dragons and revere them. When a dragon commander is within line of sight or when entering a battle under the command of a dragon (in the chain of command), draconians receive a +1 morale bonus on all attack rolls and saving throws.

Dragon Traits: Draconians are immune to sleep and paralysis effects. They have darkvision (60-foot range) and low-light vision.

Disease Immunity (Ex): Draconians are immune to all diseases.

Glide (Ex): Winged draconians can use their wings to glide, negating any damage from a fall of any height. They can also travel horizontally up to four times the vertical distance they descend.

Low Metabolism (Ex): Draconians can survive on one-tenth the food and water it takes to sustain a human.

Leadership Bonus (Ex): The legendary tactician gains a +2 bonus to his leadership score, enabling him to attract more powerful cohorts and followers.

Inspire Courage (Su): The legendary tactician can inspire courage is his allies (including himself) twice per day, bolstering them against fear and improving their combat abilities. To be affected, an ally must be able to hear the legendary tactician speak. The effect lasts as long as the ally hears the legendary tactician continue to speak and for 5 rounds thereafter. While speaking, the legendary tactician can fight but cannot cast spells, activate magic items by spell completion (such as scrolls), or activate magic items by magic words (such as wands). Affected allies gain a +2 morale bonus on saving throws against charm and fear effects and a +2 morale bonus on attack and weapon damage rolls. Inspire courage is a mind-affecting ability.

Direct Troops (Su): As a full-round action, the legendary tactician can give compelling directions. He can bestow a +2 competence bonus on either attacks or skill checks to all allies within 30 feet. This bonus lasts for 2 rounds.

Spells Known (6/7/7/6/4; base DC = 12 + spell level; 10% spell failure): 0–*arcane mark, daze person, detect magic, disrupt undead, flare, light, ray of frost, read magic;* 1st–*burning hands, magic missile, message, shocking grasp, true strike;* 2nd–*bull's strength, invisibility, levitate, web;* 3rd–*haste, lightning bolt, stinking cloud;* 4th–*ice storm, stoneskin.* Caster level 9th.

Possessions: *+4 battleaxe,* dagger, *+5 leather, ring of protection +3.*

Kang was hatched among one of the first successful generations of draconians to be used in the dragonarmies. He was originally trained as a leader of draconian infantry, but his skill in things mechanical quickly caught his instructors' eyes. He was the first draconian to train as an engineer officer. Under Lord Ariakas, he commanded the First Dragonarmy Bridging Company and later, the First Dragonarmy Engineer Regiment. Kang is a bozak draconian, and until the second Cataclysm was capable of wielding deadly magic. After the second Cataclysm, Kang lost his ability to do magic.

After the Chaos War, Kang moved his now renegade regiment north from the Khalkist Mountains to meet up with other draconians. Nearly destroyed by a short war with the goblins, the battle swayed to the draconians' favor with the combination of Kang's military genius and the might of the remnants of General Maranta's draconian army. Kang resigned his command of the engineer regiment to his longtime second-in-command Slith and took on the title of Governor of Teyr. He is now the political leader of the first draconian nation on Ansalon. He has vowed to never return to spellcasting, even with the return of the gods, as a sign that his faith in the Dark Queen was betrayed. He now works to lead his people into the future with their new place upon Ansalon.

The books are working copies, and the components are all used by the outpost's bozak commander for any magical spells he may need. The room is also used for magical communication with the High Command in Teyr.

8. Commander's Quarters: Another small room is the outpost commander's private quarters. It is simple, with only a bed, a clothes chest, and a rack to hang clothing and equipment on for ready use. Any valuables that the commander doesn't carry are in the chest, which is normally locked by a simple iron lock. If the commander and the bozak mage are the same person, then there may be more elaborate magical items in the chest, as well as spells protecting them.

9. Fire Pit: A fire pit is kept burning during the day only and is extinguished an hour before sundown. All food is cooked during the day. The fire is lit every morning an hour after sunup.

10. Food Rack: An A-frame is set in the ground to allow both meat and hides to dry and be cleaned. Normally, two or three hides will be on the rack drying at any one time, along with the carcass of any recent kills. Draconians rarely eat plants; hunting parties go out from the outpost on a regular basis.

11. Emergency Signal: A large fire pit, assembled with a massive amount of kindling and timber, is set and ready to be lit. It has been there for years, but has never been lit. It is the emergency signal in case all other methods of signaling are exhausted. The fire pit is designed to provide a huge roaring fire with lots of smoke and can be lit easily in an emergency. If lit, its flames will be visible for many miles, and the smoke will be seen for many more miles. It's checked on a daily basis to ensure that it's ready to be used, but to date it hasn't been. In the rainy season, it's unknown whether the fire would actually ignite.

12. Back Wall: Dense bushes form the back wall to the outpost. To the north of the bushes, the hill rises for several more feet, then slopes back down. The underbrush is very dense and brittle, making movement through it quite noisy with snapping twigs and shaking bushes. The bushes have small barbs on the branches and make it even less inviting.

Robann (Small Town, 962): Robann, located on the southeasternmost tip of the mountain chain, is the only settlement on the plains. It is a walled city that combines both wood and stone construction. The city's defensive works were in disrepair until Governor Kang personally aided in the reconstruction of the city's defenses.

Ruins on Mount Brego: The ruins, rumored to be from the ancient dwarven nation of Kal-Thax, haven't been mapped or explored, at least according to modern scholars. Governor Kang has declared Mount Brego to be off-limits to draconians, since few have returned from expeditions to the region.

Thoradin

Capital: Zhakar
Population: Dwarves (Daergar, Daewar, Hylar, Theiwar, cured Zhakar)
Government: Monarchy
Languages: Common, Dwarven, Ogre, Terran, Undercommon
Trade: Minted coins, gems, weapons, dwarf spirits, wool, clothing, timber
Alignment: LN, N, LE, NE

The dwarven kingdom of Thoradin was once one of the mightiest dwarven nations. It was

Rise of a Draconian Nation

After the War of the Lance and the defeat of their queen, the draconians were viewed with hostility by almost all the peoples of Krynn. Solamnic Knights were bent on exterminating them, and even evil races such as ogres and goblins saw the draconians as a threat. Realizing that his people were likely to be wiped out, Kang took a renegade regiment of draconians into the Khalkist Mountains to try to make a life for themselves. While barely surviving there, he stumbled upon knowledge of draconian eggs hidden in the depths of the dwarven stronghold of Thorbardin.

At this time, the Chaos War erupted and Kang and his engineers volunteered for service with the Knights of Takhisis, only to be assigned trivial duties. Kang and his draconian engineers deserted the army to pursue the hidden treasure. The eggs were, in fact, female draconian eggs. Kang, then the custodian of the only draconian females in the world, took it upon himself to protect these new additions, realizing that his race was truly a race–and one with a future. The young females grew just as quickly as others of their kind and Kang soon discovered that the females possessed talents and abilities different than males.

Kang and his regiment trekked north to find a new home where his people could live in peace. He found Teyr, an ancient dwarven city that was in ruins. Using the stone from the old city, the engineers built a new city on the foundations. From that city, Kang extended the grasp of the draconian nation over the new region of Teyr, which was named after the draconian city. Governor Kang now commands a small but highly trained army and a growing population, thanks to the new ability of the draconians to reproduce.

conquered, renamed Zhakar, and ruled for centuries by dark dwarves until it was reclaimed by the Hylar and their brethren during the Age of Mortals. Now it works to rebuild its place as a mighty dwarven nation and calls itself Thoradin once more.

Life and Society

The new Thoradin as a nation is currently scrambling to figure out its place in the world. After the fall of Sanction during the War of Souls and the departure of the Dark Knights, King Severus Stonehand (N male mountain dwarf Ftr3/Mystic 8) is trying to find new trading partners. Having alienated the ogres by siding against them with the Dark Knights, Severus is making overtures to them and to the minotaurs, who are too close to Thoradin for his comfort. So far, the ogres have not been much impressed, and neither have the minotaurs. Always one to play both ends against the middle, Severus is currently planning to open negotiations with the new ruling body in Sanction.

Major Geographical Features

Thoradin lost land to the dragon overlords and the Dark Knights, and the nation is now reduced in size to a few square miles around Mount Horn. Severus has managed to regain some land, but not much.

Valley of Crystal: South of Mount Horn lies a dale covered with valuable crystals that purportedly erupted out of the earth nearly four decades ago during the Summer of Chaos. Even though both dwarves and ogres have been constantly plundering it and fighting for control of the valley, the riches that remain have been barely tapped.

Important Sites

The Gorge: The black flame, a mysterious force that has been tormenting the dwarves of Thoradin for two millennia, has returned, and dwarven mystics (including Severus) haven't been able to destroy it. The dwarves would do anything to rid themselves of the living, unquenchable fire.

Zhakar (Large City, 22,197): The city of Zhakar remains awe-inspiring and provides a welcome diversity in dwarven construction and architecture. The only surface area of the city is a great, five-sided keep overlooking the Stonecrusher River. It has vast underground networks of caverns and tunnels. The rigid rule and caste systems that govern clan life in other dwarven cities are relaxed here. Dwarves don't live in clan enclaves, but can choose to build a home anywhere in the city. Several humans have also opted to establish themselves here, which contributes to the cosmopolitan and multiethnic look of Zhakar.

Regional History

Thoradin was an ancient dwarven kingdom whose roots go back further then even Thorbardin. It was a center of trading, commerce, and industry for millennia. When the warnings came before the Cataclysm, a strange and terrible black flame emerged that consumed flesh but did not burn itself out, nor could it be extinguished through traditional means. Shortly thereafter, the Cataclysm devastated the kingdom. For all purposes it ceased to exist. The culture that took its place was a blight and a shame on the otherwise glorious history of dwarves on Ansalon. The disaster of the Cataclysm brought the mighty halls of Thoradin crashing down around the dwarven wonders that had been carved in that realm's thousand-year reign. Of the teeming glory of Thoradin, only one city survived. This was Zhakar, the heart of the Theiwar clan. Though damage was extensive and many dwarves were killed by cave-ins and collapses, the bulk of Zhakar's population survived.

The dark dwarves ruled the broken kingdom during the Age of Despair–their activities were almost completely unnoticed by those on the surface, except for the twisted stories and rumors that reached the other races. The Zhakar dwarves survived, though they contracted a horrible fungal plague that left them alive but suffering and often insane. Unable to stand the light of the surface realm, the Zhakar ruled but were trapped. Things changed after the Summer of Chaos, and the Age of Mortals saw Thoradin restored.

The Zhakar dwarves could not have foreseen that the dragon overlord Beryllinthranox's conquering of the eastern part of the Kharolis Mountain range would bring change to their nation, which was located on the other side of the continent. When Thorbardin's Council of Thanes voted to seal off the mountain for protection against the green dragon's army, one outspoken dwarf, Severus Stonehand–also called the Mad Prophet–rebelled against the decision and left the dwarven nation with a group of followers. They traveled to Thoradin with an ambitious plan to wrest the kingdom from the hands of the foul Zhakar.

A year later, Severus reached Mount Horn with his cadre of devotees. Overwhelming the Zhakar government, he quickly dispatched the Zhakar king and decreed himself High Thane of Thoradin. Proclaiming that he was acting under divine guidance, Severus proceeded to heal the plague afflicting the remaining Zhakar, who had

been taken as prisoners. In return, he gained their absolute fealty.

Severus signed a trade and military agreement with the Knights of Takhisis and received protection against the nearby ogre nation of Blöde and mining rights in other parts of the Khalkists under Dark Knight authority. In return, the dwarves traded exclusively with the Knights of Takhisis, supplying them with some of the best weaponry and manufactured goods in Ansalon.

Thorbardin

Capital: Zakhalax
Population: Mountain dwarves, dark dwarves
Government: Republic of Thanes lead by a high king
Languages: Dwarven
Trade: None
Alignment: LN, LG, N, CN, NE

Thorbardin is considered by many (mountain dwarves, at least) to be the grandest testament to dwarven ingenuity, diligence, and craftsmanship that exists anywhere upon Krynn. With its eight great cities, vast extent of warrens, fortified gates, and cold underground sea, it represents an undertaking far beyond any other dwarven delving. In fact, it is much larger than many surface realms.

Life and Society

Through civil unrest and a dispute on rulership, the lives of the common dwarves go on unchanged. Each clan pursues its own agendas, and its citizens carry on their normal jobs and duties. Ever industrious, the dwarves continue building, mining, and farming under the mountains as they have for thousands of years.

Major Geographical Features

The underground kingdom has features that match those on the surface in importance. Most surface-dwellers live their entire lives without even hearing of these wonders.

Plains of Dergoth: These lands on the surface near Thorbardin were fertile before the Cataclysm. As the stage for the battles between mountain dwarves and their hill dwarf cousins, the land was laid waste by a magical explosion wrought by the final spell of Fistandantilus. It's now a mostly barren wasteland.

Urkhan Sea: Deep underground, this body of water surrounds the capital of Thorbardin and acts as a capable barrier should the interior of the kingdom be penetrated. Many Hylar are wont to say that with the food warrens and smelts inside Zakhalax, they could hold off a siege for many centuries. Ferries connect the capital to the other seven underground cities of Thorbardin. The ferries are propelled by cranks within each boat, which are attached to winches present on the steel ferry cables. These cables are raised about 10 feet above the water level. Though dwarves are uncomfortable near water, the relatively calm and shallow nature of the lake makes them reluctantly willing to board the Theiwar-manned ferries.

Valley of Thanes: Completely unapproachable from the outside, this natural valley is accessed through Thorbardin. The vale has remained primal for the most part. The floor is not laid out with titles, and no columns or statues decorate the area. The dwarves believe the sanctity of the surrounding mountains helps keep the buried at peace. Major nobles and important citizens are usually entombed in large cairns, some of which are ovals measuring 10 feet by 20 feet. Around the periphery of the valley are the honored tombs of the thanes. They have been delved into the surrounding mountains and are sealed for all eternity with stone-plug doors made to resemble the surrounding rock. A special and unique tool is required to yank the plug outward. Only one copy of that tool (which looks like an elaborate, three-pronged crowbar) exists. It's carefully guarded by the master tombwarden, who lives in the capital and is the only one who can find the actual location of each tomb.

Important Sites

Above and below the kingdom of Thorbardin the land has several markers known beyond its borders.

Pax Tharkas: Created in the Age of Dreams by humans, elves, and dwarves as a symbol of unity and peace, Pax Tharkas (or the "Peace of Friends") is a mighty stronghold built for strength and strategic advantage. Once controlled by the forces of the Dark Queen during the War of the Lance, the fortress is now controlled by hill dwarves and exiled mountain dwarves.

Skullcap: The magical fortress of Zhaman was the last infamous home of the Black Robe archmage Fistandantilus and crumbled when the wizard cast his ultimate spell at the conclusion of the Dwarfgate War. After the dust settled, the warring dwarves saw that Zhaman had been transformed into a hideous depiction of a gaping skull. From its mouth continually flowed wisps of pale green fog. It is said many artifacts of power are there waiting for greedy hands. Rumors speak of adventurers going into the skull, but few tell of anyone coming out alive.

Regional History

The dwarves under the mountain had been a self-sufficient people who had sealed themselves off from the rest of the world. Thorbardin was the

central home of the mountain dwarves for most of recorded history.

The dwarves of Thorbardin were willing to house the Abanasinian refugees during the War of the Lance in exchange for the recovery of the *hammer of Kharas*. This began a period in which the dwarves were more open to the outside world, until the start of the Chaos War and the coming of the dragon overlords.

From a reasonably large nation, Thorbardin became a simple enclave in the Kharolis Mountains. Encircled by Beryllinthranox's forces, the dwarves sealed off their gates and retreated back inside their underground home on Cloudseeker Mountain. Unlike past times, however, Thorbardin maintained a link with the elves of Qualinesti, who had suffered under the regime of the Dark Knights and the great green dragon. In subsequent years, a treaty between High King Tarn Bellowsgranite and King Gilthas allowed the dwarves to dig several tunnels from Northgate to the elven capital. The tunnels were used by the elves to evacuate their majestic city under the cover of secrecy.

During the War of Souls, however, a group of dark dwarves, working in concert with the Thane of the Dead, began causing strife within Thorbardin and forced Tarn Bellowsgranite to fight for his and his people's survival.

Throtl

Capital: Throtl
Population: Hobgoblins, goblins, ogres, trolls
Government: Anarchy; monarchy (Throtl)
Languages: Common, Goblin, Lemish, Ogre
Trade: None
Alignment: LE, NE, CE

The nation of Throtl managed to survive the second Cataclysm almost unscathed. The plains of Throtl are rife with bogs that make travel and farming difficult. The weather is generally foul. The famous Throtl Gap, though it properly lies in Estwilde, is counted part of Throtl's territory. Throtl survives as a buffer state between southern Solamnia and the territories of the Knights of Neraka.

Life and Society

The Summer of Chaos that brought so much misery to others actually improved life for the hobgoblins. The influx of refugees fleeing to and from Solamnia meant more pickings for the raiders. Of more immediate concern to the hobgoblin king, however, was the arrival of a force of ogres that carved a tiny kingdom in the mountains, openly defying his rule.

The hobgoblins plunder their neighbors, especially caravans in the Throtl Gap, but do little trade. The only thing of any value that they possess is information. They spy on troop movements in Solamnia and sell that information to the Knights of Neraka.

Hobgoblin life centers around the tribe. A hobgoblin is born, is taught how to fight, and dies. Weakness isn't tolerated, and they don't suffer the weak to live.

Most of the tribes of Throtl are now nomadic raiding parties. The settled hobgoblins live in the city of Throtl and consider those wandering tribes primitive. The two groups are often at war with each other, though they are quick to unite if threatened.

All the hobgoblin tribes of Throtl nominally owe allegiance to King Uhkrin, who rules from Throtl, but during the years his hold on them has weakened. Rumors of a new goblin nation rising in southern Qualinesti have caused many warriors to depart Throtl in search of more and better raiding.

Major Geographical Features

Throtl has very little arable land, being mostly bogs, forest, and mountains. The hobgoblins survive by raiding their neighbors or hunting in the bogs.

The Forest of Throtl: Also known as the Storm Forest, this wooded area is renowned for its blizzards and thunderstorms. Very few animals make this forest their home, and even the hobgoblins are afraid to go near the center of it. After the Summer of Chaos, a group of daemon warriors made the forest their home and have killed everyone caught trespassing.

Throtl Gap: While this gap properly belongs to Estwilde, its importance to the hobgoblins has made it a dangerous place. Caravans are usually heavily armed to defend from hobgoblin assaults. The gap often has clear conditions and allows the hobgoblins to spot caravans miles away.

Important Sites

The Chaos War made Throtl more dangerous than before. Now Chaos-spawned creatures roam the darkness, along with the more mundane forces of evil.

Last Tower: This tower lies in the frontier between Nightlund and Throtl. Infested by shadow wights, the tower is dangerous to explore. A large pile of jewels, gold, and other precious metals is clearly visible from a ground-floor window. The wights use this to lure foolish explorers to their doom.

The Ogre Kingdom: A small force of ogres has carved a small "kingdom" in the mountains. They raid the hobgoblins for food and slaves.

Chapter Six

Tanis swung over the porch and dropped down through the trees' limbs to the ground below. The others waited, huddled in the darkness, keeping out of the light cast by street lamps swinging in the branches above them. A chill wind had sprung up, blowing out of the north. Tanis glanced behind him and saw other lights, lights of the search parties. He pulled his hood over his head and hurried forward.

"Wind's switched," he said. "There'll be rain by morning." He looked around at the small group, seeing them in the eerie, wildly dancing light of the wind-tossed lamps. Goldmoon's face was scarred with weariness. Riverwind's was a stoic mask of strength, but his shoulders sagged. Raistlin, shivering, leaned against a tree, wheezing for breath.

Tanis hunched his shoulders against the wind. "We've got to find shelter," he said. "Some place to rest."

"Tanis–" Tas tugged on the half-elf's cloak. "We could go by boat. Crystalmir Lake's only a short way. There are caves on the other side, and it will cut walking time tomorrow."

"That's a good idea, Tas, but we don't have a boat."

"No problem." The kender grinned.

– Margaret Weis and Tracy Hickman,
Dragons of Autumn Twilight

DRAGONLANCE was originally designed as a campaign world in which players had goals other than beating up monsters and slaying dragons to steal their treasure. The world of Krynn offers opportunity for exciting adventures, campaigns that have complex and interesting storylines, and characters with goals that may be as challenging as restoring the knowledge of the deities to the world or driving the gods of Evil back into the Abyss.

You can bring the flavor of DRAGONLANCE to your campaigns by incorporating some of the characteristics that make this setting unique. You might want to use these characteristics as themes around which to base an entire campaign–or you may simply want to suggest that players take some of this information into consideration when playing their characters.

This chapter offers some tips on story-building, including ideas on creating interesting settings, bringing to life memorable villains, and adding depth to your characters and NPCs.

The DRAGONLANCE adventure begins here!

Laws of Krynn

Each of the three alignments–good, evil, and neutral–has its own law. These three laws are the cornerstones on which the universe is built. Characters with these alignments may use these laws as a basis for determining their characters' reactions to encounters and situations.

The Law of Paladine: "Good Redeems its Own"

Good seeks to forward its goals by redeeming and recalling the lost members of the flock. Good seeks to bring about the advancement of the universe by compassion and justice.

A character with good alignment views everyone in the world as a being worthy of salvation. Those who walk in darkness have strayed off the path. They should not be destroyed, but reclaimed. A White Robe wizard will first remonstrate with the renegade, urging him to change his ways. The cleric of Paladine will not slay the thief, but will urge the thief to abandon a life of crime.

Characters of good alignment realize that they are mortal–they will make mistakes; they will slip and fall. They pray to the deities for help and then struggle on, doing the best they can to make the world a better place.

A danger for characters of good alignment is that they may become arrogant. They may decide that they know the right way to live and try to force their beliefs upon others. A character of good alignment who devolves into fanaticism may find he has strayed into darkness.

The Law of the Dark Queen: "Evil Feeds on Itself"

Chaotic evil's objective in the universe is the supremacy of might without any moral consideration. Lawful evil has the same objective, but seeks to obtain supremacy through the rigid application of the morality of strength.

Those characters of chaotic evil alignment are completely self-centered and self-absorbed. They care nothing about any other living thing. Their wants and desires take precedence over all. They have no loyalty to anyone. If they follow a deity at all, the god is likely one with the same outlook, one who uses followers to enhance his own power and does not hesitate to sacrifice them to his own ambition. Thus do those of chaotic alignment feed off one another until they consume each other.

Those characters of lawful evil alignment believe that the strong have been chosen by Nature to rule over and dominate those weaker than themselves. Lawful evil follows strict laws that dictate precisely how each person's life must be lived. Those who break the laws must be harshly punished to serve as an example to others.

Lawful evil may recognize honor and self-sacrifice, but all in the name of the cause. Love weakens. Hope is a lie. Mercy and compassion coddle the weak. Lawful evil characters worship and revere gods who are like themselves. Such deities demand absolute obedience and are swift to punish those who fail. Lawful evil feeds off itself, for it has nothing else to sustain it.

The Law of Gilean: "Both Good and Evil Must Exist in Contrast"

The diversity of both viewpoints–evil and good–balance one another on the universal scale. Should either side dominate, the universe would be all light or all darkness without any contrasts to bring focus or purpose. Neutral's objective is the law of diversity.

Characters of neutral alignment understand that without light, darkness could not exist and that without darkness, light has no meaning. They follow neither path, but choose a road somewhere in between. They think first of themselves, but they are not completely selfish. They may not go out of their way to help someone, but neither will they deliberately harm an innocent person. Neutral characters are independent-minded and examine all laws and doctrines carefully before deciding to follow any of them.

Neutral characters do not give themselves readily to causes for the sake of the cause, but may do so if there is something in it for them. They ask little of others and expect little in return. In their minds, they would like to be left alone to live life as they choose. The deities they revere are the gods who leave them free to do this.

Because they have few firm convictions, those of neutral alignment may be swayed to one side of the scale or the other.

Flavor and Tone

The Dragonlance world has its own flavor and tone that make adventuring in Krynn different from adventuring in other worlds. Information in this section will help you capture that flavor and tone, as well as offer suggestions as to how you can bring your own unique perspective to the world of Dragonlance.

In Krynn, nearly every living being is involved in the progress of the world and takes an active role in shaping that world and its people. Dragons of Krynn are not aloof creatures who skulk in caves, jealously guarding their treasures. Krynn's dragons choose sides in the wars among gods and men, become embroiled in politics, work to promote their own goals and further their own causes. An adventuring party is likely to meet dragons in Krynn, although not where and when they might expect. A king's minister might be a red dragon in disguise, intent on leading the party to their doom. A golden dragon may ask adventurers to help free elves being held prisoner.

Likewise, most humanoids on Krynn have goals and ambitions that are greater than themselves. Most owe loyalty and allegiance either to governments or deities or both. Those who do not usually have good reasons for their lack of faith or their refusal to obey laws. Every race is given history and background: Ogres have their own nation, with an interesting and even tragic history; draconians, as beings new to the world, search to find their place in the world.

Finally and most importantly, the actions of the individual characters matter. Characters adventuring on Krynn are likely to be caught up by forces over which they have no control. They may become embroiled in wars, in intrigue and politics, in battles among the gods. Characters may find themselves doing heroic deeds they never intended–or wind up in more danger than they ever anticipated. By making each character's small story a part of a much larger story, you give your campaign the feel of an epic adventure and you make the character feel that he or she is an important part of that story.

Fallen Nations and Ruined Cities

The ruins of ancient nations and cities not only make for excellent dungeon crawls, they can provide players with a sense of the rich history of the world of Krynn and establish a connection to the past. If you have visited a battlefield or the ruins of an ancient city, you are likely to have experienced a strange closeness to those who lived and died there. Try to recreate these feelings of awe and reverence for your players by giving them opportunities to learn the history of the ruined city, to discover something about the people who once inhabited it and see something of their everyday lives.

Maintain an air of mystery about the ruins. Don't provide answers, but let your players find the answers themselves. What terrible event occurred that destroyed this city? Was it ruined in the Cataclysm? Did dragons attack it? Was this event recent or did it happen hundreds of years ago? Use your knowledge of Krynn's history to tie this to the larger story, so that the players aren't just crawling among fallen

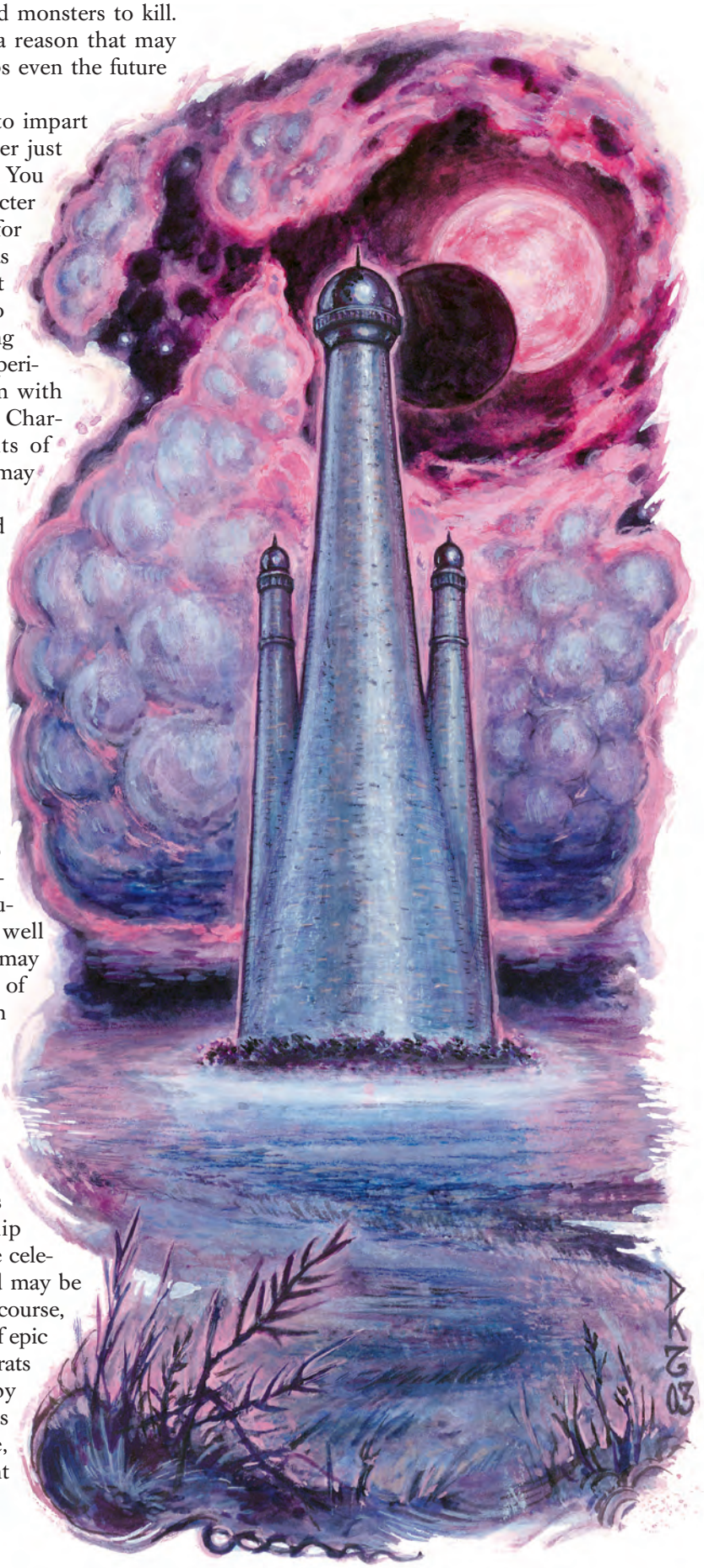
columns in search of loot and monsters to kill. The characters are here for a reason that may affect their future and perhaps even the future of the world.

There are various ways to impart background information other just coming out and revealing it. You might tell an individual character that she has a secret reason for entering this ruin. Thus, she has knowledge about the ruins that she may or may not choose to share. The party may be acting on orders given to them by superiors, who have provided them with information about the place. Characters may encounter spirits of those who once lived here or may be possessed by such spirits.

Information may be found on murals or tapestries, in books, legends or songs. Such information, particularly that found in songs or legends, is likely to be inaccurate or exaggerated, but can help to set the mood.

Ruins should contain surprises, both nasty and pleasant, which can also lead the characters into the larger story line. Ruins are ideal places to find ancient relicts and powerful magical artifacts. Such valuable objects are likely to be well guarded, or, once discovered, may draw the unwanted attention of powerful beings–perhaps even the deities themselves.

Ruined cities also attract monsters, undead, and other evil creatures–but they should be there for a reason. Dragons may be found guarding powerful artifacts. Goblin deserters may be hiding from the whip and the lash. Centaurs may be celebrating Spring Revels. Undead may be doomed to seek revenge. Of course, not every encounter need be of epic proportions. A swarm of giant rats may simply be hungry. But by tying a few of these encounters to the overarching storyline, you make the experience count for something.



Dark Tower of High Sorcery

Known Ruins of Ansalon

Though adventures in a DRAGONLANCE campaign often go beyond a simple "dungeon crawl," many quests take the characters to abandoned keeps, ruined castles, or unexplored caverns in search of some valuable treasure or knowledge. Some of the most famous locations are listed here.

Anvil of Time: This mythical place is said to be the magical forge upon which the *device of time journeying* was created. It is said to exist in all times of Krynn's history, and that by using the power of the Anvil one can journey from one age to another and back again. Because of this, figures from the past, present, or future may be encountered, depending on both where and when the adventurers are exploring.

Dark Tower of High Sorcery: One of the original Towers of High Sorcery, the Dark Tower became corrupted by dark magic. Formerly located in Palanthas, it is now located in Nightlund, all but hidden in a grove of cypress trees. The tower was sealed and warded by Dalamar the Dark, who is now forbidden to ever reenter it. The magical treasures and wealth of knowledge inside the tower, once home to Raistlin Majere himself, are a fierce temptation for a world that has now regained the wizardry of the three moons.

High Clerist's Tower: Once the home and headquarters of the high priest of Paladine, this tower stands south of Palanthas, damaged and abandoned since the Summer of Chaos. The Guk clan of gully dwarves have claimed some of the tower, learning to avoid the traps and hazards that remain. With the death of the dragon Khellendros and the weakening of the Dark Knights, the tower will once again hold great importance to whomever can claim it first.

Icewall Castle: Found on the Icewall glacier, this castle has been held by powerful figures in its history, including the former dragon Highlord Feal-Thas. Icewall castle is said to be home to both treasures and dangers. The castle is now guarded by thanoi and large group of sivak draconians, as well as the watchful eyes of the two massive white dragons who rule the region.

Istarian Ruins: Sea elves are said to rescue drowning shipwreck victims and place them in protected underwater ruins surrounded by magical bubbles of air. Almost completely unexplored (and unplundered), the ruins might contain some of the forgotten glories of ancient Istar. They also might be home to evil underwater creatures or be the feeding grounds of a kraken.

Mount Nevermind: Though this mountain is fully inhabited by thousands of gnomes, the honeycomb of caverns leads to unexplored or forgotten places. Sealed-off tunnels hide dangerous underground creatures and gnome inventions gone terribly wrong. Just as many of the dangers are now forgotten, so too are the potential rewards.

***Nalis Aren*:** The "Lake of Death" is on the site of the destroyed city of Qualinost, in the heart of the Qualinesti forest. The forest itself is home to evil human mercenaries and a highly dangerous force of goblins and hobgoblins, and the lake is said to be haunted by the restless spirits of the elves slain there. For those who can magically survive underwater, there are potential treasures to be recovered from the drowned city–for those willing to take the risk.

"The Ruins": Said to be one of the destroyed Towers of High Sorcery, the remains of this structure now stand on the peak of Malystryx (the mountain that housed the primary lair of the dragon overlord of the same name) in the Desolation. Some sorcerers theorize that it was through the residual magic of the broken tower that Malystryx was able to create such dramatic changes to the land and cause the curse of kender affliction (through which afflicted kender came to know fear). Red dragons, red dragonspawn, dire boars, and the hazards of the Desolation make this place extremely dangerous.

Skullcap: Originally a magical fortress called Zhaman on the Plains of Dergoth (near the kingdom of Thorbardin), this was rumored to be the site of the archmage Fistandantilus's death. A magical blast turned the fortress into a broken ruin shaped like a huge, hideously grinning skull. Rumors speak of undead occupying the ruin, including skeletal warriors, spectral minions, and perhaps even the demilich of Fistandantilus himself.

Sla-Mori: "Secret Way" in elven, this is a group of secret passages that run under the ruined fortress of Pax-Tharkas. The tunnels also hold the Hall of Ancients, the burial site of the great elven king, Kith-Kanan. The Sla-Mori is rumored to be overrun by dangerous creatures, including a banshee, hordes of zombies, and giant slugs.

Storm's Keep: On an island north of Ansalon, on the Sirrion Sea, lies the battered keep that was once the home and training ground for the Knights of Takhisis. Here Sir Ausric Krell, a death knight served by a group of skeletal warriors, is imprisoned, battered by a perpetual storm. Fighting loneliness and boredom, he might keep captives alive for a time before killing them. He forces those he kills to serve him forever as skeletal warriors. (For more information, see Death Knights in Chapter 7.)

Tomb of Takhisis: No one knows if this place truly exists, but rumormongers and talespinners say that the dark cleric Mina took the corpse of the former Queen of Darkness to a

secret place for burial. Where this might be, and what guardians are appointed to it, is completely unknown.

Winston's Tower: This gnome-constructed ancient lighthouse sits on the Blood Sea isle of Karthay. It is said to be home to a giant clockwork juggernaut, strange mechanical traps, and other gnome inventions gone out of control.

Xak Tsaroth: This city on the coast of the New Sea was wrecked during the Cataclysm, and has since almost completely fallen into the sea. Some of the outlying areas have survived, home to gully dwarves and renegade draconians, and tales tell that other, unexplored areas of the city were revealed during the upper city's slide into the sea.

The Gods and Their Champions

Krynn's deities take an interested and active part in the affairs of men. Their avatars may be found walking among men and participating in and influencing events. Encounters with heavenly beings can be exciting and fun for players, but such encounters should be rare and must be handled carefully. You do not want to give players the feeling that they are being led about by an immortal hand.

If you choose to use the gods to interact with the players, make certain that you understand the nature of the deities and their own ambitions and objectives. Remember that mortals are always free to choose their own destinies, a fact that even the gods of evil grudgingly acknowledge. The deities of light endeavor to influence characters by appealing to the good sides of their natures. The gods of darkness attempt to appeal to the worst in the characters, exploiting fears and wants, intimidating and coercing.

You might not make it obvious to the players that they have met a god (although the unique nature of such NPCs is often remarkable). You may give them clues, but keep the mystery alive for them.

Meeting a deity or becoming the champion of a god, for good or for ill, should be a rare and special event–something that might happen only once in a character's lifetime. Even those who serve the gods directly, such as clerics or wizards, may never meet the deities they serve face-to-face, but know the gods only through their prayers.

There are many interesting ways to introduce the influence of the deities into your game. A few specific suggestions include the following.

The group might overhear a stranger telling a story or relaying important information that prompts them to begin a quest. Later they might learn that the stranger was an agent of one of the gods, intentionally giving the heroes a nudge in the right direction.

A low-level fighter might encounter a young man guarding a bridge or pass, requiring the fighter to best him in a nonlethal challenge to pass. In reality this is an agent of Kiri-Jolith, and if the fighter passes the challenge honorably he might find the way smoothed to become a Solamnic Knight. An easily dismissed character, such as a hyperactive kender child, a confused gully dwarf, or a senile old wizard, might join the

Skullcap

group from time to time, on the surface causing nothing but trouble but in reality helping the heroes understand important clues or overcome difficult obstacles.

Heroes of Mundane Origin

Not every hero is a knight from a noble Solamnic family. Most heroes in a DRAGONLANCE campaign are like heroes in real life–ordinary people, with little in their backgrounds to suggest they are destined to perform actions that will cause them to be honored and revered down through the ages.

Some heroes are heroes by accident, not by design. When faced with desperate situations, they take immediate action without thought of the consequences. Such heroic actions are generally impulsive, such as leaping in front of a comrade to save her from a spear thrust or rushing into a burning building to save a trapped child.

Some heroes go (or are sent) in search of heroics. Knights or young warriors are often sent on quests, during which they actively seek out situations to may prove their honor, courage, and bravery. Such quests may require testimony from witnesses who will swear that the hero has done a heroic deed. The hero may be ordered to bring back trophies taken from the foe to prove his deed–or the simple fact that the hero returns from the encounter alive may be accepted as proof of his heroism.

Some heroes are heroes by hard choice. In such instances, characters may find themselves compelled by circumstance into becoming heroes, whether they want to or not. They may find themselves in possession of a holy relict sacred to the deities of Good that brings hordes of draconians chasing after them. They may make a promise to fulfill the quest of a dying knight. They may encounter a stranger who pushes a baby into their arms, charging them to save the child at all costs. The character can choose to accept the burden thrust upon her or she can turn her back on it.

In all instances, heroic actions should be consistent with the nature of the character who performs them. An evil character might jump into a lake to rescue a drowning victim, but only if first assured that he'll be rewarded for his actions. A Solamnic knight should not hesitate even a moment to perform a heroic act, even if it means sacrificing his life to save another. Any character who acts contrary to alignment should have strong motives for doing so and should be aware that such motives may arouse wonder or suspicion.

Some suggestions for hero backgrounds include the following.

A young farmer whose family lands have been destroyed (or taken by a debt collector) might pick up an old sword and go off to seek fortune, planning to send to money back to his parents and siblings.

Someone might be falsely accused of a crime–theft or even murder–and begin adventures both to avoid unjust punishment and to clear his name.

A character might have a family legacy of heroes–extraordinary wizards or brave warriors. The character feels great pressure to live up to the family name but continually feels inadequate when stacked up against the family legends.

Companions and Friends

One of the reasons people participate in role-playing games is to come together with friends and family for an evening of shared experiences. In like manner, adventuring parties made up of long-time friends, family members, or comrades-in-arms can make for rewarding and memorable campaigns.

Such parties already have their own interactions well established. They know each other. They know that they can depend on each other–or that there are those in the party who cannot be completely relied upon. They have a common history. They know each other's quirks and foibles. They know secrets about each other. They have shared in each other's sorrows and celebrated each other's successes. They are familiar with the strengths and weaknesses of every member of the party. They have learned to be patient and accepting of each other. They are loyal to each other.

However, just as in real life, even the best of friends will not always agree or get along. The stress and strain of dangerous situations can take a toll on the party. Divisions within the party will naturally occur. Friends will quarrel. Siblings may refuse to speak to each other. Lovers will threaten to go their separate ways. Everyone will say or do things they later regret. There may be times when it seems the party will split up. In such instances, a strong leader can hold the party together.

A leader is invaluable to the party. A leader can help the others focus on what they are trying to achieve, while still allowing them to work out their differences on their own. The leader takes on the responsibility of smoothing ruffled feelings, settling arguments, counseling patience, and preventing misunderstandings.

The advantages and disadvantages of groups of friends traveling together provides a touch of reality to the game play and can be as much a part of the game experience as the adventure itself.

A rupture in the party may result in the inability of the party to achieve their goals. The sudden death of a party member may send the rest of party on an unexpected quest for revenge. Even parties of lawful evil alignment can form close attachments, such as a band of Dark Knights, a troop of draconian soldiers, or the disparate members of a thieves guild.

Some suggestions on integrating companions and friends into your game include the following.

A party member might suffer from a disease or magical curse that cannot be cured with a simple spell. His friends may work quickly to find what is needed to save their friend.

An adventuring group may learn that a deceased friend and companion left behind a child, one who is now in danger. With no other motivation than friendship for those already gone, the group sets out to aid their friend's offspring.

Secrets and Shadows of the Past

The history of the various nations and peoples of Krynn provides excellent material for designing campaigns around the search for rare, valuable, or sacred artifacts and other treasures from the past. Such treasures provide a connection to the past and give an epic feel to the adventure.

Thus characters should know something of their own history in order for these treasures of the past to have meaning. This will come more naturally to some characters than to others. Almost all elves know a great deal about their own history, as do dwarves and gnomes. Solamnic Knights know their family's lineage and heritage, as do most members of noble houses throughout Krynn. Ogres may know the history of their tribes, especially the histories of their great battles. All such history is replete with stories of artifacts or relicts possessed of wondrous powers. Those who know the background of the artifacts will cherish them all the more.

Dying Curses

When Lord Soth allowed his wife and only son to die in a fire, she called down a curse upon him–and so he became a death knight, forced to undeath to hear of his crimes over and over. Rather than let the Tower of High Sorcery in Palanthas fall into the hands of the Kingpriest of Istar, a Black Robe wizard flung himself upon the spires of the gate, calling down a curse upon the tower.

Dying curses, while rare, are an important part of the history and flavor of the world of Dragonlance. When used appropriately, they can become either an important background element of the story or something that affects the player characters quite directly.

When someone has been terribly wronged in death, he might call down a dreadful curse on those responsible. The deities often respond by visiting awful punishment on the subject of the curse.

The effect of the dying curse depends upon the level or Hit Dice of the creature bestowing the curse. This can be adjusted at the DM's discretion to reflect the enormity of the crime. (Lord Soth, as an example, had turned his back upon the entire world when he had a chance to save it–and then would not redeem himself by even saving his helpless wife or infant son.)

Not all creatures will deliver a dying curse, because a creature that speaks a dying curse cannot be raised or resurrected thereafter. A *true resurrection* spell can bring the creature back, but the curse is immediately lifted if this happens.

A creature can target anyone with a dying curse; the target need not be present when the curse is delivered.

Removing a Dying Curse: Lifting a dying curse requires more than a simple *remove curse* spell if the dying creature has more than 10 Hit Dice or levels (or if the offense committed was grievous, at the DM's discretion). A *miracle* or *wish* spell removes the curse, but each dying curse must also have a single means of removing the curse with some deed the DM designates. Usually the deed is something that can be accomplished within one year, assuming the task is undertaken immediately.

The target of the dying curse can have help accomplishing the deed. In fact, someone else can accomplish the deed as long as removing the curse is the expressed purpose of the deed. Thus, if a Solamnic Knight slays a red dragon specifically to remove a curse on a local lord, the curse is lifted. If someone else slew the dragon for different reasons, the curse is unaffected.

Dying curses are usually the province of evil creatures, but this isn't always the case. Terribly wronged creatures of good might call down a dying curse.

Table 6–1: Dying Curse Effects

HD or Level	Effect
1–4	Nothing
5–8	As *bestow curse*
9–12	As up to four *bestow curses*
13–16	As *limited wish*, or up to ten *bestow curses*
17–20	As *wish*, or up to four *limited wishes*, or up to twenty-five *bestow curses*
21+	DM's discretion

Make artifacts and heirlooms mysterious. Don't provide "instruction manuals" for their use. Characters should have the chance to discover on their own what powers, if any, an object possesses. Allow characters to learn about the object through trial and error or study. They may seek information about the object in one of the great libraries or by consulting experts in the field. The search for knowledge about an artifact may become a quest in and of itself.

Treasures from the past need not be objects at all. Knowledge or information about something that happened in the past may be as valuable as a chest of jewels–and far more dangerous to those who possess it.

Objects once used or owned by people in the past connect players to the past and provide depth and an epic feel to a campaign. Be careful not to overuse such treasures, however. The hero who owns the magical sword that was once his great-grandfather's will cherish that weapon and go to any length to protect it. The hero who owns eight magical swords probably won't care much about any of them.

Ideas for integrating history into a character's background include the following.

A gnome might be given an incomplete invention, the subject of his family's Life Quest for countless generations. Even if he can never complete the invention, he will treasure it as a vital part of his heritage.

Upon passing the Test of High Sorcery, a young wizard might be granted a magical item with a great legacy, once connected with important events or a spellcaster of legendary power.

A fighter might happen upon a sword once wielded by a great hero or warrior-king. Now his own deeds will be tied to the sword's history, which will continue generations after the fighter has fought his last battle.

Campaign Crafting and Adventure Design

Dragonlance adventures share many of the same elements that make any Dungeons & Dragons experience enjoyable. But adventures in Krynn have a few additional elements that Dragonlance a special adventuring environment. When constructing a campaign or writing an adventure, keep the following ideas in mind.

Memorable Villains

Nothing is more important to a campaign than the villain. Generally it is the villain who sets in motions the chain of events that will cause the characters to act. Therefore, take special care in creating your villain. Make certain your villain has good reasons for what he or she is doing. The proper motivation is important for all characters, but particularly for the villain. No one ever wakes up one morning and decides to be evil. Tie the villain to the larger story line, so that the players feel they have contributed to the well-being of the world by defeating or thwarting the villain and his evil plans.

Lawful evil villains have goals and ambitions that are either their own or have been given to them by gods or superiors. They are determined to see these through and nothing and no one will stop them. They use any means to gain their objectives, even if, privately, they regret having to do so. They tend to be charismatic, with forceful personalities. They have the ability to inspire those who serve under them with both loyalty and respect. They are ruthless, but not cruel. They do not delight in inflicting pain, but will not hesitate to do so if necessary. They may be courageous, with a strong sense of honor.

Chaotic evil villains tend to be cruel, stupid brutes who behave mindlessly and recklessly. Their goals are selfish and most likely have to do with their own carnal pleasures, wants, and desires. Those who serve them do so out of fear and loathing. Such villains must constantly watch their backs, for they have no friends, only enemies. They are suspicious of everyone. They trust no one, not even their closest associates.

Chaotic villains are easy to create, but do not prove very interesting. There's nothing much to be done except to find them and stop them. The intelligent, goal-oriented villain can present a real challenge for the players. Such a villain is not going to be defeated quickly or easily, but may remain around to bedevil the characters for a long time.

Provide the villain with a history and a background. This makes the villain much more realistic and believable. Where was she born? What were her parents like? Where did she grow up? Did anything in her childhood or teen-age years indicate the dark path she would follow?

You might want to find ways to allow the characters to discover bits and pieces of information about the villain's past. The more they know about the villain, the more the villain will become a real nemesis. Conversely, you may want to keep the villain's past a mystery. Perhaps all his actions are motivated by some dark secret in his background. The key to thwarting the villain might lie in the player's efforts to solve the mystery. Even though you may not impart information about the villain to the characters, such background material will help you understand your villain and how he will react in any given situation.

Few people are purely evil, and this holds true of villains. Make them complex living, breathing personalities. Give them traits the

characters can admire. A cruel and ruthless despot may exhibit honor and courage in battle.

It is also useful to remember that evil characters might not see themselves as being evil. To a draconian fighting to survive, the Solamnic knight trying to kill him is evil. The villain may honestly believe that what he is doing is right and will be of benefit to the world. Some of history's greatest villains have acted upon such beliefs and in perpetrating some of history's most terrible evils.

Villains may be anti-heroes possessed of tragic flaws that end up bringing them to ruin. Such villains are always fascinating, for the players may find themselves viewing the villain with sympathy and may feel regret in having to stop him. In such instances, those characters who recall Paladine's law that "good redeems its own" may want a chance to try to bring the villain to understand his wrongs and seek forgiveness and salvation.

Whatever happens to the villain–whether he meets a bloody end or begs for forgiveness–make certain his demise or retirement is a fitting climax to the mystique you've built around him.

If you want to allow the villain to live to fight another day, handle his departure from the scene carefully, so that the players do not become frustrated. The players may slay the villain, only to remove his helm and find out they've killed his double. The villain's henchmen might rescue their leader from the executioner's axe and carry her off to safety. The villagers may burn down the villain's castle, then discover that his body isn't in the ruins.

You might want to let players think they've destroyed their foe, only to find out later that their arch-nemesis is still alive. In such instances, don't overuse a good villain, but move on to other scenarios, other foes before returning back to him. You can keep the characters nervous by letting them know every so often that their enemy is out there somewhere, searching for them.

Some ideas for memorable villains include the following.

A group of Qualinesti rebels is led by Corvwynn, who blames an elven character in the party (or perhaps the character's family) for his exile. Now he plans to use the group to further the rebels' plans for vengeance against the Dark Knights in the Qualinesti forest.

Gedric of Tarsis is an old man who was once a powerful Red Robe mage. He gave up his spellbooks and items early in the Age of Mortals, convinced that the deities would never return.

Kolath is a draconian formerly of the nation of Teyr. She blames Governor Kang and his "peaceful coexistence" policies for the death of her clutch-mates, and now she has gathered kapak and baaz draconians to her cause, leading raids against the trade routes of other races, gaining both revenge and profit.

Sir Ausric Krell (see Death Knights in Chapter 7), Lord of Storm's Keep, is forever trapped on his island prison and wishes nothing more than to escape. Acting through agents or through the power of some magical device he has acquired, the death knight will attempt to lure the party to the island to facilitate his own escape.

Home Is Where the Heart Is

A character's place of birth can be very important to the character's role and development, as well as providing motivation for the character's actions. For this reason, it's always a good idea for characters to know details about their homeland and family, as well as the history of and their ties to their homeland and family. Characters who have no homeland or who do not know their families should be affected by their lack of roots, which may lead them to become aimless wanderers or may send them on a search to find themselves.

All major nations in Krynn have a rich history that can provide resources for character development. Characters should be encouraged to think about their own past, to know their parents and their siblings, to know where members of their family are and what they are doing. Such knowledge grounds the character in the world and may provide an impetus for the character's actions.

Patriotism, love of country, and the strength of filial ties are all powerful motivators. Even a character who has been estranged from his family for years may be alarmed to hear that his family is in danger–and become determined to go help them. The character exiled from his homeland may yet feel the need to return to fight for that land.

Such feelings can have powerful effects on all characters, even those of neutral or evil alignment. A dark elf may long to see once again the beautiful trees of his birthplace. A thief may feel it her patriotic duty to join the resistance movement, using her skills and talents to fight the Dark Knights who have taken over her city.

In some instances, home is not where we are born physically, but where we are born spiritually. The Black Robe who has no care for anything or anybody will defend the Tower of High Sorcery with his last breath. The usually cold-blooded Aesthetic will fly into a rage if the Great Library is attacked.

A few suggestions for character's connections to their homes include the following.

A draconian of Teyr, knowing the fragile history upon which his race is based, will likely rush

back to aid his country if open war breaks out with the ogres of the Astivar Mountains.

A Silvanesti elf might react with cold rage when encountering a minotaur, knowing that his beautiful forest homeland is now occupied by the bestial race.

The adventuring party might turn around in the middle of a quest and journey back to one of the characters' home towns once they learn it was subject to an attack by a dragon and its spawn.

Story Awards in a Dragonlance Campaign

The world of Dragonlance is one of heroic fantasy. Like other campaign settings for the Dungeons & Dragons game, Krynn is a place of high adventure and action. Dangerous foes and terrible monsters are battled and defeated, lethal traps are survived or avoided, and heroes grow more powerful and villains more dangerous with time. But the world of Krynn is also one of drama and romance, one in which staying true to a character's nature or performing actions that advance the story are just as important as slaying the next monster or disarming the next trap.

The variant rules for Story and Roleplaying Awards (see Chapter 2 of the *Dungeon Master's Guide*) are strongly encouraged in a Dragonlance campaign.

All experience awards accumulated, including those for defeating monsters and traps, are part of "story awards." Here are some additional guidelines to help.

Combat Awards

Combat encounters in a Dragonlance campaign should advance the story. If a fighter chooses to battle a lone gully dwarf when the hapless creature poses little threat and no role in the larger plot, the character should be awarded no experience points for the encounter. Players should not be rewarded for looking upon creatures in the world of Krynn as a source of experience points; only battles in conjunction with the adventure at hand should offer experience point rewards.

Noncombat Awards

There are instances in a Dragonlance campaign in which combat is an inappropriate solution. Problem solving, negotiation, or learning important information might all be critical to move the story forward–but with no weapons drawn or spells cast.

Noncombat situations have Challenge Ratings, just as combat opponents do. The CR of a particular noncombat encounter is always relative to the average party level. This requires a bit more judgment on the part of the DM, but otherwise is handled in exactly the same way.

Rate each encounter as simple, easy, average, difficult, or formidable. A simple noncombat encounter might involve a character smooth-talking his way past a city's night watchman when a strict curfew has been set. Climbing over the city wall and entering unseen to avoid a potential combat with magically *charmed* guards is one example of an easy noncombat challenge. Swimming across a raging river (with appropriate difficulty) to keep up with an escaping foe is a possible average noncombat challenge. Convincing a Solamnic Knight, a Dark Knight, and a member of the Legion of Steel to work together is an example of a difficult noncombat encounter. Leaping off the spire of a tower onto the back of a passing dragon to do battle with the dragon rider is an example of formidable noncombat encounter.

Table 6–2: Noncombat Awards

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

Mission Goals

Most Dragonlance adventures have one or more "missions" in mind–goals of the story that the characters are trying to achieve. Many of these goals have an effect even beyond the scope of the adventuring party, but may impact the world and people around them. Table 6–3 lists suggests mission goals based on the type of goal and the total experience earned in the adventure thus far when the mission goal is achieved. Use common sense to make sure the characters are advancing at a rate appropriate to the campaign. Some goals are personal for the characters involved, while others are earned by the entire party (or at least every member who worked toward achieving the goal). All mission goals are experience points rounded down to the nearest whole number.

A dwarven fighter who catches the kender who pilfered his treasured magical dagger is one example of a minor personal goal. The same dwarf proving to his clan elders that he was cast out for false reasons and clears his family name is an example of a major personal goal. Discovering a hidden mountain pass that will greatly shorten the party's journey through the Kharolis mountains is one example of a minor party goal. Defeating the hobgoblin chieftain who has been leading raids against the Abanasinian

townships could be one example of a major party goal.

Table 6–3: Mission Goals

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

Roleplaying Awards

A third way to earn experience is one for effective character roleplaying. This award should only be given in times in which the player makes a choice that is true to the established nature of the character but does not result in a favorable outcome for the character. This sort of award should only be given to the types of roleplaying that contribute to the enjoyment of the group and enhance the play of the game.

A minotaur threatening a local town guardsman into leaving his companions alone might be worth a mostly favorable roleplaying award. A kender "borrowing" stonecutting tools from a local gemcutter while the party is attempting to parley might gain an award for an unfavorable roleplaying award. A centaur declaring his disgust and hatred for all draconians while the party is standing downtown in the draconian city of Teyr is an example of an extremely unfavorable roleplaying award.

Table 6–4: Roleplaying Awards

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

Languages of Ansalon

Language is an important element in a culture, since words shape the beliefs of all who speak and hear them. Ansalon has many languages and dialects, though Common has achieved such prominence that almost everyone except the most isolated groups learn the tongue.

Draconic has existed since the Age of Starbirth, when dragons first emerged as the children of Krynn. High Ogre and ancient Elven existed from the earliest days in the Age of Dreams, while Ergothian only gained prevalence in later years as the only significant human tongue of that era.

Common

The "Common Tongue" has been the most-spoken language in Ansalon since the Age of Might. It became widespread due to the military empires of ancient Ergoth and Solamnia and the control of Istar over much of Ansalon. More a trade language during this period, it existed mostly as a spoken language without serious use by scholars during the Age of Might.

The Cataclysm served to unify Common to a greater extent during the Age of Despair, when migrating refugees brought some of the isolated words and syntax into popular use. Its written use became accepted as the new standard.

Alphabets

Several sets of symbols find use in writing by the races of Ansalon. Some alphabets have fallen into disuse or been completely replaced as history moved forward. Languages evolve, though alphabets are stable as long as they remain supported by a spoken tongue.

Ergot is the most widely used alphabet on Ansalon during the Age of Despair and Age of Mortals; variations on Ergot letters are found in most regions that once belonged to the Empire of Ergoth or the Solamnic Knights. Gnomes use Ergot in their own writing, but their script is so small and run-together that many mistakenly believe it to be an entirely separate language.

Elven is an elegant, flowing script that progressed largely unchanged from the Age of Dreams through the Age of Mortals. It influenced the initial development of human alphabets, including Ergot and Istarian.

Dwarven runes are an angular set of symbols carved into stone or etched into metal. The characters are functional and easy to both recognize and reproduce.

Magius is an ancient, spidery language in which magical research notes are often written; its spoken form no longer exists except in the casting of spells. Characters who can read Magius receive a +2 competence bonus on Spellcraft and Decipher Script checks to read arcane scrolls.

Ancient Ogre is a written language composed entirely of pictographs. It was used extensively during the Age of Dreams and later fell into disuse, where it became of academic interest to scholars and historians who explore ancient ruins.

Istarian was widely used during the Age of Might, but is nearly forgotten in later eras.

Kothian is a dense alphabet with symbols that progress from simplest to most complex. This script was brought into use by minotaurs and nearly died out during the Age of Might, but was brought into full use by the minotaur nations in later eras.

Ogre is a pictographic alphabet theoretically related to Ancient Ogre that began use in the later Age of Dreams. It is crude and can only convey the simplest concepts.

Living Languages

Even with the great changes during the long history of Krynn, the Common spoken tongue remains relatively consistent, with simply a few variations in words or usage. Even when characters travel through time, there is rarely much difficulty in adjusting or understanding Common.

Characters may choose their language dependent upon race as detailed in the *Player's Handbook*. If a character wishes to know a language other than his automatic and bonus languages determined by race, he must spend skill points on Speak Language to learn it.

Most living languages are shown on Table 6-5. Other tongues include monster languages (including Giant, Gnoll, Goblin, Slig, and Thanoi), regional languages (such as Estwilde, used by humans; Lemish, used by humans and goblins in Lemish; and Que-Nal and Wemitowuk, used by nomads on the isle of Schallsea), and nonverbal languages (including Hammertalk, with which dwarves communicate over long distances by tapping messages on stone; and Hand Talk, a sign language used by humans and Qualinesti elves in Abanasinia and surrounding regions).

The following languages are also available as described in the *Player's Handbook*: Abyssal, Aquan, Auran, Celestial, Draconic, Druidic, Ignan, Infernal, Sylvan, and Terran.

Dead Languages

Ancient tongues are always of interest to the scholar, but some are learned by adventurers who wish to better pick their way through the ruins that dot the surface of Ansalon. Even related languages do not mean much to contemporary speakers who only know a modern counterpart to the tongue. These languages were all used during the earliest centuries of the Age of Dreams, but are considered "dead" by the beginning of the Age of Might.

Language	Alphabet	Notes
Nestari	Elven	Ancient elven
Kolshet	Ogre	Ancient ogre
Ergothian	Ergot	Ancient human

Some of these languages can be recognized in written form by anyone who knows how to read the alphabet the language is written in, but the words are gibberish unless the character used the Speak Language skill to buy the ability to comprehend the dead language or succeeds on a DC 25 Decipher Script check. (The difficulty of such a check can be modified at the Dungeon Master's discretion based on the relationship between the living and dead tongues.)

Table 6-5: Living Languages

Language	Spoken in ...	Alphabet
Common	Almost all Ansalon (trade language)	Ergot
Abanasinian	Abanasinia	Ergot
Camptalk	Mercenary camps	Ergot
Dargoi	Underwater cultures	Elven
Dargonesti	Dargonesti elves	Elven
Dimernesti	Dimernesti elves	Elven
Dwarven	Abanasinia, Thoradin, Thorbardin	Dwarven runes
Elven	Qualinesti, Silvanesti, and Southern Ergoth	Elven
Ergot	Northern Ergoth	Ergot
Gnome	Sancrist	Ergot
Gullytalk	Gully dwarf clans	None
Kalinese	Blood Sea Ports	Istarian
Kenderspeak	Goodlund, Hylo	Ergot
Kharolian	Plains of Dust, Tarsis	Ergot
Khur	Khur (desert nomads)	Istarian
Kothian	Mithas, Kothas	Kothian
Nerakese	Neraka	Istarian
Nordmaarian	Nordmaar	Istarian
Ogre	Blöde, Kern	Ogre
Saifhum	Saifhum	Ergot
Solamnic	Solamnia, Sancrist	Ergot

Coinage

In the Age of Dreams and the Age of Might, coinage was developed that reflected the worth of the time. Those metals thought more precious made coins worth more. Copper, silver, gold and platinum were the only metals used as coins. Gold became the standard monetary unit, and was a commonplace sight in Istar and abroad. Barter did exist, but it was very much the exception rather than the rule.

Following the First Cataclysm, however, 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 reforging the war-torn continent of Ansalon. Gold, because it was too soft for either of these applications, became nearly worthless, except for ornamentation.

When purchasing items in the *Player's Handbook* or *Dungeon Master's Guide* (or any other non-Dragonlance *D&D* product), consider 1 *D&D* gold piece to be equal to 1 Krynn steel piece.

The following table shows the exchange rates employed throughout Ansalon. Regional variations (DM's option) do occur. One gold piece in the Dragonlance setting is only one-fortieth of a steel piece–making it less valuable than a silver piece in standard *D&D* terms.

Table 6–6: Coinage of Ansalon

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

Barter as a method of commerce is far more common in the Age of Despair, and has moved to the forefront in the Age of Mortals. Strong governments have not emerged to push forward either a gold or steel standard, and so goods that can be used tend to gain more than gold or steel. Steel still tends to be valued higher, and in cities and nations where a government remains in place, the steel system remains.

The River of Time

The flow of time, set by the High God and unalterable by the gods, has gone through five ages of Krynn. From the farmer following the sun and moon to the most complicated gnome steam-powered timeclock and calendar, the people of Ansalon use the same basic units to measure time.

Krynn's Days

A day on the world of Krynn lasts 24 hours, divided into day and night by the rising and setting of the sun. In the northern lands closer to the equator, there is not much difference in season between the length of day and night. In the southern regions, especially upon the Icewall glacier, the days are far longer in summer and the nights longer in winter.

Many on Ansalon have little need for accurate time measurements. Most people are content to know merely if it is day or night. Few require more accuracy, although there are some: mages require exact times for certain rituals, historians like to make exacting records, and businessmen require precise logging of some types of transactions.

One major system is used by the people of Palanthas and much of Solamnia. It is used by the city guard to determine watches. These watches have provided the names for this system.

The foundation of the Palanthan system of minor time is the hour. The day is divided into twenty-four hours. Each hour is named based upon the watches that the city guard dispatches during the day.

Table 6–7: Hours of the Day

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

The minutes of each hour are counted up to the halfway (thirty minute) mark, during which the hour is considered "falling." The second half of the hour counts down from thirty and is called "rising." So the twelfth hour of the day, thirty-seven minutes is called "High Watch rising, 23."

There are seven days in a week as measured in Ansalon, with four weeks comprising a month, and twelve months in a year. Among different cultures, the only variation is in the names given to the days and months.

The Timeline of Krynn

Astinus of Palanthas, in his *Iconochronos*, divides history into two parts: PC (*Prae Cataclius*, or "before the Cataclysm") and AC (*Alt Cataclius*, or "after the Cataclysm"). After the Chaos War, some scholars include a new method of tracking dates, SC (*Secundus Cataclius*, or "Second Cataclysm"), though Bertrem of Palanthas continued using the dating system established by Astinus.

So many records were destroyed by fire and water during the first Cataclysm that history from before the Cataclysm can sometimes be a series of error-filled conjectures, cobbled together from

Table 6–8: Days of the Week

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

Table 6–9: Months of the Year

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

various sources. There has also been a serious debate among scholars about the dates attributed to certain historical milestones, but given that many cultures use their own system of dating, it is easy to find oneself lost in cultural rhetoric and personal bias.

With the disappearance of the books constituting Astinus's *Iconochronos* in the Great Library of Palanthas following the Chaos War, more confusion ensued regarding the actual dates for historical events. It was only Bertrem the Aesthetic's dedication to Astinus's ideals that allowed the Aesthetics to continue their work unabated.

There are many discrepancies, real and perceived, in the writings found in the Great Library of the Ages. Some writings and beliefs are directly contradicted by Astinus's recounting of history; most historians hold true to the belief that his is the most accurate accounting of events.

Age of Starbirth

The Age of Starbirth is the dawning of the world, the age when the deities arrived and began creating the world and the races that populate it. Sometimes referred to as the Age of Dreams, the Age of Starbirth spans an uncertain number of years. Information about this age has mostly come from the ballads and folk songs of peoples during the following Age of Light. Many of these ballads are compiled on the Lifescroll of Song, penned by the great Silvanesti bard, Quevalin Soth. A copy of the Lifescroll was presented to Astinus of Palanthas near the end of the Age of Light and added to the Great Library of Ages.

The High God Awakens: Into the chaos of creation, there comes thought and being–the High God, who draws the plans for a new realm and writes them in the *Tobril*, a book that contains all truth.

The Gods Are Called: Into the Beyond, the High God calls for those who can aid him in creating his new realm. Two beings answer: two siblings of incredible power, one of light and one of darkness. The king and queen of wyrms, Paladine, the Platinum Dragon, and Takhisis, the Dragon of All Colors and of None, agree to help the High God in creation.

Gilean Is Drawn Forth: Out of chaos, out of time, the High God summons a third deity: Gilean, the greatest of sages. Of the three gods who answer the High God's summons, only Gilean is deemed worthy of bearing the *Tobril*. Gilean accepts the *Tobril*, swearing to serve the balance between Good and Evil for all time. The High God departs, allowing the three deities to begin creation.

Reorx and the Companion Gods Come: The three gods summon helpers. Paladine summons his companion, Mishakal, goddess of Healing, Majere, deity of Introspection, and Branchala, god of Song. Mishakal bears two children to Paladine, the twin deities Kiri-Jolith, the war deity of Good, and Habbakuk, the Fisher King.

Takhisis summons her own consort, Sargonnas, the god of Vengeance, as well as Morgion, the deity of Disease, and Hiddukel, the god of Greed. Takhisis also summons Chemosh, the Lord of the Undead, whom she had saved from destruction in the Void of Chaos. Takhisis bears Sargonnas a daughter, Zeboim, the Sea Queen.

Gilean summons Reorx, the Crafter, and two sets of companions: Sirrion of the Flame and Shinare, the goddess of Wealth, along with Chislev, the goddess of Nature, and Zivilyn, the deity of Wisdom. Together, the gods begin to create the world.

Krynn Is Made: Reorx shapes a great globe, separating the land from sea, light from dark, heaven from earth. The other deities bless Krynn with plants, beasts, seasons, and weather. Each god works separately from one another, yet together craft a world of true beauty.

Dragons Are Made: Paladine and Takhisis guide Reorx, creating five rulers for the world. Drawn from the raw elements, encased in frames

of metal, these are the first dragons. Takhisis, craving to be the absolute power of Krynn, secretly corrupts these five dragons, tarnishing their metals and creating five chromatic dragons in her own image.

Good Dragons Are Made: Mourning the corruption and loss of his children, Paladine entreats Reorx to craft monuments to the lost dragons, forged from precious and beautiful metals. Heartsick, Paladine breathes life into these monuments, trying to replace the children that were stolen from him.

All-Dragons War: Gods, dragons, beasts of the world, even darkness and light themselves war over Takhisis's treachery. Chaos swirls, threatening to destroy the world the deities had worked so hard to create. Seeing the harm they have caused, the gods withdraw into the Beyond, creating the Dome of the Heavens, the Hidden Vale, and the Abyss, where they can live and love without interfering with one another.

Stars Claimed: In the silence following the All-Dragons War, there comes a strange, crystalline song. Following the source of the beautiful music, the gods discover that the stars, sparks created from Reorx's forge when he created the world, are alive. These stars are seen to possess incredible potential.

All-Saints War: Once more, war erupts across the heavens. Creation is once more threatened as the deities war over the future of the star spirits. The gods of Light wish to nurture and lead the star spirits. The deities of Darkness seek to bind and control them. The gods of Balance seek only to set the spirits free.

The Balance Restored: Hearing the Battle, the High God returns from the Beyond. Wrathful at the fighting, the High God puts a stop to it, proclaiming that each family of the deities could offer the spirits one gift and then must let them be. The gods of Light give the spirits physical bodies to master the world and enjoy life's pleasures. The deities of Darkness curse the star spirits with weakness, want, and mortality, that they might turn to Evil to break those inflicted bonds. The gods of Balance give the star spirits free will, that they will be able to choose their own destinies.

Time of Birth: And so, the first races are born to the world: graceful elves, beloved children of good; stony ogres, powerful, beautiful, and cruel; and humans, granted short life-spans but filled with the need to exceed their limitations. Each race is created with an equal capacity to love and hate, build and destroy. The deities allow their chosen children to walk the earth.

The Last Gods: To seal their agreement to nevermore make war upon Krynn, each family of gods creates a child. To Paladine and Mishakal, Solinari the Light is born. Takhisis and Sargonnas birth Nuitari, the Dark. From Gilean's mind springs Lunitari the Red. The three deities are represented by three moons that are set to orbit around the world, standing between the realms of heaven and earth.

Birth of the Graygem: Through the cunning of Hiddukel, Reorx is tricked into crafting a gemstone to help anchor neutrality in the world. Secretly, Reorx decides to try and capture a fragment of Chaos within the gem, hoping that it will give the gem enough power to preserve the balance. Unfortunately, Reorx trapped more than just a fragment of Chaos, he captured the deity entirely. The Graygem becomes imbued with a dim sentience and a driving need to create change and chaos wherever it may. Reorx placed the Graygem within the moon, Lunitari, hiding it from the other gods and hoping that it would perform as desired from the safe distance involved. Reorx kept the fact that he had trapped Chaos from the other deities. Seeing the potential the Graygem possesses, Lunitari and her brothers, Solinari and Nuitari, conspire to use the Graygem to bring magic into the world, agreeing to bestow their own gift unto mortals–the gift of magic.

Age of Dreams

The Age of Dreams is divided into three distinct periods: the Foundation, the Time of Light, and the Time of Knights. During the Foundation (approximately 9000–5000 PC), the first races choose their homes and begin building nations. The Time of Light (approximately 5000 PC–-2000 PC) marks the rise of nations that exist for millennia, from the establishment of the elven and dwarven nations, to the rise of the Ergothian empire.

The Foundation: 9000 PC–5000 PC

9000–8500 PC–People Choose Homes: Ogres, the first to awaken, claim the mountains. The elves withdraw to the forests, seeking harmony in the embrace of nature. To the humans fall the plains, where they grow as savage as the elements they are exposed to.

8500–5000 PC–Birth of Civilization: Ogres enslave humans to build their mighty nation of cold stone, establishing order. From the safety of their forests, elves warily watch the rise of the Ogre Nation and work to protect themselves against any future incursions from the ogres.

8700 PC–Favored of Reorx: Reorx walks among the humans, gathering to his side those who are filled with the spirit of creation. He brings them to a northern land to aid him in his tasks while imparting to them knowledge of his crafts.

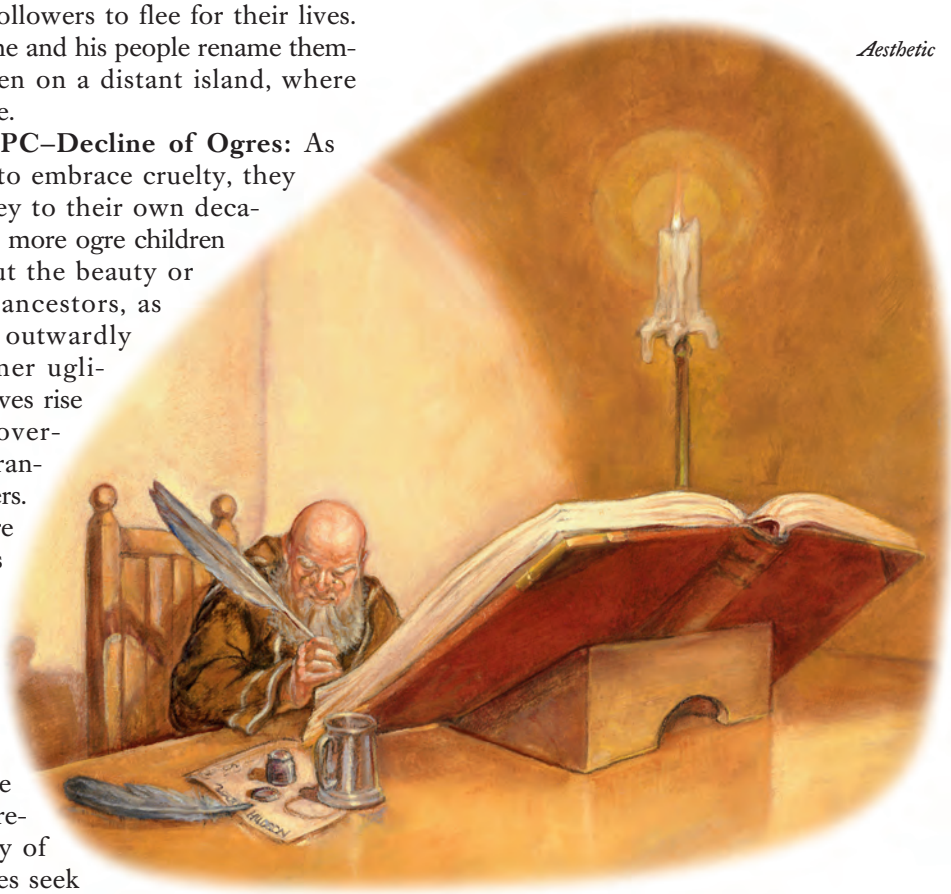
6320–5980 PC–Heresy of Igrane: The ogre Igrane fails to slay a slave who disobeyed orders and saved the life of Igrane's daughter. Igrane learns compassion, and his slaves reward him for it with their loyalty. Unfortunately, when other ogres learn of Igrane's compassion, they declare him and his people traitors, forcing Igrane and his followers to flee for their lives. The irda, as Igrane and his people rename themselves, find haven on a distant island, where they live in peace.

6000–5000 PC–Decline of Ogres: As ogres continue to embrace cruelty, they begin falling prey to their own decadence. More and more ogre children are born without the beauty or power of their ancestors, as ogres begin to outwardly reflect their inner ugliness. Human slaves rise in revolution, overthrowing the tyranny of their masters. As many ogres are slain, their cities are razed, and the ogre civilization falls.

5000 PC–Elves Ascendant: With the fall of the Ogre Nation and the return to barbarity of humans, the elves seek to create their own civilizations. This marks the end of the Foundation Era and the beginning of the Time of Light.

The Time of Light: 5000 PC–2000 PC

5000 PC–Birth of Gnomes: Distressed at the pride and haughtiness of his chosen, Reorx curses



Aesthetic

Astinus of Palanthas, the Lorekeepers, and the Herald

The question of just who Astinus of Palanthas really is a hotly debated topic for centuries. He has been present since before the dawn of recorded history and it is said that he shall be the last to leave the world when history ends. Some claim that he is a son of Gilean, the greatest sage and the deity of knowledge. Others believe Astinus to be Gilean himself, or a mortal incarnation of the god. Astinus refuses to remark upon his identity, considering it unimportant in the scheme of history.

Astinus is aided in his sacred duties as the chronicler of Ansalon's history by an order of scholastic monks, the Aesthetics, who are dedicated to preserving the truth of events, chronicling history as it unfolds, and ensuring that future generations receive an accurate image of the past. While Astinus chronicles the great historical events, the Aesthetics fill in the missing pieces, writing treatises on racial practices, recording minutiae of political documents, and the like. After Astinus's disappearance following the Chaos War, Bertrem of Palanthas, the head of the Aesthetics, took over the duties of running the Great Library of the Ages, a sometimes thankless task as time has revealed all too clearly.

An oddity that occurred not long after Astinus's disappearance is the arrival of the wandering bard known simply as the Herald. Though he claims to have no memory of his own past, or knowledge of his true identity, it is said that he has the ability to recall all the stories of Krynn's past–whether the stories were true or not. For many years, it was believed that the Herald was in fact Astinus, who had somehow lost his sense of self. Others believe the Herald to be from Solace, an individual known as Master Lor who had been touched by Paladine as a child. Regardless, the Herald seems to always appear where he is needed, with a story at his lips that somehow relates to events about to unfold. Sometimes these stories are a warning, at other times these stories are a clue.

them, changing them into a short folk who burn with the need to create, yet can never be satisfied with their creations–the gnomes.

4350 PC–Graygem Released: A gnome is tricked by Hiddukel into stealing the Graygem from Lunitari. When the gnome loses his grip on the gem, the Graygem falls onto Krynn, bringing wild magic to the world. The Graygem begins crisscrossing Krynn, apparently without pattern. Everywhere the Graygem travels, it brings with it incredible changes. Flora, fauna, animals, even some mortals are transformed by the Graygem's chaotic energies.

4100 PC–Hunt for the Graygem Begins: Seeing the havoc wreaked by the Graygem, Reorx calls together his gnomes, sending them upon a quest to retrieve the Graygem.

4000 PC–Rise of House Silvanos: The elf Silvanos convenes the first Sinthal-Elish, the elven high council. Families unify, swearing allegiance to Silvanos, and decide to leave the ancestral home of the elves to build their own nation.

3951 PC–Graygem of Gargath: A ruler named Gargath is given the ability by the gods of Balance to capture the Graygem, binding it between two god-gems. The gnomes demand the return of "their" Graygem; when Gargath refuses, the gnomes lay siege upon Gargath's keep. The gnomes eventually succeed in breaching the keep, but when they attempted to seize the Graygem, a bright gray light fills the area. When the light fades, those gnomes who had been curious about the gem are transformed into kender, while those who lusted after the gem are transformed into dwarves. The Graygem continues on its erratic course across Ansalon.

3900–3550 PC–First Dragon War: The forest selected by the elven king Silvanos and his followers is the home of the children of the first chromatic dragons. The dragons and elves fight fiercely–the dragons to defend their home, the elves to claim a new land. Secretly, the deities of magic give the elves five stones, which are used to capture the spirits of the first dragons and grant the elves victory. The *dragon stones* are buried deep in the Khalkist Mountains. When the other gods discover the actions of the deities of magic, the latter are punished for their interference. The gods of magic quietly accept their punishment, their plans still in motion.

3434 PC–Creation of the Sea Elves: The Graygem wanders along the coastline of southern Ansalon, transforming two houses of Silvanesti elves into sea elves. The Dargonesti and Dimernesti are born.

3152–2900 PC–Kal-Thax Built: To escape the Graygem's chaos, dwarves become miners, building their first kingdom, Kal-Thax. While its location will eventually become lost, dwarves continue to use the term *kal-thax* to refer any ruins found in limestone caves.

3012 PC–Arrival of Minotaurs: The first minotaurs appear on Ansalon, landing upon the northeastern shores. They build Mithandrus, Land of the Bulls. Not soon after, the minotaurs are enslaved by the dwarves of Kal-Thax as the two nations expand into one another.

2800 PC–Thorin Delved: A dispute in Kal-Thax causes a group of dwarves to leave the city, founding a second dwarven nation in the Khalkist Mountains. This nation is named Thorin. Strangely, Kal-Thax is sealed at the same time, causing rumors to arise of dark horror occurring in the land. None are allowed entry back into Kal-Thax.

2799 PC–Minotaurs Rebuild Their Kingdom: Escaping the slavery of the dwarves, minotaurs return to their kingdom, renaming it in honor of the one who led them in rebellion: Ambeoutin.

2750 PC–Balifor Founded: Balif, a kender hero and close friend of the elven king Silvanos, leaves Silvanost, traveling across the bay to establish a city for his own people. The city is named Balif in honor of its founder, who dies shortly thereafter.

2735 PC–Minotaur Kingdom Divided: The twin sons of Ambeoutin, the minotaur king, face each other in ritual combat to determine the heir to the throne. When the battle is declared a draw, the minotaur kingdom is divided into two realms, one for each son–Mithas and Kothas.

2710 PC–Dragon Stones Discovered: The dwarves find the five magical *dragon stones* that the elves had buried deep in the Khalkist Mountains after the First Dragon War. Their experience with the Graygem fills them with loathing for magic, so they return the *stones* to the surface, not realizing what they are unleashing.

2692–2645 PC–Second Dragon War: Their spirits released, the five first dragons regain their physical forms and strike at the elven nation of Silvanesti with armies of lizard people. Three mages order the ground to swallow the dragons. Though the beasts fall, thousands die as a result of magic running wild and causing catastrophes across the continent. In desperation, the three mages call upon the deities of magic, who had been waiting for such an occurrence. Knowing that magic would continue to run wild unless people are taught how to properly wield it, the gods of magic sweep the three mages and their tower into the Beyond, where the deities teach the mages the ways of high sorcery.

2645–2550 PC–Magic Defends Itself: The lost mages create laws to govern three Orders of High Sorcery, guiding others to build bastions

of magic where these laws could be taught–the Towers of High Sorcery.

Thorin Closed: Ashamed at causing the Second Dragon War, dwarves withdraw into Thorin.

2600 PC–Rise of Ergoth: Ackal Ergot unites the Khalkist barbarians to build kingdoms. They found the nation of Ergoth with booty gained from pillaging.

Hylo Founded: The second kender nation is founded when a kender clan is trapped in the first floating citadel, which crashes against the Sentinel Mountains. The kender name their kingdom "High" (for the citadel when it flew) "Low" (for when the citadel crashed). The name has since been shortened to Hylo.

2500–2200 PC–Ergoth Dominant: The human empire of Ergoth has grown to stretch from the southern Kharolis Mountains to the northern shores. Skirmishes with dwarves end in an uneasy truce. Ergoth annexes Hylo and expands to Silvanesti borders. Trade begins with the elves, some of whom marry humans.

2515 PC–Death of Silvanos: Silvanos, founder of the elven kingdom of Silvanesti, dies and is buried in a crystal tomb. His son, Sithel, takes command and orders the construction of a tower, the Palace of Quinari, in memory of his father.

2308 PC–Sithas and Kith-Kanan Born: The elven king Sithel has twin sons: Sithas (the elder of the two) and Kith-Kanan.

2192–2140 PC–Kinslayer War: The elven king Sithel is mysteriously killed, apparently by humans hunting on Silvanesti's western border. His son Sithas declares war on the human empire of Ergoth. Elves try to drive humans from their borders, while humans resist fiercely. Half-elves take sides, brother fighting sister. Kith-Kanan leads the elven effort, eventually helping to negotiate a truce.

2150–2000 PC–Thorbardin Delved: The Hylar dwarves migrate from their home of Thorin to the southern Kharolis Mountains, to delve new a home near what was thought to be the site of Kal-Thax. This new site is named Thorbardin. Thorin, in decline after its isolation and a failed human invasion, is henceforth known as Thoradin, meaning "Lost Hope" or "Lost Home."

2140–2100 PC–Silvanesti Sunders: Western elves, ashamed of the bloodshed between elves and humans, sue for social change and declare their independence, led by Kith-Kanan. Sithas grants land to Kith-Kanan and his followers.

2128–2073 PC–War of the Mountain: Disputes between the new dwarven city of Thorbardin and the human empire of Ergoth over borders and mineral rights result in skirmishes.

2085 PC–Bright Horizon Founded: Humans seeking to escape the War of the Mountain raging across Ergoth set sail, looking for the Dragon Isles. A strange storm causes their ship, the *Bright Horizon*, to crash in a cove in Northern Ansalon. This cove serves as a refuge for pirates, who strike a deal with the shipwrecked inhabitants to build a town where pirates, smugglers, and the like can find a safe port.

2073 PC–Swordsheath Scroll: Kith-Kanan negotiates a peace treaty, called the Swordsheath Scroll, between the elves, dwarves, and Ergothians. An enchanted forest between the lands of the dwarves and the humans is given to the western elves. This forest is named Qualinesti. Ergoth stops mining the Kharolis Mountains and dwarves relax trade restrictions.

2072 PC–Hammer of Honor Forged: Thorbardin dwarves forge a replica of the *hammer of Reorx*, presenting it to Ergoth as a peace offering. Annual passage of the hammer among nations reinforces the terms of the Swordsheath Scroll peace treaty.

2050–2030 PC–The Great March: Western elves migrate to the new homeland of Qualinesti.

Time of Knights: 2000–960 PC

2000–1900 PC–Pax Tharkas: The human empire of Ergoth and surrounding nations prosper. Kith-Kanan convinces men, dwarves, and elves to join to erect the fortress of Pax Tharkas, a monument to peace.

2009 PC–Thoradin Is Lost: The dwarven population of Thoradin vanishes inexplicably.

1900–1750 PC–Rebellions in the East: The end of the Quevalin line, which had ruled the human empire of Ergoth for generations, sees a succession of brutal kings seeking to exploit Ergoth. The east revolts in vain.

1812 PC–Solamnus Commands Guard: Vinas Solamnus, the future founder of the Knights of Solamnia, rises to Praetor (general of the imperial armies) in Ergoth.

1801 PC–Great Uprising: Solamnus marches east with a huge army to crush a rebellion in Vingaard.

1800 PC–The Year of Waiting: Solamnus reviews the rebels' cause, becoming sympathetic. He and most of his army join the rebel forces.

1799–1791 PC–Rose Rebellion and Fall of Ergoth: Eastern provinces of the human empire of Ergoth rally to Solamnus, who trains an army and turns back imperial forces. He marches to Daltigoth in 1791 PC, outmaneuvering Ergoth's forces and laying siege. The emperor grants the states independence. Solamnus honors the Swordsheath Scroll with the dwarves and the elves.

1775 PC–Knights of Solamnia: After his Quest for Honor, ruler Vinas Solamnus founds an order of knights to fight for Good. The Crown,

Sword, and Rose Knights become the guardians of Ansalon.

1773 PC–Establishment of Palanthas: Vinas Solamnus turns to the city of Bright Horizon, long a lawless haven for pirates, mercenaries, and thieves. In the name of Paladine, Solamnus leads a group of knights, dwarves, and elves to Bright Horizon, bringing law to the lawless. Bright Horizon is renamed Palanthas.

1772 PC–High Clerist's Tower: In a strategic pass leading to Palanthas, Vinas Solamnus commissions the construction of the High Clerist's Tower. Palanthas is redesigned and rebuilt by dwarven architects. The Great Library of the Ages appears overnight and Astinus, a long-lived sage who later comes to be thought of as an avatar of Gilean, first appears.

1750–1300 PC–Birth of Nations: The human nations of Sancrist, Solamnia, and Istar arise. Solamnia prospers, Ergoth declines, and the Silvanesti elves retire from the world, retreating into their forest.

1480 PC–Istar Grows as Trade Center: Istar grows into a nexus for world trade, as Solamnia grows into a unrivaled military power.

1399–1010 PC–Dark Queen Plots: Once more, the Dark Queen plots. She seeds the earth with dragon eggs, which she had carefully nurtured in the Abyss. When the time is right, the eggs will hatch, allowing evil dragons to return to the world in vast numbers.

1060–1018 PC–Third Dragon War: The dragons unleash their fury, eventually turning toward Solamnia. The Orders of High Sorcery call a conclave, gathering at the Tower of Palanthas to create the five *dragon orbs* to defend the Towers of High Sorcery. The orbs are taken to different key locations across Ansalon, with the one from the Tower of High Sorcery in Palanthas being placed at the center of the High Clerist's Tower. Dwarven architects modify the tower, making it a death trap that will utilize the *dragon orb* as a key component.

Huma Dragonbane: A young Solamnic, Huma Dragonbane, falls in love with the elf Gwynneth, who is really a silver dragon named Heart. Paladine gives them a choice: they can live together as mortals, apart from the world, or they can help save the world from Takhisis. Their decision made, Paladine guides them to forging the first *dragonlances* with the aid of a dwarven smith wielding the Hammer of Honor and bearing a silver arm blessed by Paladine. Their victories rally the good metallic dragons to their cause. At last, Takhisis herself falls to Huma's lance and agrees to depart Ansalon with her dragons. Unfortunately, Huma and Heart die as she leaves, having sacrificed themselves to ensure victory.

Age of Might

The Age of Might covers the period immediately following the end of the Third Dragon War through the Cataclysm, a period of about one thousand years. Some call this era the Age of Istar, for Istar was truly the key to the events that occurred during this period.

1000–800 PC–Istar Dominant: Istarian trade standards spread throughout the world.

Resurgence of Thoradin: Dwarves reopen Thoradin, driving out occupying ogres. Istar's proximity makes Thoradin a major supply center.

Kender Treaty: Hylo allies with Solamnia.

980 PC–Thorbardin Opens Kayolin: Solamnia grants Thorbardin mining rights in the Garnet Mountains as a reward for dwarven aid during the Third Dragon War. The dwarves delve the city of Garnet and found a kingdom, Kayolin.

967 PC–Tree of Life Built: Dwarves begin work on the city of Zakhalax, also called the Tree of Life, in Thorbardin.

948 PC–Hill Dwarves Rise: Thorbardin founds Hillow, an outlying hill dwarf kingdom.

Elves Isolate Themselves: More and more, the Silvanesti and Qualinesti elves confine themselves to their respective kingdoms.

910–825 PC–Ogre Wars: Exiled ogres unite to flush the dwarves from Thoradin. The dwarves call upon Solamnic aid to drive the ogres away.

850–727 PC–Trade Wars: Istar's strict trade standards rile the kender of Balifor, who mount an aggressive trade war. After years of military and legal action (much of which proves useless against the wily and riled kender), Istar is defeated and signs the "kender tax," exempting the kender from the standards. An important lesson is learned: "kender and taxes do not mix."

673–630 PC–Istar and Silvanesti Clash: Istar expansion threatens Silvanesti naval merchants. Sea skirmishes lead to a blockade of Istar, which signs the Swordsheath Scroll.

530–522 PC–Ogre Skirmishes: Ogres from the Khalkist Mountains threaten trade routes. Thoradin, Istar, and the Knights of Solamnia drive them back. Thoradin signs the Swordsheath Scroll.

490–476 PC–Raiders: Solamnia becomes more dependent on Istarian trade, currency, and ideals. Barbarians in the Estwilde, resenting Istarian trade routes through their lands, raid caravans. Istar convinces Solamnia to attack the barbarians and to re-sign the Swordsheath Scroll.

460 PC–Peace in the Land: Istar, the center of commerce, tax, and art, has become the dominant power in Ansalon.

280 PC–World Righteousness: Claiming to be the moral center of the world, Istar installs a Kingpriest. Solamnia approves the effort to promote Good. The elven kingdom of Silvanesti grows antagonistic toward Istar.

Signs of Doom: Portents of the eventual downfall of Istar begin appearing across the land, but they are ignored by most, including the Kingpriest.

260–212 PC–Temple of the Kingpriest: The finest artisans in the world gather to build a temple to the glory of Istar.

250–100 PC–Corruption of Justice: Istar represses the independence of anyone who disagrees with the Kingpriest's policies and edicts. The elves, disgusted at human arrogance, withdraw into their forests.

118 PC–Manifest Virtue: The Kingpriest declares Evil is an affront to both gods and mortals. Those guilty of offenses on his list of evil acts face execution or the gladiatorial arena. Priests of Istar begin losing clerical magic, becoming instead the Kingpriest's enforcers and inquisitors.

94 PC–Extermination of Evil Races: The Kingpriest adds a clause to the Proclamation of Manifest Virtue, stating that certain races are evil and must be either "brought to the Light" (sold into slavery) or exterminated. Hunters work to eliminate these creatures, earning high bounties. The minotaur kingdoms are conquered and the minotaurs forced into slavery, as they had been nearly 3,000 years before.

80–20 PC–Dominance of Istar Clergy: Istar is now the center of religion. All aspects of life require the approval of the priesthood. The status of Istar's clergy rises; wizards are hunted as ungodly. Most priests have lost all magical abilities, blaming the deities for their loss.

41 PC–Turning Point: The Kingpriest begins plotting his own passage to godhood.

19 PC–Siege on Sorcery: Afraid and jealous of a magic he cannot understand, the Kingpriest urges the people of Krynn to lay siege to the Towers of High Sorcery. Two towers are nearly overwhelmed. Rather than lose their towers to ignorant masses, the Wizards of High Sorcery destroy two of the towers (the Towers of Goodlund and Daltigoth), unleashing a terrifying backlash of magical power. Fearful of the rampant magic that might arise if all five towers are destroyed, the Kingpriest grants the mages exile to the Tower of Wayreth (the most isolated of the remaining towers) if they leave the remaining towers intact (the Towers of Palanthas and Istar). The Orders of High Sorcery reluctantly agree. The Kingpriest moves into the Tower of Istar, claiming it as his own. The Tower of Palanthas is cursed by the Black Robe wizard, Rannoch, to remain closed until opened by the Master of Past and Present.

6 PC–Edict of Thought Control: The Kingpriest asserts that evil thoughts equate to evil deeds. Priests use renegade mages to read people's minds.

1 PC–Thirteen Signs: The Kingpriest tries to elevate himself to godhood, above even the other gods. Wrathful, the deities send thirteen signs to warn the doomed people.

The Night of Doom and Disappearance of the Gods: Thirteen days prior to the Cataclysm, thousands of clerics disappear. Only clerics of pure faith are taken; those who had not remained true to the deities remain. Although clerics of all alignments disappear, many of those who followed the gods of Balance and gods of Darkness had already been killed by agents of the Kingpriest.

With the loss of clerical magic, many come to believe that the deities themselves have abandoned Krynn.

Lord Soth's Geas: Lord Soth, a Knight of the Rose, is given a chance by the gods to redeem himself for crimes he committed. He is turned from his path, however, by the blandishments of servants of the Dark Queen, and he fails his quest. The Cataclysm strikes and Soth is cursed to become a death knight.

0 PC–The Cataclysm: On the thirteenth day of Yule, the third day of the new year, the sky burns, and a fiery mountain is launched from the heavens at Istar. The impact drags the city of Istar to the depths of the newly formed Blood Sea and fragments the rest of the nation. Ergoth is torn from the mainland to form two great islands. Waters pour into central Ansalon, forming the New Sea and shrinking the plains. To the south, lands rise and waters recede. The port city of Tarsis, unscathed, now lies far from the sea. The waters envelope most of Balifor; what remains is a desert waste, which the kender abandon. Thoradin becomes Zhakar.

Age of Despair

The Age of Despair–the age following the Cataclysm–is broken into two distinct periods: the Time of Darkness (lasting from 1 AC through 331 AC) and the Time of Dragons (lasting from 332 AC through 383 AC). The division between the two periods comes when the Dark Queen gathers her dragons together and names the first Dragon Highlords.

Time of Darkness: 1–331 AC

1–300 AC–Shadow Years: The dark ages. Knights of Solamnia are persecuted. The Seeker movement begins.

3–140 AC–Dark Queen Finds Istar: Takhisis locates the Temple of Istar, the central temple of the pre-Cataclysm nation, in the ruins of the city at the bottom of the Blood Sea. She brings it into the Abyss, intending to use it as a tool in her eventual return to power.

39 AC–The Dwarfgate War: Humans and hill dwarves demand entry into Thorbardin and access to its food stores. Fistandantilus, a powerful evil wizard, casts spells to destroy both armies and the fortress of Zhaman, now called Skullcap.

The Hammer of Kharas: The Hammer of Honor is taken from Thorbardin by a dwarf named Kharas, a hero of the Dwarfgate War. A prophecy speaks of a righteous leader who will one day reclaim the Hammer and unite the dwarven thanes. The Hammer of Honor becomes known as the *hammer of Kharas*.

141 AC–The Stone Is Planted: Takhisis takes the sacred Foundation Stone of the Temple of Istar to the wilderness near Neraka, where she will use it as a gate to and from the Abyss.

142–152 AC–Dragons Awaken: For ten years, the Dark Queen wanders the lands in disguise, awakening the evil dragons and preparing them for her work. She returns to Neraka, then to the Abyss, to gather her forces.

157 AC–Berem Finds the Stone: The Foundation Stone of the Temple of Istar is found by a traveler named Berem. He pries one of several jewels from it. The green jewel becomes embedded in his chest, granting him immortality.

210 AC: The Gate Is Barred: Because the Foundation Stone of the Temple of Istar is missing the gem taken by Berem, Takhisis can no longer use it as a gate.

287 AC–Egg Theft: The chromatic dragons steal the eggs of the good dragons, hiding them within the mountains known as the Lords of Doom.

296 AC–The Dragons' Oath: Takhisis awakens the metallic dragons, threatening to crush their eggs unless they stay out of the upcoming war. When the good dragons swear noninvolvement, Takhisis promises to return their eggs once the war has concluded.

300–320 AC–Agents of Evil: Minions of Takhisis search unsuccessfully for Berem. The Dark Queen needs Berem to complete the Foundation Stone, which will enable her to once more walk the face of Krynn.

Time of Dragons: 332 AC–383 AC

332–340 AC–Dragons Gather/Dragon Highlords Named: At the directions of the Dark Queen, the evil dragons ally with ogres and wicked men, who become the dragons' commanders. These Highlords prove as willing to torture their own forces as they are those they conquer.

337 AC–Neraka Corrupts Its Neighbors. Evil from the Foundation Stone draws evil creatures from nearby realms. The city of Sanction, not far from Neraka, becomes the base of operations, while the evil folk of Estwilde serve as reserve forces.

341 AC–The Dragonarmies' Offer: An alliance is offered to the ogre nations of Kern and Blöde, as well as the human kingdom of Khur and the Pirate Isles. All accept rather than be destroyed.

342 AC–Draconians Created: Priests of Takhisis and Black Robe mages corrupt the captured eggs of good dragons to create the dragonmen. First come baaz and kapak, then bozak, sivak, and aurak. These draconians, as they are called, are assigned to different wings of the dragonarmies, while others are sent out to seek the Greenstone Man (as Berem, who took the gem from the Foundation Stone, has come to be known).

343–347 AC–Evil Gathers Its Forces: Armies of cutthroats, ogres, goblins, and hobgoblins are trained to serve in the Dark Queen's armies. Violence among the allies weeds out the weak, leaving only the strongest, and most vicious, recruits.

346 AC–The Companions' Journeys. A group of adventurers known as the Companions of the Inn of the Last Home decide to undertake separate quests, searching for signs of the lost deities.

348 AC–War of the Lance Begins: In the spring, the dragonarmies invade Nordmaar and Balifor from Sanction. The elven kingdom of Silvanesti brokers a deal to escape invasion.

349 AC–Silvanesti Betrayed: Dragonarmies attack the forest nation of Silvanesti; the elves flee to the island of Southern Ergoth. The elven Speaker of the Stars, Lorac Caladon, attempts to uses a *dragon orb* he had saved from destruction in Istar to stop the invasion. Lorac proves unable to control the *dragon orb*, allowing an evil dragon to seize control of the hapless elven king. Lorac's nightmares are projected by the *dragon orb*, twisting the Silvanesti forest into a nightmare realm. The dragonarmy abandons its conquest, as the forest is now worthless and corrupt.

350 AC–Evil Rearms Itself: The dragonarmies are strengthened by captured nations. Takhisis controls all eastern Ansalon, except for the island of Saifhum. The minotaurs of Mithas and Kothas harry the retreating Silvanesti refugees.

351 AC–Evil Turns West: Once more, in the spring, the dragonarmies begin skirmishes along the eastern border of Solamnia. The Blue Dragonarmy strikes across Dargaard Mountains, aided by goblins. The Knights of Solamnia, in recent disarray, cannot repel the attack. The Blue Dragonarmy occupies Kalaman, Hinterlund, and Nightlund, which allows them to continue pressing the borders of the Plains of Solamnia and Gaardlund.

Betrayal allows the dragonarmies to enter Solamnia from the south, but the dwarves of

Kayolin prove a stout bulwark against the advancing dragonarmies. By autumn, the knights respond and Solamnia becomes entrenched. The Red Dragonarmy leads an amphibious flanking assault along the New Sea and across the Plains of Abanasinia. The barbarians fall to their advance.

The Qualinesti elves flee to join their cousins on the island of Southern Ergoth, after delaying the foe's advances. The dragonarmies march against Thorbardin, laying siege to its northern gate. A wing of the Blue Dragonarmy strikes south, around the New Sea to Tarsis and the Plains of Dust, then marches toward Kharolis to cut off dwarven retreat.

Verminaard

By year's end, much of Ansalon has fallen. However, the Companions from the Inn of the Last Home have reunited in Solace. By chance or Fate, they meet a barbarian couple, Riverwind and Goldmoon, who possess the *blue crystal staff*–proof that the deities of Good have returned. When Lord Verminaard's Red Dragonarmy overruns their homeland, these Companions, along with Laurana and Gilthanas, elven children of the Qualinesti Speaker of the Sun, rescue their people from imprisonment in Pax Tharkas, killing Lord Verminaard, and fleeing south to escape the dragonarmies.

352 AC–The Whitestone Council: Representatives of the remaining free nations gather on Sancrist at the Whitestone Glade to forge an uneasy alliance. When the Companions rediscover the legendary *dragonlances* in Icewall and recover the *dragon orb* from Silvanost (laying the foundation for the forest's eventual healing in the process), the two artifacts are brought to Sancrist. It takes the efforts of a kender, a blacksmith wearing the legendary *Silver Arm*, Laurana of the Qualinesti, and a strategically thrown, newly forged *dragonlance* to truly forge the alliance. Creation of new *dragonlances* begins.

In spring, the Blue Dragonarmy besieges the High Clerist's Tower near Palanthas. Laurana is named the Golden General, a token position meant to honor her for her part in recovering and reconstructing the *dragonlances*, and aids the defense of the tower. The Blue Dragonarmy seems too powerful to be defeated when the kender hero, Tasslehoff Burrfoot, discovers another *dragon orb* within the tower. Laurana uses the *dragon orb* and reveals the deadly secret of the tower–that it had been modified to serve as a death trap against attacking dragons. Unfortunately, Sturm Brightblade, a Hero of the Lance, dies in battle against the Dragon Highlord of the Blue Dragonarmy, but the tide of the war begins to turn.

A special force of knights, aided by the elven prince Gilthanas, the silver dragon D'Argent, and the copper dragon Cymbol, successfully infiltrate the city of Sanction, discovering the secret keeping the good dragons out of the war. When it is revealed that many of the good dragon eggs were being used to create draconians, the metallic dragons are freed from their oaths and swiftly enter the war.

In the summer, the armies of the Whitestone Council begin striking back at the dragonarmies. They quickly reclaim much of Solamnia. The dragonarmies counter by unleashing their reserve forces, including five flying fortresses, but their conquests are already slipping away. The siege of Kalaman by Whitestone forces marks the beginning of the end for the dragonarmies.

Released from nearly fifty years of imprisonment in the dwarven kingdom of Thorbardin, Berem, the Greenstone man, is sighted again. Takhisis moves her agents to find and capture him, so she might open the gates of the Abyss and lead her infernal minions to reinforce the flagging dragonarmies. However, Berem constantly seems to slip beyond her grasp.

In a desperate ploy, the Golden General marches her Whitestone forces across the Estwilde to assault the vale of Neraka, the stronghold of Takhisis's forces. Lord Ariakan, son of the self-proclaimed Emperor of Ansalon, Lord Ariakas, is taken prisoner. By Fate's hand, the Heroes of the Lance (as the Inn Companions are now called) find Berem and journey to Neraka, though it costs them the life of their friend and companion, the Neidar dwarf Flint Fireforge. As Evil rallies its forces around the twisted form of the Dark Temple, Berem sacrifices himself and reunites the gem with the Foundation Stone. Then, as his sister's spirit is released, the Temple crumbles, destroying Takhisis's gateway. Almost simultaneously, Tanis Half-Elven, a Hero of the Lance, strikes down Lord Ariakan, the leader of the Dark Queen's armies. The dragonarmies collapse, and the weak alliances of evil fight over the dropped crown of rulership.

353 AC–The War of the Lance Ends: The Dragonarmies are scattered across Ansalon, retreating to remote corners of the continent. Dragons, both metallic and chromatic, retreat as well.

Master of Past and Present: Raistlin Majere, Hero of the Lance, former Red Robe wizard turned Black Robe, enters the Tower of High Sorcery in Palanthas. He is proclaimed the Master of Past and Present.

353–357 AC–Harrying the Foe: Whitestone forces scour the land, hunting down the remnants of the dragonarmies. The dragonarmies still occupy much of central, eastern, and southern Ansalon, but the efforts of the Whitestone forces do much to reduce their numbers.

355 AC–The Knighthood Evolves: Gunthar Uth Wistan becomes the first Grand Master of the Knights of Solamnia since the Cataclysm. One of his first orders is for the Measure of the Knighthood to be updated to reflect the modern times.

356 AC–Master of Past and Present: Raistlin Majere and his twin brother, Caramon, journey into the past, accompanied by the Revered Daughter of Paladine, Crysania, and the kender, Tasslehoff Burrfoot. They reach corrupted Istar, intent upon changing history and challenging the Dark Queen. Raistlin defeats and absorbs the essence of the infamous wizard Fistandantilus. With Crysania, Raistlin journeys through time and into the Abyss, hoping to defeat the Dark Queen.

357 AC–The Blue Lady's War: The Blue Lady, one of the most powerful and ruthless Dragon Highlords and half-sister to the Heroes of the Lance, Caramon and Raistlin Majere, makes a pact with the death knight Lord Soth. Together, they lead a dragonarmy from Sanction and, with a flying citadel, attack northern Solamnia. They besiege the city, but are defeated. Kitiara, the Blue Lady, is killed and Lord Soth disappears with her body.

Sealing the Portal: In the Abyss, Raistlin Majere sacrifices himself to hold off the Dark Queen while Caramon saves Crysania from the Abyss. Caramon seals the Portal of the Abyss, trapping the Dark Queen and his twin inside, presumably forever.

Ariakan Goes Free: Solamnic Knights release Lord Ariakan from captivity. Following a vision he receives from the Dark Queen, he decides to form the Knights of Takhisis.

360 AC–Que-Shu Rises Again: Goldmoon and Riverwind help rebuild the destroyed village of their people, the Que-Shu. They are chosen to lead their people.

362 AC–A Union of Elves: Porthios Kanan, ruler of elven kingdom of Qualinesti, and Alhana Starbreeze, elven princess of Silvanesti, marry in hopes of reunifying their peoples.

370 AC–Knights of Takhisis Born: Lord Ariakan officially invests the first Knights of Takhisis. All knights receive the Vision: a look at their own personal roles in the Dark Queen's divine plan.

378 AC–A Journey of Honor: Two Heroes of the Lance, Tanis Half-Elven and Caramon Majere, journey to Storm's Keep and meet Steel Brightblade, the child of Sturm Brightblade and Kitiara uth Matar. Tanis reports the existence of the Knights of Takhisis to the Knights of Solamnia, the Temple of Paladine, and the Orders of High Sorcery, but few heed his warnings.

380 AC–United Plainsmen: All the scattered tribes of Abanasinia now look to Goldmoon and Riverwind for leadership.

381 AC–Mages Storm the Keep: Wizards sent by the Orders of High Sorcery attack Storm's Keep, seeking to wipe out the wizardly Thorn Knights of Takhisis. Justarius, Red Robe Master of the Conclave, is among those lost in the attempt. Dalamar the Dark, once apprentice to Raistlin Majere, becomes leader of the Conclave.

382 AC–Elven Succession: Porthios, the Qualinesti Speaker of the Sun, successfully ends Lorac's twenty-year Nightmare of Silvanesti. Gilthas, son of the Heroes of the Lance Laurana and Tanis Half-Elven, is unwillingly placed on the throne of the elven kingdom of Qualinesti through a coup led by General Konnal, who simultaneously steals away the Silvanesti throne as well. Porthios and Alhana are named dark elves–exiles–and are forced to flee, unwelcome in either Qualinesti or Silvanesti.

Changes in the Knighthood: Gunthar Uth Wistan retires, while Sir Thomas of Thelgaard becomes commander of the High Clerist's

Tower. Sturm and Tanin Majere, sons of Caramon Majere, become the first non-Solamnics to enter the knighthood.

383 AC–The Summer of Chaos: Intending to use what they believe is the Graygem's magic to protect their island home from the Knights of Takhisis, the irda break the open the gem and inadvertently release Chaos. Chaos destroys their island and threatens to destroy the entire world.

Steel Brightblade, a Knight of Takhisis, takes his cousin, the young White Robe wizard Palin Majere, to the Tower of High Sorcery in Palanthas, intending on releasing the Dark Queen. Raistlin Majere, still within the Abyss, learns of the release of Chaos and draws his nephew through the portal. Inside the Abyss, they overhear the deities conclude that the only way to fight Chaos is to impel mortals to unite under their strongest force–that of Takhisis. Raistlin leaves the Abyss with his nephew, but without his magic.

Meanwhile, the Dark Knights seize the northern port of Kalaman. Armies of Takhisis march south to take Neraka, gaining aid from their dark allies in the Khalkist Mountains, then move west. They conquer the High Clerist's Tower, where Tanis Half-Elven is slain ignobly during the battle. From there, the Dark Knights easily capture Palanthas. Ariakan's knights capture all Solamnics within the city and imprison them within the High Clerist's Tower. The Dark Knights restrict mages to the Towers of High Sorcery, close schools, and apply martial law.

Within a month, they rule the island of Southern Ergoth, the elven nation of Qualinesti, and all the land from Nordmaar southeast through the Khalkist Mountains (including Kendermore), south to the Plains of Dust, and west into Solamnia and Abanasinia. The island of Northern Ergoth and Silvanesti manage to hold out, as do Thorbardin and some Khalkist Mountain hill dwarves. Mount Nevermind erupts, some say due to gnome attempts to use their war machines against the Knights of Takhisis.

0 SC–The Second Cataclysm: Suddenly, before the knights can solidify their grip on Ansalon, signs of Chaos erupt throughout the land. Thorbardin falls under attack by underground minions of Chaos. Elves and ogres fight side by side to protect greater Blöde-Silvanesti. The Vingaard Mountains begin to burn. A rift opens in the Turbidus Ocean between the Dragon Isles and Ansalon, and from it spring flames, shadow-wights, and daemon warriors astride fire dragons. The shadow-wights–creatures of darkness–wreak havoc upon western Nordmaar, the Estwilde, the Northern Wastes, and the northern Plains of Solamnia. They also appear unexpectedly in the Sirrion Sea islands. Dalamar the Dark leads a group of wizards to the Rift to discover the nature of the creatures of Chaos. Magic, both arcane and divine, seems to be problematic, spells failing more often then they are successfully cast.

Then the forces of Chaos strike at the High Clerist's Tower. Metallic dragons arrive to fight against Chaos alongside the chromatics, but all mortals in the fight meet defeat. Every knight there dies defending the tower, except Steel Brightblade's unit of dragon riders and the Solamnic prisoners. Lord Ariakan is slain in the battle, leaving the Knights of Takhisis leaderless and in chaos. Takhisis withdraws from Krynn and the Vision becomes lost to the Dark Knights.

The sun halts its journey across the sky, and the familiar stars and moons vanish. Chaos runs wild across the face of Ansalon: He draws frostwights from the Icewall Glacier, cuts a huge canyon in the Solamnic Plains, causes the three volcanoes known as the Lords of Doom to erupt again, soothes the Maelstrom in the Blood Sea, and boils the ocean.

The god Reorx is aided by Palin Majere in reclaiming the broken Graygem from the devastated irda island. He carries it down the Rift and into the Abyss, where Steel Brightblade's knights and the Solamnic prisoners ride blue and silver dragons in battle against the forces of Chaos. Ultimately, Tasslehoff Burrfoot stabs Chaos in the toe, and Usha, Palin's beloved, catches a drop of the deity's blood between the two halves of the Graygem, forcing Chaos to leave Krynn. To banish Chaos, the other gods agree to leave Krynn and depart into the Beyond, taking Chaos with them. The Graygem then explodes, shooting thousands of tiny crystals into the air.

Palin, Usha, and Steel, the only survivors of the Abyss battle, find themselves in a field in Solace, along with the dead; Steel dies there of his battle wounds. Fizban, an avatar of Paladine, appears to explain that magic has left the world with the departed deities. If other magic exists, the heroes must find it on their own, he says. Raistlin Majere departs with him for a much-deserved rest. Or so everyone believes.

In the moment of greatest weakness, when the other gods are facing Chaos in the Abyss, the Dark Queen triggers a plan she has been hatching since the beginning of time–merely waiting for the right moment for it to come to fruition. With the other deities distracted, Takhisis literally steals the world, pulling it through the Gate of Souls and through the Ethereal Sea, to a place where she can reign supreme. The act drains her of much of her power, forcing her to go into hiding until she can regain her former might. It was she who appeared before Palin and the

others in the guise of Fizban, she who filled their minds and hearts with the seed of the other gods' departure. Everything happens according to her plans, except for something she could not predict: the great dragons.

Age of Mortals

The Age of Mortals is the current age of Ansalon. It is an age in which the deities do not answer the prayers of mortals, where mortals must search for other magic to replace what they have lost. It is also the age in which the dragon overlords appear and begin to conquer the land, claiming it and building kingdoms as if they were gods.

384 AC (1 SC)–The Last Heroes' Tomb: The Last Heroes' Tomb is constructed to house the bodies of those lost in the battle with Chaos. Knights of Takhisis are honored side-by-side with Knights of Solamnia.

A Prince is Born: Silvanoshei, the child of the Qualinesti Speaker of the Sun, Porthios, and Alhana, the daughter of the former Silvanesti Speaker of the Stars is born.

The Coming of the Dragon Overlords: The red dragon overlord Malystryx arrives at the Misty Isle. The blue dragon Skie, formerly the mount of Kitiara, leader of the Blue Dragonarmy, returns from his travels as a blue dragon overlord now called Khellendros.

Palanthas is Attacked: As Khellendros moves to attack the Tower of High Sorcery in Palanthas, the tower is apparently destroyed by a mysterious robed figure. Simultaneously, Astinus's *Iconochronos* in the Great Library of Ages disappears.

385 AC (2 SC)–Riverwind's Last Quest: Riverwind and his two daughters travel to the Misty Isle to verify the existence and evil intent of the dragon overlord Malystryx.

386 AC (3 SC)–The Kender Flight: Malystryx destroys the area around the Bay of Balifor. Riverwind leads a kender army against Malystryx. Riverwind and his daughter, Brightdawn, are killed during the quest, leaving Moonsong, the surviving daughter, heavily scarred (physically and mentally) by her ordeals. Moonsong leads the remaining kender west.

The Herald Appears: A bard calling himself the Herald becomes well-known in Ansalon. He claims that his memories are the memories of Krynn.

387 AC (4 SC)–The Dragon Purge Begins: The red dragon overlord Malystryx begins using a ritual to absorb the spirits of dragons on Ansalon. As part of this ritual, she kills the dragons and claims their territories for himself. Other powerful dragons also learn the ritual, and they begin to compete with one another in a race for power that sees the destruction of scores of lesser dragons. The purge continues for 26 years.

The metallic dragons withdraw to the Dragon Isles. Khellendros, the blue dragon overlord, claims territory near Palanthas.

The Knights' Accord: Remaining Knights of Takhisis rebuild their order near Neraka.

The Legion of Steel: Sara Dunstan, surrogate mother of Steel Brightblade, founds the Legion of Steel, a knighthood based on the concept of neutral justice.

388 AC (5 SC)–Goldmoon's Epiphany: Goldmoon receives advice from an old sage, telling her to look within for healing power. A battle of dragons destroys Solace, and, following the sage's advice, she cures an injured dwarf with her newfound power. This event heralds the return of magic.

The Green Menace: A massive green dragon, Beryllinthranox, attacks Qualinesti as she joins in on the Dragon Purge.

389 AC (6 SC)–Dark Knights Expand: The Knights of Takhisis spread outward from Neraka.

A Draconian Nation: Draconians claim the city of Teyr, establishing the first (and only) draconian nation. The draconians rebuff attempts made by the Dark Knights to "ally" with their former comrades, preferring to build a different life than the one they had as servants of the Dark Queen.

The Black Dragon Arrives: Onysablet the Black turns New Coast and Blöde into a swamp. The swamp quickly gains an ominous reputation, for the black dragon overlord uses her magic to experiment upon all living things, twisting them into abominations to serve and delight her ego.

390 AC (7 SC)–The Power of the Heart: With help from the sage, Goldmoon develops the power of mysticism.

Palin Leads the White Robes: Mages disagree about the role of magic in this uncertain era. Some abandon the Art completely, bitter about the loss of the old, familiar magic. Palin Majere seeks to hold together the old orders, becoming the Head of the White Robes as he continues to search for the "new" magic he was told still existed in the world.

391 AC (8 SC)–The Citadel of Light: Goldmoon and Jasper Fireforge found the Citadel of Light on the Isle of Schallsea.

A New Red: Another red dragon, Pyrothraxus, captures Mt. Nevermind.

392 AC (9 SC)–Solamnic Knights' Council: Lord Gunthar dies. Liam Erhling becomes the new Grand Master and unveils the revised Measure.

394 AC (11 SC)–The Inn Is Rebuilt: Caramon and Tika Majere rebuild the Inn of the Last Home.

The Shield: The elven nation of Silvanesti is enclosed within a magical barrier called the Shield.

394–400 AC (11–17 SC)–The Dragon Purge Continues: Dragons continue to fight over territory. Gellidus, the white dragon overlord, captures the island of Southern Ergoth; the island becomes a glacier. A blue dragon (Stenndunuus) and a brass dragon (Iyesta) carve out two realms in the eastern portion of the Plains of Dust. A red dragon called Fenalysten takes a portion of the Estwilde and Throtl, while the green dragon Lorrinar takes the northeastern forest and the black dragon Mohrlex takes southern Nordmaar. Twin white dragons, Cryonisis and Frisindia, capture Icewall.

396 AC (13 SC)–Belladonna Leads Hylo: Billee Juniper, or Belladonna, claims rulership of Hylo.

398 AC (15 SC)–The Vision Returns: A triumvirate of strong evil mystics counterfeits the Vision for the Dark Knights, telling them that Takhisis will return.

Death of Sara Dunstan: Sara Dunstan, founder of the Legion of Steel dies.

401 AC (18 SC)–The Desolation: By order of Solamnic High Command, people explore the Desolation. Few return.

403 AC (20 SC)–Shadow Sorcerer: A mysterious figure known as the Shadow Sorcerer emerges from the Desolation with magical powers.

405 AC (22 SC)–Elf Disappearances: Qualinesti elves begin disappearing. Although the cause is not determined for some time, they are being killed by Beryllinthranox, the green dragon overlord, who is hiding in the region.

407 AC (24 SC)–Sorcery in Chaos: Wizards of High Sorcery, faced with faltering magic and jockeying for control of their orders, battle one another for power.

408 AC (25 SC)–Qualinesti Bows to the Green: Beryllinthranox, the green dragon overlord, takes control of the elven kingdom of Qualinesti by demonstrating her power to steal the elves' life force.

408 AC (27 SC)–Terror of the Deep: The Dimernesti sea elves residing in the underwater kingdom of Dimernost, find themselves under attack by a massive sea dragon Brynseldimer.

411 AC (28 SC)–The Last Conclave: Palin Majere, head of the Conclave, along with the Shadow Sorcerer and the Master of the Tower at Wayreth, discuss the future of magic. The Shadow Sorcerer demonstrates magic that is felt rather than memorized, introducing sorcery to Ansalon. Palin holds the Last Conclave and dissolves the Orders of High Sorcery.

412 AC (29 SC)–Thorbardin Sealed: The green dragon overlord Beryllinthranox tries to conquer Thorbardin. The dwarves seal their fortress. Some dwarves oppose the decision, and follow Severus Stonehand, a Daewar, out of the mountain.

The Academy of Sorcery: With the newfound power of sorcery answering his prayers, Palin Majere, formerly the Head of the White Robes, returns to his home in Solace, where he begins construction of a massive Academy where students can come to learn the primal art.

413 AC (30 SC)–Dragon Purge Ends: The red dragon overlord Malystryx finalizes the borders of dragon territories across Ansalon, and forbids further territorial combat between dragons.

Thoradin Reborn: Stonehand retakes Zhakar, curing a mold plague that had been ravaging the land.

414 AC (31 SC)–Heroes of the Heart: A group of heroes calling themselves the Heroes of the Heart openly challenge the great dragons' dominance of Ansalon.

A young orphan girl named Mina washes ashore near the Citadel of Light. She has no memory of her parents or past.

416 AC (33 SC)–Death of an Overlord: Thanks to the efforts of the Heroes of the Heart, the sea dragon overlord Brynseldimer is killed and Malystryx fails in her attempt to become a god.

417 (34 SC)–Failing Magic: Just six years after the advent of sorcery brought arcane magic back to Ansalon, magic begins to fade. Spells become much more difficult to cast and even artifacts from the previous ages seem to malfunction as often as not.

420 (37 SC)–Assassination and Captivity: General Abrena, head of the Dark Knights, is assassinated. Sir Morham Targonne succeeds her and, ignoring the Vision, changes the order's name to Knights of Neraka.

A Bleak Winter: Beryllinthranox's minions attack Solace, destroying the new Academy of Sorcery and annexing the area into her realm. Palin Majere is captured and tortured on orders from Beryllinthranox, who later has him released.

419 AC (38 SC)–The Great Storm: A massive storm strikes Ansalon, sweeping from one side of the continent to the next. Out of this storm, a young woman named Mina emerges. Mina proclaims herself the servant of the One God and begins to gather an army of the living and the dead.

In the aftermath of the storm, most of the good dragons disappeared from Ansalon. Takhisis had kidnapped them, imprisoning them on a solitary moon.

Appearance of a Dead Hero? A strange kender emerges from the Last Heroes' Tomb in Solace (where the Companions of the Inn of the Last Home were buried), claiming to be

Companion Tasslehoff Burrfoot and wielding a magical artifact known as the *device of time journeying*. He is taken to Palin, who escorts the kender to Schallsea and the Citadel of Light to see Goldmoon.

Goldmoon's Transformation: Somehow, during the night of the Great Storm, Goldmoon has regained her youth and beauty, something she bitterly resents for she fears that it will be even longer before she can reunite with the spirit of her deceased husband, Riverwind.

Death of Dragons: The brass dragonlord, Iyesta, and the blue dragon overlord, Stenndunuus, are both killed–Iyesta by a strange army of brutes led by an enigmatic figure working with the blue dragon Thunder, and Stenndunuus by the Rose Knight, Linsha Majere. The weapon used to kill these dragons is an artifact originally crafted, but never used, by Lord Ariakan for the Dark Knights: the *abyssal lance*.

Destruction of the Citadel: The green dragon overlord Beryllinthranox attacks the Citadel of Light, hunting for the artifact wielded by Tasslehoff Burrfoot. Though she does not capture the artifact, much of the Citadel is destroyed.

Fall of the Shield: Mina and her army of the One God manage to pierce the Shield surrounding Silvanesti, through the efforts of a green dragon spy in the elves' midst, Cyan Bloodbane. Cyan is killed and the Shield is destroyed, but Silvanesti comes under martial law.

Fall of the Green: Laurana, the Golden General, and Marshall Medan, the Dark Knight agent of the green dragon overlord Beryllinthranox, work with the elven people to kill the dragon while the king, Gilthas, leads his people to safety. Unfortunately, not only do Laurana and Marshall Medan die in the attack, but in her death throes Beryllinthranox destroys the capital of Qualinost, leaving only a Lake of Death. The Qualinesti elves are now without a home and risk the Plains of Dust to seek refuge in the forest nation of Silvanesti.

The Death of Goldmoon: In Nightlund, Goldmoon confronts Mina, her adopted daughter, in the Tower of High Sorcery that once stood in Palanthas. Mina reveals that it was the One God who returned Goldmoon's youth, that one of the deities had not "abandoned" the world, revealing that the One God is Takhisis. Goldmoon rebuffs both the Dark Queen and Mina, angering the Dark Queen who strips away the youth she had granted. Goldmoon dies, held in Mina's arms. Mina guards Goldmoon's body in a magical coffin of amber.

Fall of the Blue: Mina, the priestess of the One God, confronts Khellendros in his own lair. In a disagreement over his betrayal by the One God, Khellendros seeks to take out his rage on Mina, only to find his own breath weapon turned back upon him.

Council of the Gods: Having learned through a prayer from Goldmoon that Krynn was stolen away from them, the other deities convene and reach a decision on how to deal with Takhisis.

The Dark Queen Unveiled: Takhisis reveals herself after Mina and the army of the One God capture the city of Sanction, her power unchallenged by the missing gods. She is unaware that Tasslehoff Burrfoot has been hopping through time, attempting to stitch back together the Stream of Time to allow the other deities to return to Krynn.

Fall of the Red: Enraged to discover that this so-called "One God" has stolen her *skull totem*, the great red Malystryx flies to Sanction to avenge the insult. She is met in the air by Mina, wielding a *dragonlance* atop an undead dragon. Malystryx is killed in the battle.

Silvanesti Besieged: While Alhana leads the combined forces of Silvanesti and Qualinesti elves to the city of Sanction to save her son, who is smitten with Mina, the minotaurs attack Silvanost from the south, ousting the remaining forces of Mina's army and beginning their own plans to conquer Ansalon.

Return of the Good Dragons: After stitching back the fabric of time and allowing the gods to return, Tasslehoff and his companions travel to the solitary moon where Takhisis has imprisoned the metallic dragons. Tasslehoff frees the dragons and returns to his proper time, where his death will be the final key needed to complete the Stream of Time.

Death of a Queen and Return of the Gods: As the Dark Queen reaches for her ultimate triumph, a strange elf stands before her. The elf is the deity Paladine, who has sacrificed his immortality to strip Takhisis of hers, the laws of Balance reasserting themselves. As Takhisis seeks to kill Mina, whom she blames for her failure, Silvanoshei, the son of Alhana and Porthios, steps between them and slays Takhisis with a broken *dragonlance*. Silvanoshei is in turn killed by the guilt-stricken Mina, who then gathers her dead queen in her arms and promises to track down and slay the now-mortal Paladine. The other deities return and reclaim their world, bringing with them the return of divine magic and High Sorcery.

420 AC (39 SC)–The Here and Now: Ansalon is now facing the dawn of an entirely new era.

Creation Myth: The Graygem of Gargath

Reorx, god of the forge, looked down upon the world and was pleased. To help him in his continuing work of forging the world, he brought with him one-eighth of the humans, created by the deities of Neutrality. Reorx guided his chosen people across the sea, promising them mastery of his crafts.

For countless years, the Smiths (as these people called themselves) worked gladly under the deity's teaching, with each generation gaining a higher level of craftwork mastery. But the hearts of humans are prone to change, and ambition and pride clouds their devotion. Many began to work solely for their own glory, creating things for themselves out of greed and refusing to work for the benefit of the world at large.

Angered, Reorx laid a curse upon the Smiths, forever changing them into a new race. He made them a small people and planted in their hearts a burning desire to tinker, invent, and build. The Smiths became the race of gnomes.

Saddened over the influence of Chaos upon the world, Reorx set about finding a way to bind Chaos. At the insistence of other gods, he forged the Graygem. Chaos was bound inside the gem. The energy of Chaos was trapped inside, radiating from within. The stone was placed on Lunitari, the red moon of Neutral magic.

The gnomes, meanwhile, spent centuries inventing new and marvelous technological wonders. They worked to create a Great Machine to serve some magnificent (if unknown) purpose. Because it was a Great Machine, the gnomes built the machine thirty times the size required by the original plans (which expanded to take up massive volumes) and installed mechanisms with functions that had nothing to do with the original plan but which certainly made the machine better, in the minds of the gnomes. Finally, the Great Machine was complete, but no source of energy upon Krynn was capable of providing the power the gnomes needed to run their invention.

Reorx still loved the gnomes, despite his anger. He saw what the gnomes had built and wanted to give them the power they needed for their Great Machine. The forge-god granted a vision to a lowly, humble gnome, allowing him to see the Graygem pulsing within Lunitari's red heart. The little gnome responded as any gnome would–with an invention. He created a mechanical ladder that extended itself by slowly cranking itself off the ground. By some miracle (probably that of Reorx himself) the ladder actually worked. The gnome took a huge net and slowly cranked his way to the moon.

The gnomes captured the Graygem and returned to Krynn safely, excited that at last they had the power they needed to run the Great Machine. The moment the net was opened, however, the gem leapt into the air and flew off toward the west. Frantic, the gnomes constructed ships and gave chase. The gem stayed ahead of the gnomes and quickly reached the shores of Ansalon. Years passed as the gem traversed the lands, spreading chaos. Plants and animals took on new shapes as wild magical energies spread throughout the land.

Eventually the gem reached the realm of Gargath, a prince powerfully skilled in magic and blessed by Zivilyn. With the foreknowledge granted him by his patron deity, the wizard trapped the Graygem in a tower, so that its light illuminated the entire region.

Two armies of gnomes (who had been following the gem for generations) joined forces to claim their prize. One faction was convinced the Graygem represented limitless wealth. The other was intensely curious about the gem and its workings. They demanded the gem from Lord Gargath, who refused. The War of the Graygem ensued.

The gnomes attacked with a series of failed inventions and endured terrible casualties, but they refused to admit defeat against Gargath's superior forces. Their final invention managed to break through Gargath's outer wall (by accident rather than design). The gnomes flooded the courtyard, their steam-powered weapons of war in hand. At that moment, the gray light of the gem suddenly flooded the area, shining brighter than the sun.

The chaotic energies of the Graygem touched the two gnome armies, who begin fighting each other. Even as Gargath watched, the gem transformed the gnomes into two new races. Those who lusted after wealth became dwarves. Those filled with curiosity became kender.

The Graygem escaped, wandering other parts of Krynn. Little is known about its history for countless eons, until the final year of the Age of Despair. It is then that the gem allowed itself to be captured by the irda, who, in their arrogance, believed they could break the gem and safely harness its magical power for protection from the forces of evil.

To their subsequent sorrow, the irda were successful in breaking open the gem. Tricked by Chaos, they inadvertently released Chaos back into the world. The Summer of Chaos changed the world forever, ushering in the Age of Mortals.

Chapter Seven

Set aside the buried light
Of candle, torch, and rotting wood.
And listen to the turn of night
Caught in your rising blood.

How quiet is the midnight, love,
How warm the winds where ravens fly.
Where all the changing moonlight, love,
Pales in your fading eye.

How loud your heart is calling, love,
How close the darkness at your breast
How hectic are the rivers, love,
Drawn through your dying wrist.

And love, what heat your frail skin hides,
As pure as salt, as sweet as death,
And in the dark the red moon rides
The foxfire of your breath.

–Lord Soth's Song

The continent of Ansalon is home to strange and fantastic creatures–some merely interesting, others undeniably deadly. Almost all the creatures in the Dungeons & Dragons *Monster Manual* are appropriate for a Dragonlance campaign, with a few notable exceptions (primarily driders, drow elves, halflings, lycanthropes, mind flayers, orcs and half-orcs, and titans). In addition, a number of creatures unique to Krynn are detailed in this chapter. Dragons, which are special in the world of Krynn, are detailed in Chapter 8 of this book.

Death Knight of Krynn

I can kill with a single word. I can hurl a ball of fire into the midst of my enemies. I rule a squadron of skeletal warriors, who can destroy by touch alone. I can raise a wall of ice to protect those I serve. The invisible is discernable to my eyes. Ordinary magic spells crumble in my presence.

– Lord Soth, Knight of the Black Rose

Death knights are terrifying corruptions of those who once served as champions of a god. Only a handful of such beings have existed in Krynn's history, most of whom were Knights of Solamnia in life. Gods of Evil create death knights in return for terrible acts on the part of those who have spurned the protection of the deities of Good.

A death knight forever wears the armor and adornments it wore in life, usually corrupted to reflect its evil status. Its body is a decayed, shriveled version of itself, bearing whatever wounds brought an end to the creature's life. A death knight's eyes glow orange or red, as if lit by some inner fire.

Death knights speak the languages they knew in life.

Creating a Death Knight

"Death knight" is a template that can be added to any humanoid creature of 6th level or higher (referred to hereafter as the "character"). The character's type changes to undead. The death knight uses all the character's statistics and special abilities except as noted here.

This template is an expansion of the one presented in the *Monster Manual II,* describing additional powers possessed by the most powerful death knights.

Hit Dice: Increase all current and future Hit Dice to d12.

Armor Class: The death knight has +5 natural armor, or the character's natural armor, whichever is better.

Attacks: Death knights usually fight with martial weapons, but if disarmed use a touch attack.

Damage: The death knight's touch attack uses negative energy to deal damage equal to 1d8 + the death knight's Charisma bonus to living creatures. Each successful touch attack also deals 1 point of Constitution damage. A Will save (DC 10 + 1/2 death knight's HD + death knight's Cha modifier) reduces the damage by half and negates the Constitution damage. Characters with natural attacks can use their natural weaponry or use the touch attack, as they prefer.

Special Attacks: A death knight retains all the character's special attacks and gains those described below.

Abyssal Blast (Su): Once per day, a death knight can unleash a blast of eldritch fire. The blast fills a 20-foot-radius spread anywhere within a range of 400 feet + 40 feet per HD of the death knight. The blast deals 1d6 points of damage per HD of the death knight (maximum 20d6). Half of the damage is fire damage, but the rest results directly from divine power and is therefore not subject to being reduced by *protection from energy (fire), fire shield (chill shield),* or similar magic. A successful Reflex save (DC 10 + 1/2 death knight's HD + death knight's Charisma modifier) reduces the damage by half.

Create Skeletal Warrior (Su): A death knight of at least 15 Hit Dice may transform a dead humanoid (who may be dead no more than one year) into a skeletal warrior completely under its control. The process takes one hour of concentration by the death knight, which must be begun again if

Lord Ausric

interrupted. The skeletal warriors who serve a death knight count against his total undead followers (see below).

Fear Aura (Su): Death knights are shrouded in a dreadful aura of death and evil. Creatures of fewer than 5 HD within 15 feet of a death knight must succeed at a Will save (DC 10 + 1/2 death knight's HD + death knight's Charisma modifier) or be affected as though by a *fear* spell cast by a wizard of the death knight's Hit Dice.

Power Word (Sp): A death knight of at least 13 Hit Dice can use a *power word* once per day, as a wizard whose caster level equals the death knight's HD. A death knight of 12 or fewer Hit Dice can use only *power word blind*. A death knight of 15 or more Hit Dice may use *power word stun* instead. A death knight of at least 17 Hit Dice may use *power word kill* instead.

Symbol (Sp): A death knight of at least 9 Hit Dice can use a *symbol* once per day, as a wizard whose caster level equals the death knight's HD. A death knight with 9 Hit Dice can use only *symbol of pain,* while a death knight of 11 or more Hit Dice may use *symbol of fear* instead.

Spell-Like Abilities (Sp): A death knight of at least 9 Hit Dice can use the following spell-like abilities as a wizard whose caster level equals the death knight's HD: 1/day–*detect magic*, *dispel magic*, and *wall of ice*.

Spells: A death knight can cast any spells it could cast while alive, unless alignment restrictions prohibit the casting of a particular spell.

A character with the ability to spontaneously cast *cure* spells who becomes a death knight loses that ability, but gains the ability to spontaneously cast *inflict* spells.

Undead Followers (Su): A death knight attracts lesser undead creatures that happen to exist within a 200-mile radius. It may have up to twice its Hit Dice in Hit Dice of followers. The followers arrive in the following increments: 1d6 ghouls, 1d4 ghasts, 1d12 Medium skeletons, 1d4 wights, or 1d8 Medium zombies once per month. These creatures remain in the service of the death knight until destroyed. These creatures are in addition to any undead creatures the death knight might be able to command or rebuke as a class ability.

Special Qualities: A death knight retains all the character's special qualities and gains those described below.

Damage Reduction (Su): A death knight's undead body is tough, giving the creature damage reduction 10/magic.

Immunities (Ex): Death knights are immune to cold, electricity, and *polymorph* in addition to those immunities possessed by undead (see undead type, below).

See Invisibility (Su): A death knight can see

invisible and ethereal creatures as if constantly under the effect of a *see invisibility* spell.

Spell Resistance (Su): A death knight gains spell resistance 20 +1 per Hit Die beyond 10.

Summon Mount (Su): A death knight has the ability to summon a mount (typically a nightmare, though it may be of any other species normally used as a mount). The mount may have no more Hit Dice than half the death knight's Hit Dice.

Once per day, as a full-round action, a death knight may magically call his mount. The mount immediately appears adjacent to the death knight and remains for 2 hours per death knight Hit Die; it may be dismissed at any time as a free action. The mount is the same creature each time it is summoned, though the death knight may release a particular mount from service. Each time the mount is called, it appears in full health, regardless of any damage it may have taken previously. The mount also appears wearing or carrying any gear it had when it was last dismissed. Calling a mount is a conjuration (calling) effect.

Should the death knight's mount die, it immediately disappears, leaving behind any equipment it was carrying. The death knight may not summon another mount for thirty days or until he gains another level, whichever comes first, even if the mount is somehow returned from the dead.

Turn Immunity (Ex): A death knight cannot be turned. It can be banished with *holy word,* however, just as if it were an evil outsider. (The banished death knight is sent to the plane of the evil deity it serves.)

Undead Type: A death knight is immune to mind-affecting effects, poison, *sleep*, paralysis, stunning, disease, death effects, and any effect that requires a Fortitude save unless it also works on objects or is harmless. It is not subject to critical hits, nonlethal damage, ability damage to its physical ability scores, ability drain, energy drain, fatigue, exhaustion, or death from massive damage. It cannot be *raised*, and *resurrection* works only if it is willing. Darkvision 60 ft.

Abilities: A death knight gains +4 to Strength and +2 to both Wisdom and Charisma. Being undead, it has no Constitution score.

Environment: Any land and underground.

Organization: Solitary or troupe (see undead followers, above).

Challenge Rating: Depends on Hit Dice:

Hit Dice	Challenge Rating
Up to 8	as base creature +3
9 to 16	as base creature +4
17+	as base creature +5

Treasure: Double standard.

Alignment: Always evil (any).

Advancement: By character class.

Level Adjustment: +5

Sample Death Knight

A Nordmaarian youth recruited directly by Lord Ariakan, Lord Ausric Krell rose to hold the rank of "Night Warrior" in the Knights of Takhisis, serving and fighting directly under Lord Ariakan himself during the Chaos War. Dishonoring himself and disobeying every tenet of the Dark Knights, Ausric secretly plotted against his lord, finally poisoning Ariakan's mount before the last, fateful battle with the forces of Chaos.

Anyone who might have discovered Ausric's treachery died in the battle, and he too was overwhelmed and killed by the enemy. The goddess Zeboim, however, found out about the murder of her son and was determined to avenge him. She cursed Ausric to eternal, tormented life.

Ausric awoke after death to find himself returned to Storm's Keep, now abandoned by the Dark Knights. The keep is now a home only to the dead, and the constant storm over the island has weathered and damaged buildings prematurely. There Ausric suffers and broods, both lord and prisoner of storm-battered home of the order of knights he once served and betrayed.

Lord Ausric Krell: Male death knight Fighter 5/Knight of the Lily 7; CR 17; Medium undead; HD 12d12; hp 90; Init +5; Spd 30 ft.; AC 28 (touch 11, flat-footed 27); Atk +21/+16/+11 melee (1d8+9/17–20), *+2 keen longsword*) or +19 melee (1d8+2 and 1 Con, touch, see text); SA abyssal blast, coordinated strike, fear aura, *power word, symbol*, spell-like abilities, spells, undead followers; SQ armored mobility, DR 10/magic, immunities, see invisibility, summon mount, turn immunity, undead type, SR 22; AL LE; SV Fort +9, Ref +4, Will +8; Str 24, Dex 18, Con –, Int 14, Wis 17, Cha 14.

Skills and Feats: Climb +9, Diplomacy +4, Jump +14, Knowledge (religion) +5, Listen +9, Ride +19, Spot +9; Combat Expertise, Dodge, Honor Bound, Improved Disarm, Improved Initiative, Leadership, Mounted Combat, Ride-By Attack, Spirited Charge.

Abyssal Blast (Su): Once per day, Krell can unleash a blast of eldritch fire that fills a 20-foot-radius spread anywhere within 880 feet. The blast deals 12d6 points of damage. Half of the damage is fire damage, but the rest results directly from divine power and is therefore not subject to being reduced by *protection from energy (fire), fire shield (chill shield),* or similar magic. A

successful DC 18 Reflex save reduces the damage by half.

Fear Aura (Su): Creatures of fewer than 5 HD within 15 feet of Krell must succeed at a DC 18 Will save or be affected as though by a *fear* spell cast by a 12th-level wizard.

***Power Word* (Sp):** 1/day–*power word blind.*

***Symbol* (Sp):** 1/day– *symbol of pain* or *symbol of fear* as if cast by a 12th-level wizard.

Spell-Like Abilities (Sp): 1/day–*detect magic*, *dispel magic*, and *wall of ice.*

Undead Followers (Su): Krell may have up to 24 Hit Dice of followers, including ghouls, ghasts, Medium skeletons, wights, and Medium zombies once per month. These creatures remain in the service of the death knight until destroyed. These creatures are in addition to any undead creatures the death knight might be able to command or rebuke as a class ability.

Immunities (Ex): Krell is immune to cold, electricity, and *polymorph* in addition to those immunities possessed by undead.

See Invisibility (Su): Krell can see invisible and ethereal creatures as if constantly under the effect of a *see invisibility* spell.

Summon Mount (Su): Krell can summon a mount (typically a nightmare, though it may be of any other species normally used as a mount). The mount may have no more than 6 Hit Dice.

Once per day, as a full-round action, Krell may magically call his mount. The mount immediately appears adjacent to Krell and remains for 24 hours; it may be dismissed at any time as a free action. The mount is the same creature each time it is summoned, though Krell may release a particular mount from service. Each time the mount is called, it appears in full health, regardless of any damage it may have taken previously. The mount also appears wearing or carrying any gear it had when it was last dismissed. Calling a mount is a conjuration (calling) effect.

Should Krell's mount die, it immediately disappears, leaving behind any equipment it was carrying. Krell may not summon another mount for thirty days or until he gains another level, whichever comes first, even if the mount is somehow returned from the dead.

Turn Immunity (Ex): Krell cannot be turned. He can be banished with *holy word,* however, just as if he were an evil outsider. (If banished, he is sent to the Abyss.)

Possessions: Full plate +2, +2 keen longsword.

Draconian

Draconians, or "dragonmen," were first created in the Age of Despair in the years just prior to the War of the Lance. Created from stolen metallic dragon eggs and the use of a foul magic ritual devised by the Queen of Darkness herself, draconians were first envisioned as disposable shock troops. The draconians, however, inherited the intelligence and will to survive of their dragon parents and remained after the War of the Lance, trying thereafter to find a place in the world.

Shortly after the Chaos War, a nation of draconians was established in the region of Teyr. With the appearance of female draconians during the Chaos War, draconians are now able to breed and can be considered a full-fledged race of Krynn.

Draconian Traits

All draconians share the following traits.

Dragon Traits (Ex): Immune to *sleep* and *paralysis* effects, darkvision 120 ft., low-light vision, blindsense 60 ft., scent 60 ft.

Disease Immunity (Ex): Draconians are immune to all diseases.

Glide (Ex): Winged draconians (all draconians except for auraks) can use their wings to glide, negating any damage from a fall of any height. They can also travel horizontally up to four times the vertical distance they descend.

Inspired by Dragons (Ex): Draconians are drawn to evil dragons and revere them. When under the command of a dragon, draconians receive a +1 morale bonus on all attack rolls and saving throws.

Low Metabolism (Ex): Draconians can survive on one-tenth the food and water it takes to sustain a human.

Draconian, Aurak

Medium Dragon
Hit Dice: 8d12 (76 hp)
Initiative: +5
Speed: 30 ft. (6 squares)
Armor Class: 17 (+1 Dex, +6 natural), touch 11, flat-footed 16
Base Attack/Grapple: +8/+8
Attack: Energy ray +9 ranged touch (1d8+2) or claw +8 melee (1d4)
Full Attack: 2 energy rays +9 ranged touch (1d8+2), or 2 claws +8 melee (1d4) and bite +3 melee (1d4)
Space/Reach: 5 ft./5 ft.
Special Attacks: Breath weapon, death throes, energy ray, spell-like abilities, spells
Special Qualities: Alternate form, dimensional step, *disguise self,* draconian traits, spell resistance 20
Saves: Fort +6, Ref +7, Will +6
Abilities: Str 10, Dex 12, Con 10, Int 14, Wis 10, Cha 14
Skills: Concentration +11, Diplomacy +13, Intimidate +13, Knowledge (arcana) +13, Listen +11, Spellcraft +13, Search +13, Spot +11
Feats: Combat Casting, Improved Initiative, Spell Focus (evocation)

Environment: Any land
Organization: Solitary or pair
Challenge Rating: 9
Treasure: Double standard
Alignment: Often lawful evil
Advancement: By character class
Level Adjustment: +4

Aurak draconians are powerful and highly dangerous dragonmen who make extensive use of magic and spell-like abilities.

Aurak draconians are tall and slender, standing between 6 1/2 and 7 feet in height at adulthood, with no distinguishing characteristics between males and females. They have short, stubby tails and long, sharp fangs. Unlike other draconians, they have no wings. Aurak scales are bright gold upon hatching, dulling somewhat with maturity. Their eyes are red, green, or black.

Aurak draconians wear robes or decorate their bodies to indicate rank and superiority. If necessary, they use spells or their innate powers to take whatever disguise suits their needs.

As the rarest of draconians, auraks have never been known to congregate in large numbers—though they are often found as part of a larger group of draconians. They are both respected and feared by their fellows.

Aurak draconian

Combat

Auraks are not impulsive fighters. They strike only after careful planning has minimized all the risks. Auraks hardly ever use their natural weapons in combat, preferring instead to rely on their energy rays.

Breath Weapon (Su): An aurak can breathe a noxious cloud in a 5-foot cone three times per day. Any victim caught in the cloud is dealt 1d4 points of temporary Strength damage and blinded for 1d4 rounds (DC 16 Fort save negates).

Death Throes (Su): When an aurak dies, it explodes in a blast of magical energy. This blast deals 3d6 points of damage to all creatures within 5 feet of the aurak. Affected creatures can make a DC 16 Reflex save for half damage. The DC is Charisma based.

Energy Ray (Su): Auraks have the ability to generate rays of force energy from each of their hands. The ray has a range of 60 feet, and the aurak must make a touch attack to hit. The ray deals damage equal to 1d8 plus the aurak's Charisma modifier. When using its *disguise self* ability, an aurak appears to be using a weapon appropriate to its form when it uses this ability.

Spell-Like Abilities: At will—*greater invisibility,* DC 15 *suggestion*; 1/day—DC 17 *dominate person.* Caster level 8th; save DC 12 + spell level.

Spells: In addition to its innate spell-like abilities, an aurak casts spells as an 8th-level sorcerer. It prefers evocation spells and illusions to help it disguise itself.

Typical Spells Known (6/7/7/5/3; save DC 12 + spell level): 0—*dancing lights, daze, flare, ghost sound, light, mage hand, open/close, read magic;* 1st—*magic missile, shocking grasp, shield, sleep, true strike;* 2nd—*blindness/deafness, mirror image, scorching ray;* 3rd—*blink, lightning bolt;* 4th—*wall of fire.*

Alternate Form (Su): A male aurak can assume any animal form of Medium or Small size as a standard action three times per day. This ability functions as a *polymorph* spell cast on itself by a 8th-level sorcerer, except that the aurak does not regain hit points for changing form and can only assume the form of a humanoid. The aurak can remain in its animal from until it chooses to assume a new one or return to its natural form.

***Dimensional Step* (Sp):** Up to three times per day, auraks can perform limited short-range teleportation. This ability functions exactly like the *dimension door* spell except that it has a range of 60 feet and the aurak can only transport itself and items carried.

***Disguise Self* (Sp):** Three times a day, an aurak can use an ability similar to the *disguise self* spell to make itself resemble an individual

humanoid and to perfectly imitate its voice. The effect only lasts for 2d6+6 minutes and is limited to any human or humanoid the aurak has ever seen.

Aurak Characters

Nearly all auraks take a class that makes use of arcane magic. An aurak draconian's favored class is sorcerer. When an aurak advances in levels as a sorcerer, it adds its sorcerer levels to its innate spellcasting ability. For example, an aurak 7th-level sorcerer has the spells per day, spells known, and caster level of a 15th-level sorcerer. However, its base attack bonus, base save bonuses, and familiar, if any, are all determined by adding the appropriate features of a 7th-level sorcerer to the aurak's base statistics.

Baaz draconian

Draconian, Baaz

Medium Dragon
Hit Dice: 2d12+5 (18 hp)
Initiative: +0
Speed: 30 ft. (6 squares)
Armor Class: 17 (+3 natural, +4 chain shirt), touch 10, flat-footed 17
Base Attack/Grapple: +2/+2
Attack: Claw +2 melee (1d4) or longsword +2 melee (1d8)
Full Attack: 2 claws +2 melee (1d4) and bite –3 melee (1d3); or longsword +2 melee (1d8) and bite –3 melee (1d3)
Space/Reach: 5 ft./5 ft.
Special Attacks: Death throes
Special Qualities: Draconian traits, spell resistance 8
Saves: Fort +4, Ref +3, Will +2
Abilities: Str 11, Dex 11, Con 13, Int 8, Wis 8, Cha 10
Skills: Bluff +5, Disguise +5, Intimidate +5, Listen +4, Spot +4
Feats: Run, Toughness
Environment: Any land
Organization: Section (2–5), troop (20–40 plus 1 leader of 3rd–6th level), or squadron (40–60 plus 2 troop commanders of 3rd–6th level and 1 commander of 4th–10th level). Baaz draconians serve with draconians of other types, which may be included in the above organization.
Challenge Rating: 2
Treasure: 50% coins; 50% goods; standard items
Alignment: Usually chaotic evil
Advancement: By character class
Level Adjustment: +1

Baaz are the smallest draconians, standing between 5 and 6 feet in height. They have short stubby tails, pairs of thin wings, lizard snouts with small fangs, and scaly bodies. Females look identical to males except for a lighter build. Newly hatched baaz have bright, brassy scales, which dull and become almost green as they reach maturity. Baaz eyes are blood red. They enjoy costumes, disguises, and highly decorative clothing.

Baaz are often encountered in disguise. They conceal their wings under long dark robes and hide their features with large hoods and masks. Such outfits enable them to pass through civilized lands unnoticed.

Bands of baaz lair in abandoned buildings of all kinds. Because of their talents in disguising themselves, they sometimes live unnoticed right in the center of human settlements.

Baaz occupy the bottom rung on the ladder of draconian social order. They tend to be chaotic in nature and self-serving when they can get away with it. Baaz males serve as soldiers and laborers, while female baaz are highly prized as managers and low-ranking military commanders.

Female baaz often have the Diplomacy skill in place of the Bluff skill given in the stats above.

Combat

Baaz are cruel and sadistic fighters, especially when drunk (a state they often enter before battle; drunkenness does not affect their abilities). They engage the enemy with little technique, chopping with their weapons for maximum damage.

Death Throes (Su): When a baaz dies, it turns to stone instantly. If an opponent dealt the killing blow with a slashing or piercing manufactured weapon, that opponent must make a DC 12 Reflex save. If he fails, his weapon is stuck in the petrified draconian and cannot be removed. The baaz crumbles to dust 1d4 minutes after death (releasing any trapped weapon). While it is petrified, a *stone to flesh* spell restores the draconian to flesh and allows characters to remove stuck weapons, but the draconian is still dead. Items in the baaz's possession (and any that are trapped within its stone body) are unaffected by the petrification and subsequent dissolution. The save DC is Constitution based.

Baaz Characters

A baaz draconian's favored class is fighter. Most baaz leaders are either fighters or barbarians. See Chapter 1: Races for details about playing baaz characters.

Draconian, Bozak

Medium Dragon
Hit Dice: 4d12 (26 hp)
Initiative: +4
Speed: 30 ft. (6 squares)
Armor Class: 18 (+8 natural), touch 10, flat-footed 18
Base Attack/Grapple: +4/+5
Attack: Claw +5 melee (1d4+1) or short sword +5 melee (1d6+1) or long bow +4 ranged (1d8)
Full Attack: 2 claws +5 melee (1d4+1) and bite +0 melee (1d4+1); or short sword +5 melee (1d6+1); or long bow +4 ranged (1d8)
Space/Reach: 5 ft./5 ft.
Special Attacks: Death throes, spells
Special Qualities: Draconian traits, spell resistance 14
Saves: Fort +4, Ref +4, Will +4
Abilities: Str 12, Dex 10, Con 10, Int 12, Wis 10, Cha 12
Skills: Bluff +8, Concentration +7, Diplomacy +8, Intimidate +8, Knowledge (arcana) +8, Listen +7, Search +8, Spellcraft +8, Spot +7
Feats: Combat Casting, Improved Initiative, Run
Environment: Any land
Organization: Band (2d6)
Challenge Rating: 5
Treasure: Standard
Alignment: Usually lawful evil
Advancement: By character class
Level Adjustment: +3

Bozak draconian

Bozak draconians are bronze-scaled dragonmen who make use of magical talent and often lead other draconians into battle.

Bozaks stand between 6 and 6 1/2 feet tall, with large horn-tipped wings that rise nearly a foot higher than their shoulders. They typically eschew armor in favor of maneuverability; when they do wear armor it is only of the lightest types. Bozaks have yellow or amber eyes and light gray teeth.

Intelligent and ruthless, bozaks have natural ability with arcane magic, but are inclined to study divine magic as well. Some serve leadership roles in draconian communities, while others organize religious services dedicated to evil gods.

Both male and female bozaks have excellent instincts toward organization and leadership.

Combat

Bozaks are cautious and devious fighters. When possible, they strike from a distance with spells or missile weapons, then charge for melee attacks. A favorite tactic of bozaks is to charge victims on all fours, flapping wings and hissing while clutching swords or other weapons between their teeth. Bozaks rarely show mercy once they attack, unless there is a good reason to leave an enemy alive.

Bozaks are quite capable with their natural weapons, but usually prefer to fight with melee weapons. Favored weapons include short swords, daggers, or any other weapon that can be carried in their mouths while running. Most bozaks carry ranged weapons in addition to their favorite swords or daggers.

Death Throes (Su): When a bozak dies, its scaly flesh shrivels and crumbles from its bones in

a cloud of dust. The bones immediately explode, dealing 1d6 points of damage to all creatures within a 10-foot radius. Affected creatures can attempt a DC 14 Reflex save for half damage.

Spells: A bozak casts spells as a 4th-level sorcerer.

Typical Spells Known (6/7/3; save DC 11 + spell level): 0–*detect magic, mage hand, mending, read magic, resistance*; 1st–*magic missile, obscuring mist, shocking grasp*; 2nd–*scorching ray.*

Bozak Characters

Most bozak leaders are arcane or divine spellcasters. A bozak draconian's favored class is sorcerer. When a bozak advances in levels as a sorcerer, it adds its sorcerer levels to its innate spellcasting ability. For example, a bozak 9th-level sorcerer has the spells per day, spells known, and caster level of a 13th-level sorcerer. However, its base attack bonus, base save bonuses, and familiar, if any, are all determined by adding the appropriate features of a 9th-level sorcerer to the bozak's base statistics.

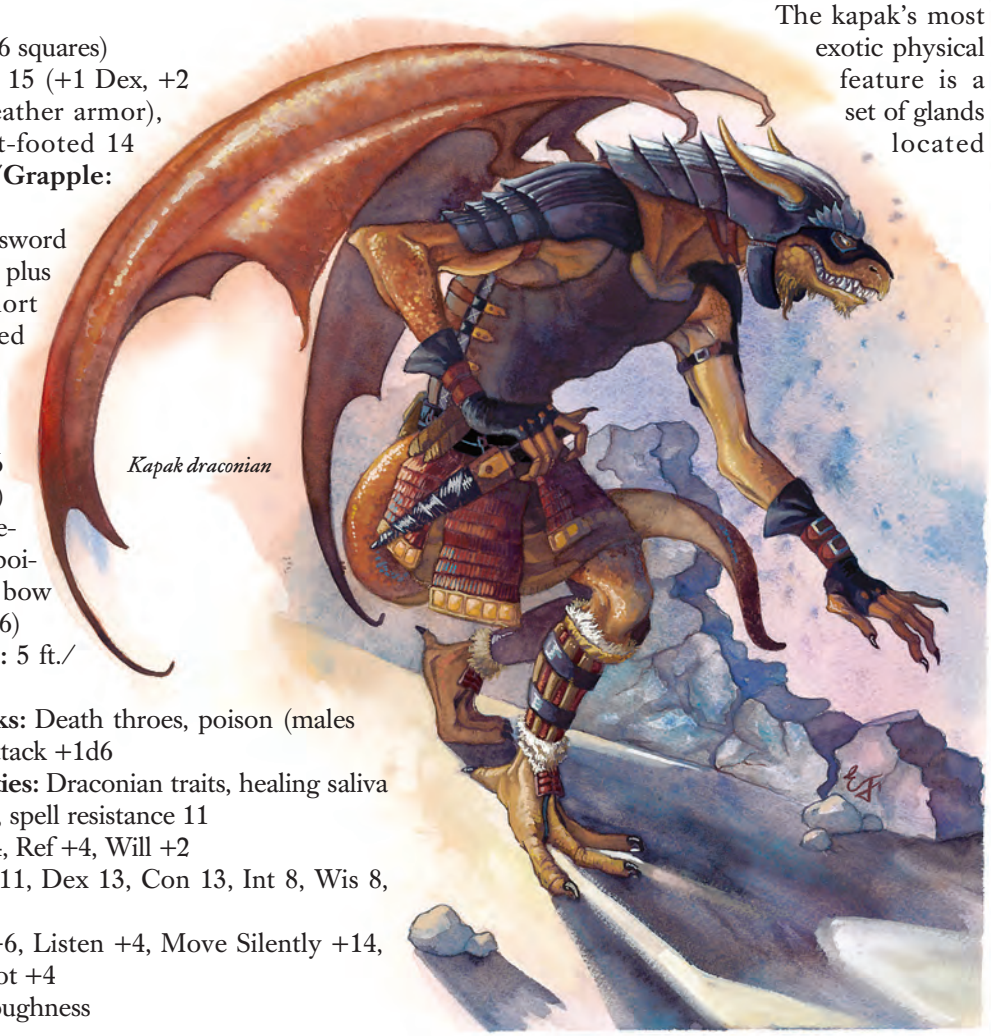
Draconian, Kapak

Medium Dragon
Hit Dice: 2d12+5 (17 hp)
Initiative: +1
Speed: 30 ft. (6 squares)
Armor Class: 15 (+1 Dex, +2 natural, +2 leather armor), touch 11, flat-footed 14
Base Attack/Grapple: +2/+2
Attack: Short sword +2 melee (1d6 plus poison) or short bow +3 ranged (1d6)
Full Attack: Short sword +2 melee (1d6 plus poison) and bite –3 melee (1d4 plus poison); or short bow +3 ranged (1d6)
Space/Reach: 5 ft./5 ft.
Special Attacks: Death throes, poison (males only), sneak attack +1d6
Special Qualities: Draconian traits, healing saliva (females only), spell resistance 11
Saves: Fort +4, Ref +4, Will +2
Abilities: Str 11, Dex 13, Con 13, Int 8, Wis 8, Cha 11
Skills: Hide +6, Listen +4, Move Silently +14, Search +4, Spot +4
Feats: Run, Toughness
Environment: Any land
Organization: Section (2–5), troop (20–40 plus 1 leader of 4th–7th level), or squadron (40–60 plus 2 troop commanders of 4th–7th level and 1 commander of 5th–10th level). Kapak draconians serve with draconians of other types, which may be included in the above organization.
Challenge Rating: 4
Treasure: Standard
Alignment: Usually lawful evil
Advancement: By character class
Level Adjustment: +2

Kapaks are venomous dragonmen, licking their poison directly onto their blades before entering battle and dissolving into deadly pools of acid if slain.

Kapaks stand around 6 feet tall and have sleek torsos and long limbs. Their scales are dull copper tinged with green, their eyes an orange or dark brown color. They have short manes of dark brown or blonde hair hanging from either side of the mouth. Soft pads line the bottoms of their feet, enabling them to move silently. Kapaks dress in light armor for maximum freedom of movement and to best take advantage of their natural stealth.

The kapak's most exotic physical feature is a set of glands located



Kapak draconian

under the tongue. Male kapaks continuously secrete a venomous spittle, while the saliva of female kapaks has remarkable healing properties.

Neither male nor female kapaks show any aptitude toward original thinking, nor are they very perceptive. This makes them better followers than leaders. Another kind of draconian or a leader of a different species usually leads kapak forces.

Male kapaks are fierce combatants, able to alternate between brute force and cunning stealth. Females are just as capable, but seem to have a nurturing instinct toward other draconians, using their healing powers to come to their comrades' aid.

Combat

Though their intelligence is limited, Kapaks are superb fighters, fiendishly clever in their ability to catch victims off guard and take advantage of opponents' weaknesses. Because of their cunning, Kapaks make excellent assassins. Male kapaks often lick their weapons before engaging in combat to coat them with venom.

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

Poison (Ex): Bite or licked blade (male kapak only); DC 12 Fort save; initial damage 1d6 Dex, secondary damage paralysis 2d6 minutes. Before entering combat, male kapaks often lick the blades of their swords (which requires a full-round action). The poison remains on the blade for 3 rounds or until the kapak hits with the sword, whichever comes first. Both male and female kapaks are immune to the poison of male kapaks.

Sneak Attack: If a kapak can catch an opponent when she is unable to defend herself effectively from his attack, he can strike a vital spot for extra damage. Basically, the kapak's attack deals 1d6 points of extra damage any time the kapak's target would be denied her Dexterity bonus to AC (whether she actually has a Dexterity bonus or not), or when the kapak flanks his target. Should the kapak score a critical hit with a sneak attack, this extra damage is not multiplied.

Ranged attacks can count as sneak attacks only if the target is within 30 feet.

A kapak can sneak attack only living creatures with discernible anatomies–undead, constructs, oozes, plants, and incorporeal creatures lack vital areas to attack. Any creature that is immune to critical hits is not vulnerable to sneak attacks. The kapak must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. The kapak cannot sneak attack while striking a creature with concealment or by striking the limbs of a creature whose vitals are beyond reach.

If a kapak gets a sneak attack bonus from another source (such as rogue levels), the bonuses to damage stack.

Healing Saliva (Ex): The saliva of a female kapak cures wounds. If a female kapak licks a wound, the wounded creature regains 2d6 hit points. A creature can only be healed with female kapak saliva once every four hours, and a kapak cannot heal herself with her own saliva. The saliva of a female kapak does not heal when delivered by her bite.

Skills: Kapaks gain a +8 racial bonus on Move Silently checks.

Kapak Characters

A kapak draconian's favored class is rogue. Most kapak leaders are multiclassed fighter/rogues. See Chapter 1: Races for details about playing kapak characters.

The Making of a Draconian

Draconians were originally made in the Age of Despair to populate the fighting ranks of the evil dragonarmies. The forces of evil were able to gain a supply of good dragon eggs, and use them to create draconians. Each egg, once the proper rituals were invoked, created dozens of male draconians. (There were no female draconians until a clutch of female draconian eggs was discovered after the Chaos War.) The ritual required an evil arcane spellcaster of 10th level or higher, an evil divine spellcaster of 10th level or higher, and a very old or older evil dragon. The ritual was usually done with much ceremony in a very safe and secure environ.

The process is gruesome, as described by one witness:

"The hooded figures flanked a small, slime-covered altar. They stared at an object on the altar in rapt concentration, uttering a low, droning chant. Also staring at the object on the altar was a sinuous red dragon, looming over the two humans. A silver dragon egg sat on the center of the surface of the altar. The chanting reached a climax, and the hooded figures paused. Suddenly, a drop of saliva from the red dragon's hideous maw fell upon the egg. Immediately, the silvery egg became black and slimy. Like some poisoned tumor, the egg began to expand, change shape, and writhe as if in agony. The egg grew huge and began to split apart. Instead of the silver dragon that should have emerged, many squirming, lizardlike creatures began to spill forth. The egg had spawned forty tiny sivak draconians."

–From the description of a witness to a ritual beneath Neraka, 346 AC

Sivak draconian

Environment: Any land
Organization: Band (2d6)
Challenge Rating: 6
Treasure: Standard
Alignment: Usually lawful evil
Advancement: By character class
Level Adjustment: +4

Sivak draconians are silver-scaled dragonmen who use their innate powers to disguise themselves among the enemy before attacking with savage fury.

Sivaks are physically the largest of draconians. The males stand between 8 1/2 and 9 feet tall, with females averaging half a foot shorter. Sivak draconians wear heavy armor when going into battle, but usually wear light or no armor at all when engaged in stealth or scouting missions. Sivak armor is constructed to make room for their huge wings.

Some sivak draconians may be encountered in disguise, using their innate ability to hide among other races without being noticed. Some sivaks use these abilities to dwell among their enemies indefinitely without being detected.

Except for the extremely rare auraks, sivak draconians are the most powerful and respected draconian race. They are often leaders in draconian communities and military units.

Sivaks are fond of strong drink, but like the Baaz, alcohol has no effect on their ability to fight. Sivaks eat virtually anything, and have a special fondness for elven flesh.

Draconian, Sivak

Large Dragon
Hit Dice: 6d12+12 (51 hp)
Initiative: +4
Speed: 30 ft. (6 squares), fly 60 ft. (poor)
Armor Class: 20 (–1 size, +4 natural, +7 half-plate), touch 9, flat-footed 20
Base Attack/Grapple: +6/+13
Attack: Claw +8 melee (1d6+3) or tail +8 melee (2d4+4) or greatsword +9 melee (2d6+5, 19–20)
Full Attack: 2 claws +8 melee (1d6+3) and bite +6 melee (1d8+1); or tail +8 melee (2d4+4); or greatsword +9 melee (2d6+5, 19–20) and bite +6 melee (1d8+1)
Space/Reach: 10 ft./10 ft.
Special Attacks: Death throes, trip
Special Qualities: Draconian traits, shapeshift (males only) or blend (females only), spell resistance 16
Saves: Fort +7, Ref +5, Will +5
Abilities: Str 16, Dex 10, Con 14, Int 10, Wis 10, Cha 10
Skills: Bluff +5, Climb +5, Diplomacy +4, Disguise +5, Gather Information +4, Jump +5, Intimidate +9, Listen +9
Feats: Improved Initiative, Multiattack, Run, Weapon Focus (greatsword)

Combat

Sivaks attack with bloodlust, enjoying the suffering of the wounded as much as a clean kill. They work well in teams, defending one another against unexpected attacks and surrounding opponents to assault them from all sides. Sivaks generally do not fight to the death, preferring to fly to safety when a battle turns against them and return to wreak vengeance upon their enemies another day.

The sivaks' movement flexibility gives them an important tactical advantage. They can race forward on all fours, silently glide from a height, or attack from the air. Many opponents are unfamiliar with the existence of flying draconians, giving the sivaks the additional advantage of surprise–for instance, a sivak charging on all fours can suddenly take to the air and swoop at its opponent from behind.

Sivaks attack with their natural weapons, either employing claw and bite or attacking with their long heavy tails. They often use their tails in combat to knock foes off balance. They also use a variety of weapons, favoring massive, serrated greatswords.

Death Throes (Su): When a male sivak dies, it changes shape, assuming the form of the humanoid being that killed it. This death shape lasts for three days, and then the entire body decomposes into black soot. If the sivak's slayer is larger than the sivak or not humanoid, the sivak instead bursts into flame, dealing 2d4 points of fire damage to all creatures within a 10-foot radius (DC 17 Reflex save negates).

When a female sivak dies, it bursts into flames, dealing 2d4 points of fire damage to all creatures within a 10-foot radius (DC 17 Reflex save negates).

Trip (Ex): A sivak that hits with its tail attack can attempt to trip the opponent as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the sivak.

Blend (Ex): Sivak females have a chameleon-like ability to blend in with their surroundings. This gives the sivak female a +10 circumstance bonus on her Hide checks and allows her to *disguise self* at will.

Shapeshift (Su): A male sivak can assume the form of Large or smaller humanoid that it has just killed. The shapeshift is a standard action that must be performed within one round of killing the victim. The sivak does not gain the memories, skills, or spell use of its victim, but his appearance and voice is an exact match of its victim's. The sivak can remain in its alternate from until it chooses to assume a new one or return to its natural form.

Dragonspawn

Dragonspawn (sometimes simply called "spawn") are the twisted creations of the dragon overlords who ruled Ansalon in the years following the Chaos War. Created through a hideous method that transforms humanoids into draconianlike creatures by fusing the mind and soul of the victim with the shard of a draconian's, these reptilian beings become loyal servants of the dragon overlord that creates them–though on occasion some have been known to retain their free will.

Dragonspawn are referred to by their color, which they take from the dragon overlords that create them. (For example, when a red dragon overlord creates dragonspawn, they are red dragonspawn.) They often bear striking similarities to the dragon overlord that made them (such as a green dragonspawn having a fin on its head or a blue having a horn on the nose), while the features that are shared by all are wings, claws, scales, and a tail. When humans and half-elves are the victims of this process, they still retain their basic body shape and thus differ from draconians in that members of each gender can usually be separated on sight by others.

Creating a Dragonspawn

"Dragonspawn" is a template that can be added to any corporeal humanoid or monstrous humanoid creature from Small to Large size (referred hereafter as the "base creature"). The creature's type becomes monstrous humanoid. Dragonspawn gain the subtype of the same type as their creator dragon. (For example, a black dragonspawn gains the water subtype.) It uses all the base creature's statistics and special abilities except as noted here.

Armor Class: The dragonspawn has +7 natural armor, or the base creature's natural armor, whichever is better.

Speed: Dragonspawn fly at twice the land speed of the base creature (average maneuverability), or as the base creature, whichever is better.

Attacks: Dragonspawn may use weapons as the base creature, or may use natural weapons:

Bite: The bite attack is made at the creature's normal melee attack bonus. Damage is based on the dragonspawn's size (see below) plus its Strength modifier.

Claws: Two claw attacks are made at the base attack bonus –5. Damage is based on the dragonspawn's size (see below) plus one-half of its Strength modifier (rounded down).

Size	Damage (Bite and Claw)
Small	1d3
Medium	1d4
Large	1d6

Special Attacks: Dragonspawn retain all the special attacks of the base creature and also gain new abilities as listed below.

Breath Weapon (Su): The dragonspawn gains a breath weapon based on the dragon variety of its creator, useable once every 2d4 rounds. The saving throw DC equals 10 + one-half spawn's total HD + the spawn's Constitution modifier.

Dragon Variety	Breath Weapon	Breath Weapon Damage	Death Throes Damage
Black	Line* of acid	4d4	2d4 acid (Reflex half)
Blue	Line of lightning	4d8	2d8 electrical (Reflex half)
Green	Cone** of gas	4d6	2d6 acid (Fortitude half)
Red	Cone of fire	4d10	2d10 fire (Reflex half)
White	Cone of cold	2d6	1d6 cold (Reflex half)

*A line is always 2 ft. high, 2 ft. wide, and 60 ft. long.

**A cone is always 30 ft. long.

Death Throes (Su): All dragonspawn have death throes. The effect depends upon the type of spawn. (See the table above.) All death throes affect those within 10 feet of the dragonspawn, and the DC to avoid the effects are the same as the dragonspawn's breath weapon DC.

Spellcasting (Su): All spawn gain the ability to cast spells as 1st-level sorcerers. If the base creature already possessed levels in sorcerer, then the dragonspawn's effective sorcerer level increases by +1.

Special Qualities: Dragonspawn have all the special qualities of the base creature, plus low-light vision and darkvision 30 feet.

Abilities: Adjust the abilities of the base creature as follows according to dragon type.

Black: Str +2, Con +2, Cha +2

Blue: Str +6, Con +4, Wis +2, Cha +4

Green: Str +2, Con +2, Cha +2

Red: Str +8, Dex +2, Con +6, Int +2, Wis +2, Cha +4

White: Dex +2, Con +2

Feats: Same as the base creature. Spawn also have access to dragon feats.

Environment: As per dragon creator type.

Organization: Squad (2–5) or tribe (10–20)

Challenge Rating: Red spawn have the same CR as the base creature +3, white spawn have the same CR as the base creature +1, and all other spawn have the same as the base creature +2.

Alignment: Same as dragon creator.

Level Adjustment: +1 (white), +2 (black or green), +3 (blue), +4 (red)

Sample Dragonspawn

Gargash: Male red dragonspawn Barbarian 2; CR 5; Medium monstrous humanoid (augmented humanoid [human], fire); HD 2d12+8; hp 30; Init +3 (Dex); Spd 40 ft., fly 80 ft. (average); AC 20 (touch 13, flat-footed 17); Atk +10 melee (1d12+9/x3, masterwork greataxe) or +8 melee (1d4+6, bite) and +3 melee (1d4+3, 2 claws); SA breath weapon, death throes, rage 1/day, spells; SQ darkvision 30 ft., low-light vision, uncanny dodge; AL CE; SV Fort +7, Ref +3, Will +2; Str 23, Dex 16, Con 19, Int 12, Wis 14, Cha 12.

Skills and Feats: Climb +11, Intimidate +6, Jump +11, Listen +7, Survival +7; Toughness, Weapon Focus (greataxe).

Breath Weapon (Su): Gargash can breathe a 30-foot cone of fire once every 2d4 rounds as a standard action for 4d10 fire damage (DC 14 Reflex save for half damage).

Death Throes (Su): When Gargash is killed, he deals 2d10 points of fire damage to all creatures within 10 feet (DC 14 Reflex save for half damage).

Fire Subtype (Ex): A fire creature is immune to fire damage. It takes half again as much (+50%) damage as normal from cold, regardless of whether a saving throw is allowed, or if the save is a success or failure.

Possessions: Masterwork greataxe.

Sorcerer Spells Known (5/4); save DC = 11 + spell level): 0–*daze*, *flare, mage hand, open/close*; 1st–*mage armor*, *magic missile*.

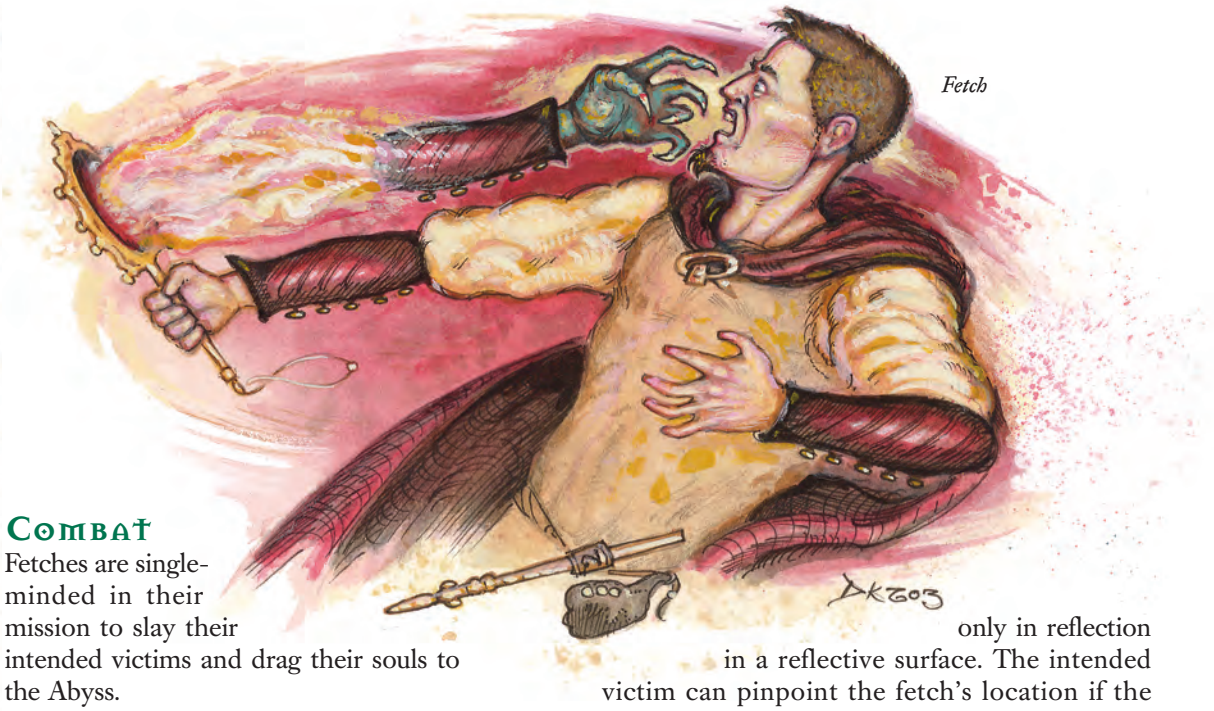
Fetch

Medium Outsider (Chaotic, Evil, Extraplanar)
Hit Dice: 9d8+9 (49 hp)
Initiative: +3
Speed: 20 ft. (4 squares)
Armor Class: 16 (–1 Dex, +7 natural), touch 9, flat-footed 16
Base Attack/Grapple: +9/+9
Attack: Touch +12 melee (1d4 and 2 negative levels)
Full Attack: Touch +12 melee (1d4 and 2 negative levels)
Space/Reach: 5 ft./5 ft.
Special Attacks: Create spawn, energy drain
Special Qualities: Invisibility, mirror portals
Saves: Fort +7, Ref +5, Will +9
Abilities: Str 17, Dex 8, Con 13, Int 14, Wis 13, Cha 12
Skills: Climb +15, Hide +13, Intimidate +13, Jump +15, Knowledge (the planes) +14, Listen +13, Move Silently +13, Search +14, Sense Motive +13, Spot +13
Feats: Improved Initiative, Iron Will, Power Attack, Stealthy
Environment: Any land or underground
Organization: Solitary or band (2–5)
Challenge Rating: 6
Treasure: None
Alignment: Always chaotic evil
Advancement: 10–12 HD (Medium), 13–15 HD (Large)

Fetches are harbingers of evil that dwell on the fringes of the Abyss. They can only enter Krynn through reflective surfaces, such as mirrors or ponds.

In its natural form, a fetch appears as a featureless shadow, though it is perfectly solid. When hunting, however, the fetch becomes invisible, appearing only when reflected in a mirror or other reflective surface. When seen in this manner, the fetch takes on the appearance of its intended victim. The fetch looks like a haggard, pale imitation of its target, with dull and lifeless eyes. A fetch breaks into a cruel grin when its eyes first meet those of its intended victim.

Fetches never speak, though they understand Common and Abyssal.



Fetch

Combat

Fetches are single-minded in their mission to slay their intended victims and drag their souls to the Abyss.

A fetch begins its attack by first looking into the Material Plane from the Abyss. The fetch does this by creating a latent portal via a mirror or other reflective surface on the Material Plane. When it sees a potential victim, it takes on the victim's appearance, which is visible to the victim (and only the victim) when he or she looks into the mirror. (If there is more than one possible victim, the fetch targets the nearest opponent or chooses one randomly.) When the victim meets the fetch's eyes, the fetch locks on to its target. It moves through the portal and attacks.

Once on the Material Plane, the fetch is invisible. It can only be seen in reflection, and even then only by the victim. The fetch manifests what looks like a mirror image of the victim's own weapon, or attacks unarmed if the victim has no weapon. Regardless of how it appears to be armed, the fetch attacks with its touch attack.

Create Spawn (Su): If a fetch kills a creature with its energy drain, it picks up the slain creature and retreats back through the mirror portal by which it entered the Material Plane. If it can successfully bring the slain creature back to the Abyss, the creature becomes a fetch in 1d4 days. Killing the fetch or destroying the mirror portal leaves the slain creature on the Material Plane, where it is merely dead.

Energy Drain (Su): Living creatures hit by a fetch's incorporeal touch attack gain two negative levels. The Fortitude save to remove a negative level has a DC of 15. The DC is Charisma based.

Invisibility (Su): Fetches are invisible. A fetch can only be seen by its intended victim, and then only in reflection in a reflective surface. The intended victim can pinpoint the fetch's location if the creature is visible to the victim through a reflective surface, but even then the fetch has total concealment (50% miss chance).

Mirror Portals (Su): At will, a fetch can create a two-way portal connecting the Abyss to a reflective surface on the Material Plane, such as a mirror or a pool of water. This ability is similar to the *gate* spell, but only the fetch and any objects it carries can pass through the mirror portal. The reflective surface must be large enough for the fetch to pass through (a minimum of 2 1/2 feet on a side). The fetch can use the reflective surface even if it is not reflecting anything (for instance, if it's in a dark room).

The portal is initially latent. The fetch can see and hear into the Material Plane through the reflective surface, but it cannot actually pass through. To fully open the portal, a humanoid creature must look into the reflective surface and meet the fetch's gaze. A creature who looks into the reflective surface automatically meets the fetch's gaze unless it specifically avoids looking at the reflection's eyes; if it does avoid the eyes, it has a 50% chance each round of meeting the fetch's gaze as long as it continues to look in the mirror.

Once the fetch opens the portal, it can pass through in either direction as a move action. The portal remains open indefinitely, although it only functions for fetches.

If the fetch's reflective surface is destroyed, the mirror portal is closed. The fetch can open a new portal if it has access to another suitable reflective surface. For every day that the fetch is prevented from returning to the Abyss, it suffers 1d6 points of Constitution damage.

Fireshadow

Huge Undead (Chaos, Evil, Extraplanar)
Hit Dice: 13d12 (84 hp)
Initiative: –1
Speed: 20 ft. (4 squares)
Armor Class: 20 (–2 size, –1 Dex, +9 natural, +4 deflection), touch 11, flat-footed 20
Base Attack/Grapple: +6/+19
Attack: Claw +9 melee (2d4+5 and 1d6 fire) or ray of oblivion +3 ranged touch (13d6)
Full Attack: 2 claws +9 melee (2d4+5 and 1d6 fire) and bite +4 melee (2d6+3 and 1d6 fire); or ray of oblivion +3 ranged touch (13d6)
Space/Reach: 15 ft./15 ft.
Special Attacks: Create spawn, fiery aura, green flame, ray of oblivion
Special Qualities: Aversion to sunlight, darkvision 60 ft., DR 10/magic bludgeoning, undead type, vulnerabilities, spell resistance 21
Saves: Fort +4, Ref +3, Will +11
Abilities: Str 21, Dex 9, Con –, Int 17, Wis 16, Cha 18
Skills: Climb +15, Concentration +15, Hide +9, Intimidate +14, Jump +15, Listen +13, Move Silently +9, Search +13, Sense Motive +13, Spellcraft +14, Spot +13
Feats: Cleave, Improved Bull Rush, Improved Overrun, Improved Sunder, Power Attack
Environment: Any land or underground
Organization: Solitary
Challenge Rating: 10
Treasure: None
Alignment: Always chaotic evil
Advancement: 14–19 HD (Huge); 20–39 HD (Gargantuan)

Fireshadow

Fireshadows are wraithlike denizens of the Abyss, wreathed in cold green flame. They are sometimes summoned by evil clerics through the use of *greater planar ally* or one of several unholy artifacts.

Fireshadows take on whatever form their master specifies, but they are always 30 feet tall and surrounded by green fire. They are unable to speak or communicate except through telepathy, and then only with the individual who summoned them.

Combat

Fireshadows are destructive and cunning opponents. Depending on the form they have taken, they may strike with claws and bite, or with a single slam attack. The attacks given in the stats above are typical of a humanoid-shaped fireshadow.

Create Spawn (Su): Any living creature reduced to Constitution 0 by the green flame of a fireshadow becomes a fireshadow within 1d4 rounds. The new fireshadow is under the command of the fireshadow that created it and remains enslaved until its master's destruction. The spawn loses all the special abilities and skills it had in life, and has a number of HD equal to its former HD. The master fireshadow may choose, as a standard action, to absorb the spawn, curing 2d10 points of damage in the process.

Fiery Aura (Su): Anyone within 10 feet of the fireshadow must succeed at a DC 16 Fort save or take 1d6 points of fire damage from the creature's green flames. The fireshadow's melee attacks all automatically deal 1d6 fire damage if they hit.

Green Flame (Su): Any living being who takes fire damage from a fireshadow's

successful melee attack begins to transform into green flame. The flame deals 1d6 points of temporary Constitution damage every round as the victim's flesh is slowly consumed. Holy water applied to the victim, or any *cure* spell cast upon the victim, halts the spread of the green flame, as does sunlight.

***Ray of Oblivion* (Sp):** Once every 1d4 rounds, a fireshadow can project an invisible ray that deals 13d6 points of damage (DC 16 Fort save for half). This is a ranged touch attack. Anyone who is reduced to –10 hp from this attack is instantly disintegrated, as per the *disintegrate* spell.

Aversion to Sunlight (Ex): Fireshadows are greatly weakened in natural sunlight (not merely a *daylight* spell) and avoid it. A fireshadow exposed to natural sunlight is affected as if by a *slow* spell. In addition, the fireshadow takes 2d6 damage per round of exposure to sunlight.

Vulnerabilities: Fireshadows are subject to damage from holy water. They suffer double damage from weapons with the disruption quality.

Minotaur of Krynn

Medium Humanoid (Minotaur)
Hit Dice: 1d8+3 (7 hp)
Initiative: –1
Speed: 20 ft. (hide armor) (2 squares); base 30 ft. (6 squares)
Armor Class: 14 (–1 Dex, +2 natural, +3 hide armor), touch 9, flat-footed 14
Base Attack/Grapple: +1/+3
Attack: Battleaxe +3 melee (1d8+2) or heavy crossbow +0 ranged (1d10)
Full Attack: Battleaxe +3 melee (1d8+2) and gore –2 melee (1d6+1); or heavy crossbow +0 ranged (1d10)
Space/Reach: 5 ft./5 ft.
Special Attacks: Gore
Special Qualities: None
Saves: Fort +2, Ref –1, Will +0
Abilities: Str 14, Dex 9, Con 10, Int 9, Wis 10, Cha 9
Skills: Intimidate +1, Profession (sailor) +4, Swim +1, Use Rope +1
Feats: Toughness
Environment: Any warm land
Organization: Crew (2–5), Squad (10–20 plus 2 3rd-level bosuns and 1 captain of 3rd–6th level), flotilla (30–100 plus 1 3rd-level bosun per 10, 5 5th-level captains, and 3 7th-level admirals)
Challenge Rating: 1/2
Treasure: Standard
Alignment: Usually lawful evil
Advancement: By character class
Level Adjustment: +0

Minotaur

Minotaurs of Krynn are renowned sailors and gladiators, convinced of their own superiority over the other races of Krynn.

Minotaurs are tall, muscular, bull-headed humanoids who stand between 6 1/2 and 7 1/2 feet tall and usually weigh between 300 and 450 pounds. They have short-furred bodies red to brown in color, with brown or black eyes. Minotaurs are omnivorous, eating meat and vegetables. They wear little clothing, sometimes as little as a loincloth or sash. As a warlike nautical people they appreciate both violent images and objects that remind them of the sea.

Minotaurs speak Kothian, but often speak Common as well. Although not all minotaurs are warriors (minotaur society, like any other civilization, has its share of farmers and shopkeepers), all minotaurs must prove themselves and fight for rank in the Circus–a gladiatorial arena in which skill at arms establishes the pecking order.

Outside their homeland, most minotaurs are either warriors or experts (merchant sailors); the information in the statistics block is for a warrior of 1st level.

Combat

Minotaurs are fierce combatants, leaping into battle with confidence. They are intelligent warriors studying battle tactics at an early age. They only attack opponents they are confident in overwhelming. When boarding an enemy ship, they scatter the crew with ranged weapons and then use ropes and boarding planks to overtake key positions.

Gore (Ex): When a minotaur uses his horns to attack at the end of a charge, his gore attack deals 2d6 points of damage + 1 1/2 times his Strength modifier.

Minotaur Society

Minotaurs believe that honor and strength are the most important aspects of civilization. Honor is defined by keeping one's word and standing up against those who challenge. Strength is proven through both day-to-day skills and, most importantly, superiority in battle.

These concepts are tested regularly in the great Circus, where minotaurs fight for position and to defend their honor. Minotaurs follow their captains, and ultimately, the emperor, who must fight his challengers to the death to maintain his rule. Minotaur females hold an equal role in society, and must prove themselves in the same fashion as men.

Minotaurs dream of dominance over others. Individuals hope to rise in rank by proving themselves honorable and strong, while as a nation the minotaurs plan to conquer all Ansalon. Minotaurs enjoy leisure, art, and other entertainment–though all of it usually relates to their racial love of conflict and the ocean.

Most minotaurs revere Sargas (Sargonnas), their patron god, though a few rebels of good alignment secretly worship Kiri-Jolith.

Minotaur Characters

A minotaur's favored class is fighter. Minotaur leaders are often fighters or barbarians. See Chapter 1: Races for more information about minotaur characters.

Minotaur characters possess the following racial traits:

- +2 racial bonus on Intimidate, Swim, and Use Rope checks.
- Minotaurs may take the Scent special quality as a feat.

Shadowperson

Medium Monstrous Humanoid
Hit Dice: 3d8+3 (16 hp)
Initiative: +2
Speed: 30 ft. (6 squares)
Armor Class: 18 (+2 Dex, +6 insight), touch 18, flat-footed 16
Base Attack/Grapple: +3/+4
Attack: Claw +4 melee (1d4+1) or shadowstaff +4 melee (1d8+1)
Full Attack: 2 claws +4 melee (1d4+1) or shadowstaff +4 melee (1d8+1)
Space/Reach: 5 ft./5 ft.
Special Attacks: Mindweave
Special Qualities: Blindsense 30 ft., darkvision 60 ft., *detect thoughts,* glide, light sensitivity, telepathic awareness, telepathy, weapon familiarity
Saves: Fort +2, Ref +5, Will +3
Abilities: Str 12, Dex 14, Con 12, Int 13, Wis 14, Cha 12
Skills: Escape Artist +6, Hide +8, Listen +8, Move Silently +12, Spot +7, Tumble +5
Feats: Alertness, Dodge
Environment: Any underground
Organization: Solitary, patrol (2–5), or clan (40–60 plus 2 shadow warriors of 3rd–6th level and 1 counselor of 4th–6th level).
Challenge Rating: 2
Treasure: Half standard
Alignment: Usually neutral good
Advancement: By character class
Level Adjustment: +4

The shadowpeople are a kind and benevolent race of humanoids that live underground in small, self-contained communities. One of the oldest races of Krynn, they have been forgotten by the outside world and actively work to preserve their status as creatures of myth.

A shadowperson resembles a thin, gangly ape with a long, stretchable membrane that connects its arms to its flanks. They have hairy heads with small, flat noses, pointed ears, and sharp fangs–two of which protrude above the upper lip when their mouths are closed. Shadowpeople have green or amber eyes like those of a cat, and long claws on their hands and feet. Smooth fur of black or dark brown covers their bodies. They wear little in the way of clothing, except when on rare their trips to the surface. On such trips they wear long, dark, hooded robes that conceal their appearance. The primitive language of the shadowpeople is a series of squeaks and growls, but they prefer to communicate telepathically.

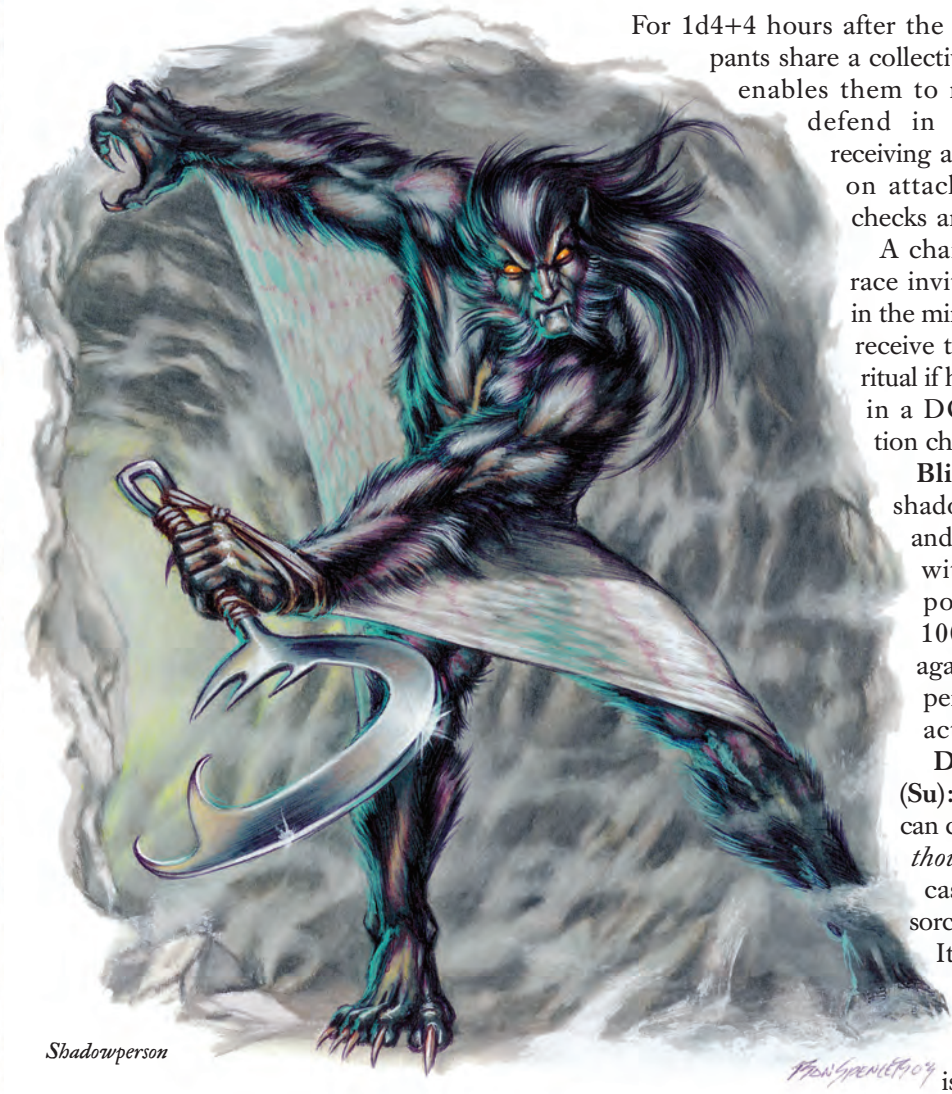
Shadowpeople have a close, clan-structured culture. Mated couples have up to four offspring at once, and the entire community cares for the young. When the young reach ten years of age,

Shadowstaff

This exotic piercing weapon is topped with a wickedly curved hook (1d8 damage, crit 19–20/x2), and can be used to both attack and restrain opponents. Once an opponent size Medium or smaller has been struck by a shadowstaff, it is caught on the hook and suffers a –2 penalty on all attack rolls and a –4 penalty to Dexterity. In addition, the opponent suffers an automatic 1d8 points of damage each round as long as the shadowperson continues to hold on to the shadowstaff, and must make a Concentration check (DC 10 + damage taken + spell level) to cast a spell. The opponent can take a full-round action to make an Escape Artist check opposed by the shadowperson's Strength to free himself.

The wielder of a shadowstaff can also use the hook to make trip attacks. If the wielder is tripped during his own trip attempt, he can drop the shadowstaff to avoid being tripped.

The wielder of a shadowstaff gets a +2 bonus on his opposed attack roll when attempting to disarm an enemy (including the opposed attack roll to avoid being disarmed if he fails to disarm his enemy).



Shadowperson

they are assigned to either the shadow warrior caste (adopting the warrior class) or the counselor caste (becoming adepts) based on their aptitudes and interests.

Shadowpeople typically dwell in labyrinths of subterranean passages and natural caverns, protected by patrols of shadow warriors and traps designed to capture intruders for telepathic interrogation. Vents provide fresh air, water, and access to pits or even lava streams for refuse. The deepest and most inaccessible cavern of each clan's caves is reserved for the Revered Ancient One; no light is allowed to illuminate the supernatural darkness of this sacred cavern.

Combat

Shadowpeople are excellent night fighters and move swiftly and silently in response to attack.

Mindweave (Su): This ritual is the most important defense of the shadowpeople, and is performed prior to venturing into situations of potential danger. The mindweave ritual takes one hour to perform, and involves a circle of shadowpeople warriors linking hands and chanting in union to tie their minds together. For 1d4+4 hours after the ritual, all participants share a collective awareness that enables them to move, fight, and defend in perfect unison, receiving a +1 insight bonus on attack rolls, initiative checks and saving throws. A character of another race invited to participate in the mindweave may also receive the benefits of the ritual if he or she succeeds in a DC 20 Concentration check.

Blindsense (Ex): A shadowperson notices and locates creatures within 30 feet. Opponents still have 100% concealment against the shadowperson unless it can actually see them.

Detect Thoughts (Su): A shadowperson can continuously *detect thoughts* as the spell cast by an 4th-level sorcerer (DC 13 save). It can suppress or resume this ability as a free action. The save DC is Charisma-based.

Glide (Ex): A shadowperson can use the membranes between its limbs to glide, negating any damage from a fall of any height. It can also travel horizontally up to four times the vertical distance it descends.

Light Sensitivity (Ex): Shadowpeople are dazzled in bright sunlight or within the radius of a *daylight* spell.

Telepathic Awareness (Su): A shadowperson's mental awareness of other creatures' presence around it grants it a +6 insight bonus to AC against living creatures within 60 feet.

Telepathy (Su): A shadowperson can communicate telepathically with any intelligent creature within 60 feet that shares a common language with the shadowperson.

Weapon Familiarity: Shadowpeople may treat shadowstaffs (see the sidebar) as martial weapons, rather than exotic weapons.

Skills: Shadowpeople gain a +4 racial bonus on Escape Artist, Listen and Move Silently checks. They usually focus on skills that emphasize stealth.

Shadowperson Characters

A shadowperson's favored class is fighter. Most NPC shadowpeople are either warriors or adepts (counselors). Shadowperson adepts draw their magic from the Revered Ancient One. The few shadowperson clerics typically revere Majere above all other deities.

Revered Ancient One

The manifestation of the mindweave of the shadowpeople, a Revered Ancient One is a disembodied entity that provides guidance, healing, and support to a shadowperson settlement. It always resides in a sacred cavern deep within the shadowperson warrens, guarded by shadow warriors and its own powerful mental energies.

The Revered Ancient One has no physical properties or skills, but possesses Intelligence, Wisdom, and Charisma scores of 25. At will, it can use the spell-like powers *cure serious wounds*, *detect thoughts*, *greater teleport* (other creatures only), *legend lore*, and *wall of force*, all at a caster level 14.

Skeletal Warrior

Skeletal warriors were dangerous combatants in life who are forced to battle on after death. They usually wear the armor they died in and carry the same weapons, though some masters rearm them with superior equipment.

A skeletal warrior does not look different from a normal skeleton at first glance, though it may be better equipped. Its bones appear more cracked and yellowed with age, though it never loses any strength or vitality because of it. The skeletal warrior's eye sockets are hollow and black, except for tiny pin-pricks of red light.

To be considered for transformation to a skeletal warrior, a character must be at least 3rd level.

Skeletal warriors understand the languages they knew in life, but are unable to verbally communicate.

Skeletal warrior

Creating a Skeletal Warrior

"Skeletal warrior" is a template that can be added to any humanoid creature (referred to hereafter as the "character"). The character's type changes to undead. It uses all the character's statistics and special abilities except as noted here.

Hit Dice: Increase all current and future Hit Dice to d12.

Armor Class: The skeletal warrior has +2 natural armor, or the character's natural armor, whichever is better.

Attacks: A skeletal warrior commonly fights with martial weapons, but if disarmed it can use a touch attack.

Damage: The skeletal warrior's touch attack uses negative energy to deal 1d6 points of damage plus the skeletal warrior's Strength modifier. Characters with natural attacks can use their natural weaponry or use the touch attack, as they prefer.

Special Qualities: A skeletal warrior retains all the character's special qualities and gains those described below.

Damage Reduction (Su): A skeletal warrior lacks flesh and internal organs, giving the creature damage reduction 5/bludgeoning.

Immunities (Ex): Skeletal warriors are immune to cold, electricity, and *polymorph* in addition to those immunities possessed by undead (see undead type, below).

Spell Resistance (Su): A skeletal warrior gains spell resistance 13 + 1 per character level.

Undead Type: An undead creature is immune to mind-affecting effects, poison, *sleep*, paralysis, stunning, disease, death effects, and any effect that requires a Fortitude save unless it also works on objects or is harmless. It is not subject to critical hits, nonlethal damage, ability damage to its physical ability scores, ability drain, energy drain, fatigue, exhaustion, or death from massive damage. It cannot be *raised*, and *resurrection* works only if it is willing. Darkvision 60 ft.

Abilities: A skeletal warrior gains +2 to Strength. Being undead, it has no Constitution score.

Climate/Terrain: Any land and underground.
Organization: Solitary or troupe.
Challenge Rating: Same as character +1.
Treasure: Standard.
Alignment: Always neutral evil.
Advancement: By character class.

Golden Circlets

If a death knight creates a skeletal warrior, it must serve its master until either the death knight or skeletal warrior is destroyed. When a skeletal warrior is created through arcane or divine magic, however, its soul is trapped in a golden circlet, which can then be used to command the creature. Unless commanded against it, a skeletal warrior will do anything in its power to recover the golden circlet and ensure its own free will. A skeletal warrior's golden circlet is much like a lich's phylactery.

The spellcaster creating the golden circlet must be a cleric, mystic, sorcerer, or wizard of at least 6th level who possesses the Craft Wondrous Item feat. The golden circlet costs 60,000 stl and 2,400 XP to create and has a caster level equal to that of its creator at the time of its creation.

Physically, golden circlets are unremarkable bands of gold with a circumference large enough to fit around the creator's head. The golden circlet has a hardness rating of 10, 20 hit points, and a break DC of 20.

Sample Skeletal Warrior

A minotaur warrior who survived a shipwreck upon the island of Storm's Keep, Grimix found himself challenged by the death knight, Lord Ausric. Never one to back down, Grimix fought the death knight and was quickly dispatched. Ausric admired the minotaur's bravery in the face of overwhelming odds, and raised him as a skeletal warrior to serve in the death knight's growing retinue. Grimix hates his undead master and curses his own unlucky fate, but is bound to serve Ausric until one of them is destroyed.

Grimix: Male skeletal warrior Barbarian 4; CR 5; Medium undead (augmented humanoid [minotaur]); HD 4d12; hp 35; Init +3; Spd 40 ft.; AC 15 (touch 13, flat-footed 12); Atk +10 melee (1d12+6/x3, greataxe) or +10 melee (1d6+6, gore) or +10 melee (1d6+6 negative energy, touch); SA rage; SQ DR 5/bludgeoning, immunities, uncanny dodge, undead type, spell resistance 17; AL NE; SV Fort +4, Ref +4, Will +4; Str 22, Dex 17, Con –, Int 12, Wis 16, Cha 13.

Skills and Feats: Climb +13, Intimidate +12, Jump +13, Listen +6, Spot +4, Survival +12; Improved Bull Rush, Power Attack.

Immunities (Ex): Grimix is immune to cold, electricity, and *polymorph* in addition to those immunities possessed by undead.

Possessions: Greataxe.

Spectral Minion

A spectral minion is the soul of an intelligent humanoid who died before she could fulfill an important vow. Even in death, spectral minions are bound by the vow or quest placed upon them while they were alive.

Spectral minions appear as they did during life, except that they are nearly transparent. Any clothing, armor, or weapons possessed by the spectral minion at the time of its death are duplicated in the creature's new spectral form, although these are now part of the spectral minion and cannot be taken or given away.

Spectral minions may seem to possess somewhat altered personalities in death than they did in life. They retain some but not necessarily all the memories of their original forms; as spectral minions, their uncompleted quests dominate their minds. Often, these quests cannot be completed without the intervention or aid of the living.

Creating a Spectral Minion

"Spectral minion" is a template that can be added to any humanoid, monstrous humanoid or giant creature (referred to hereafter as the "base creature"). The creature's type changes to undead. It uses all the base creature's statistics and special abilities except as noted here.

Hit Dice: Increase all current and future Hit Dice to d12.

Speed: Double the base creature's movement, not including the speed penalty of armor or equipment. Spectral minions are extremely fast.

Armor Class: Spectral minions lose any natural armor bonus to AC, and their incorporeal armor and shields no longer grant them any AC bonus. Spectral minions gain a deflection bonus equal to their Charisma bonus, if any, in addition to their Dexterity bonus.

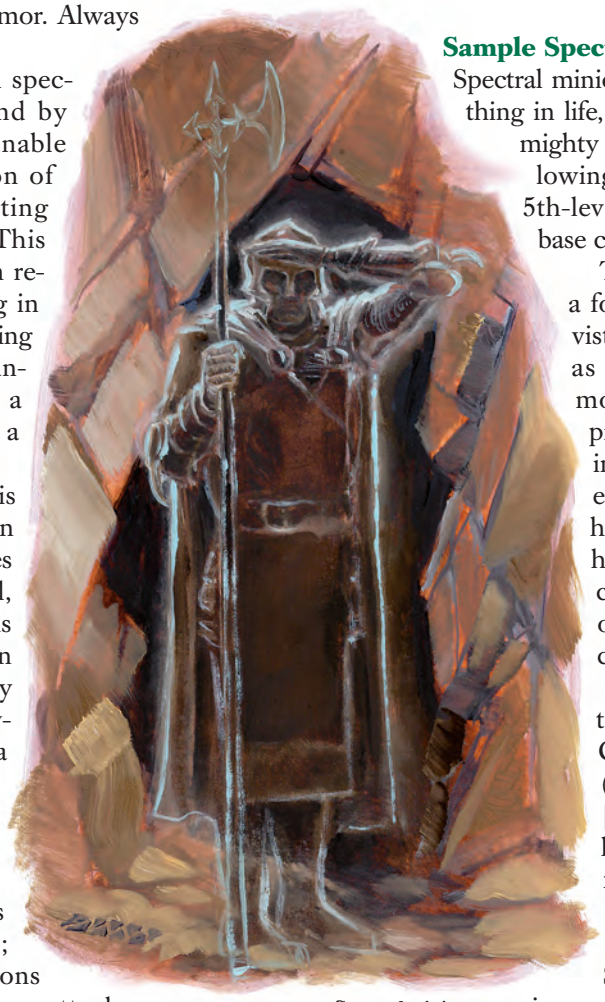
Attacks: If the base creature was armed with a weapon at the time of its death, it retains an incorporeal version of that weapon upon transformation into a spectral minion, and it functions as it did while the creature was alive. If the creature was not armed, the spectral minion can make no physical attacks.

Special Qualities: Spectral minions retain all the extraordinary special abilities they possessed in life. They lose spellcasting and any supernatural and spell-like abilities upon their transformation to undead status. Spectral minions also gain the following special qualities.

Incorporeal (Su): Can be harmed only by other incorporeal creatures, +1 or better magic weapons, or magic, with a 50% chance to ignore any damage from a corporeal source. Can pass through solid objects at will, and own attacks pass through armor. Always moves silently.

Obsession (Ex): All spectral minions are bound by unfinished business, unable to join the progression of souls without completing their personal quest. This could be anything from researching and studying in a sunken library, guarding a specific post for a hundred years, or fighting a never-ending conflict in a haunted battlefield.

When pursuing this specific goal, or when presented with obstacles to achieving that goal, the spectral minion gains a +2 morale bonus on any skill check, ability check, attack roll or saving throw that has a direct impact on the goal or in overcoming that obstacle. Philosopher spectral minions might gain the bonus on Knowledge checks; guardian spectral minions might gain the bonus on attack rolls when defending a post from invaders.



Spectral minion

Spell Resistance (Su): A death knight gains spell resistance 12 +1 per character level or Hit Die.

Turning Immunity (Ex): Spectral minions cannot be turned, rebuked, destroyed or commanded by clerics or paladins.

Undead Type: An undead creature is immune to mind-affecting effects, poison, *sleep*, paralysis, stunning, disease, death effects, and any effect that requires a Fortitude save unless it also works on objects or is harmless. It is not subject to critical hits, nonlethal damage, ability damage to its physical ability scores, ability drain, energy drain, fatigue, exhaustion, or death from massive damage. It cannot be *raised*, and *resurrection* works only if it is willing. Darkvision 60 ft.

Abilities: As base creature, except that spectral minions have no Strength or Constitution scores, and their Dexterity score increases by +4.

Skills: As base creature. A spectral minion also gains a +4 racial bonus on Hide, Listen and Spot checks.

Organization: Solitary

Challenge Rating: As base creature +1

Sample Spectral Minion

Spectral minions may have been anything in life, from a lowly clerk to a mighty heroic paladin. The following is an example using a 5th-level human expert as the base creature.

This spectral minion was a former scribe and archivist who turned to forgery as a way to make more money. Although he can provide helpful advice or information to adventurers who encounter him in his buried library ruins, his overriding goal is to create perfect forgeries of all the volumes in his collection.

Dedrinch: Male spectral minion Expert 5; CR 5; Medium undead (augmented humanoid [human]); HD 5d12; hp 32; Init +2; Spd 60 ft.; AC 13 (touch 13, flat-footed 11); Atk +3 melee (none); SA none; SQ darkvision 60 ft., incorporeal, obsession, turning immunity, undead type, spell resistance 17; AL LN; SV Fort +1, Ref +3, Will +5; Str –, Dex 14, Con –, Int 14, Wis 13, Cha 13.

Skills and Feats: Forgery +11, Hide +14, Knowledge (history) +10, Knowledge (nobility and royalty) +10, Listen +13, Profession (scribe) +9, Sense Motive +9, Spot +13; Alertness, Dodge, Skill Focus (forgery).

Bound (Ex): Unable to move more than 1,000 ft. from the place at which he died. If he completes the task that holds him back, or if somebody casts *remove curse* upon him, his soul will be freed to join the Progression of Souls.

Incorporeal (Su): Can be harmed only by other incorporeal creatures, +1 or better magic weapons, or magic, with a 50% chance to ignore any damage from a corporeal source. Can pass through solid objects at will, and own attacks pass through armor. Always moves silently.

Obsession (Ex): Gains a +2 morale bonus on any ability check, skill check, attack roll or

saving throw that applies to his single-minded efforts to create forgeries.

Undead Type: An undead creature is immune to mind-affecting effects, poison, *sleep*, paralysis, stunning, disease, death effects, and any effect that requires a Fortitude save unless it also works on objects or is harmless. It is not subject to critical hits, nonlethal damage, ability damage to its physical ability scores, ability drain, energy drain, fatigue, exhaustion, or death from massive damage. It cannot be *raised*, and *resurrection* works only if it is willing. Darkvision 60 ft.

Tarmak

Medium Humanoid (Human)
Hit Dice: 1d8+1 (5 hp)
Initiative: +4
Speed: 30 ft. (6 squares)
Armor Class: 15 (+5 war paint), touch 10, flat-footed 15
Base Attack/Grapple: +1/+2
Attack: Longsword +2 melee (1d8+1)
Full Attack: Longsword +2 melee (1d8+1)
Space/Reach: 5 ft./5 ft.
Special Attacks: None
Special Qualities: Fast healing 5
Saves: Fort +3, Ref +0, Will +0
Abilities: Str 12, Dex 11, Con 13, Int 9, Wis 10, Cha 8
Skills: Intimidate +3, Jump +5
Feats: Improved Initiative, Weapon Focus (longsword)
Environment: Any land
Organization: Squad (2–12 warriors and 1 leader), Company (20–100 and 2–8 leaders)
Challenge Rating: 1/2
Treasure: None
Alignment: Usually neutral evil
Advancement: By character class
Level Adjustment: +0

Hailing from an unexplored island continent to the far east, the tarmak, or "brutes" as they have become known to the people of Ansalon, are a strange and savage people who first appeared among the armies of Ariakan during the Summer of Chaos, when the Dark Knights began their conquest of the beleaguered continent.

Standing over 7 feet tall and powerfully built, with hairy shoulders and pointed ears, these warriors are human in origin but distinct enough from other humans to be considered a subrace. Of their culture, little is truly known. Their language is guttural but complex, as is their written tongue. Only Ariakan and a few of his highly ranked talon leaders seemed able to master the language without the use of magic.

Tarmaks seem to produce no spellcasters; at least, no spellcasters have been encountered in battle with them.

Most tarmak encountered outside their home lands are warriors; the statistics above are for a warrior of 1st level. Tarmak leaders are often barbarians, such as the example tarmak leader presented here, who is a 5th-level barbarian.

Combat

In battle, the Tarmak are nearly peerless warriors, fighting with a startling combination of savagery and discipline. They fight without armor–indeed without clothing for the most part–instead painting their bodies with a dark blue paint of alchemical origin.

Fast Healing: Tarmak war paint grants Tarmaks fast healing 5. When the paint has healed a total of 20 points of damage, it loses its effectiveness, no longer granting either fast healing or the natural armor bonus included in the AC shown above.

Skills: Tarmaks receive a +8 racial bonus on Craft (alchemy) checks to make Tarmak war paint (see the sidebar).

Thanoi (Walrus-Folk)

Medium Monstrous Humanoid (Cold)
Hit Dice: 3d8+9 (22 hp)
Initiative: +1
Speed: 20 ft. (4 squares), swim 40 ft.
Armor Class: 15 (+1 Dex, +4 natural), touch 11, flat-footed 14
Base Attack/Grapple: +3/+6
Attack: Greatclub +7 melee (1d10+3) or tusk +6 melee (2d4+3) or halfspear +4 ranged (1d6+3)
Full Attack: Greatclub +7 melee (1d10+3) and tusk +1 melee (2d4+1); or tusk +6 melee (2d4+3); or halfspear +4 ranged (1d6+3)
Space/Reach: 5 ft./5 ft.
Special Attacks: None
Special Qualities: Cold subtype, great breath
Saves: Fort +2, Ref +4, Will +1

Tarmak War Paint

The Tarmak make a blue body paint from a mixture of fruits, tree sap, and pulped leaves, all derived from plants native to their island homes. Painted on the body, this war paint grants a creature a +5 natural armor bonus and fast healing 5. When the paint has healed a total of 20 points of damage, it loses its effectiveness, no longer granting either the fast healing or the natural armor bonus.

The secrets of creating this war paint are known only to the Tarmak, who guard it jealously as a sacred formula. For purposes of creating the paint, consider it to have a market price of 500 gp and require a DC 25 Craft (alchemy) check.

Abilities: Str 16, Dex 12, Con 15, Int 6, Wis 7, Cha 9
Skills: Balance +3, Climb +7, Swim +11
Feats: Toughness, Weapon focus (greatclub)
Environment: Any cold land
Organization: Solitary, gang (2–4), or band (11–20 plus 150% noncombatants plus 2 2nd-level sergeants and 1 leader of 2nd–5th level plus 1–2 trained polar bears)
Challenge Rating: 2
Treasure: Standard
Alignment: Usually neutral evil
Advancement: By character class
Level Adjustment: +2

Thanoi are brutal savages of the Icewall glacier, with the basic form of a man but the head, tusks, and strength of a walrus.

Thanoi stand up to 8 feet tall when straight, but almost always walk with a hunched back and bent knees–a posture that looks impractical but helps them negotiate the often-treacherous terrain of their homeland. The females are noticeably smaller than the males, reaching a maximum of 6 feet in height. The tusks of both genders reach 2 feet in length, backed by rows of blunt teeth that are strong enough to crush bone and shell. Thanoi possess clawed feet that look quite fierce but are in actuality used merely for traction; their large, clawed hands are too clumsy to handle any but the largest and simplest weapons.

The walrus-folk possess a thick, blubbery hide well suited for their environment. They have little use for clothing or any decoration that is not practical. Some thanoi wear belts to carry tools or weapons, but nothing else.

Fish is the primary staple of thanoi diet, secured from isolated lakes within the glacier. However, thanoi are ravenous carnivores, and consume any form of food available to them.

Combat

Thanoi attack anyone perceived as an enemy or potential food source. They possess a racial hatred of spellcasters, attacking them with fury, hoping to overwhelm them and slay them before they can cast damaging magic.

Cold Subtype (Ex): A cold creature is immune to cold damage. It takes half again as much (+50%) damage as normal from fire, regardless of whether a saving throw is allowed, or if the save is a success or failure.

Great Breath (Ex): Thanoi are master swimmers and are capable of holding their breath for 30 minutes before making Constitution checks.

Skills: Thanoi receive a +8 racial bonus on Balance checks to avoid slipping on ice.

Thanoi Society

Walrus-folk live only cold regions, on ice floes and glaciers. Their tribes are nomadic in nature, with a constant change of hunting and fishing grounds. Their entire lives revolve around the consumption of food.

Thanoi have been at war with the Ice Folk nomads for countless centuries. They are not treasure hoarders, using shiny coins and gemstones only as fishing lures. Thanoi raise and train polar bears, using them as trackers, mounts, and beasts of burden.

Thanoi Characters

A thanoi's favored class is barbarian. Most thanoi leaders are barbarians or fighters. A rare caste of thanoi females become "kagogs," or "medicine givers" (clerics of Sargonnas or mystics).

Thanoi

Chapter Eight

In the burning house
in a scattered country
you will see us rising
the shadow of wings
crossing your sunlight
obscuring the moon
as the red sky blossoms
in fire and confusion.

Do not say you awaited
the flight and the shadow
the first incandescence
of your villages;
O do not say you expected
this fire, this turning,
the breath of the coming year
as it passes
above you and through you,
bearing no promise,
no memory of grief and effacement.

Do not tell your children
that you understood
the explosion of air and light,
the last implausible burning
after the wings
had passed above you,
the red wind exploding
like fire in dry thistle.
They must not remember us,
so that when we return
our price is exacted
from copper to diamond,
and above your country
the thorn trees spread
over collapsing time
as the past and the future
close into single flame.

–Michael Williams,
Seven Hymns of the Dragon: Approaches

May dragons fly ever in your dreams.

–Margaret Weis and Tracy Hickman,
Dragons of Summer Flame

Dragons are the true children of Krynn, born of the world and its elemental forces. Unlike the dragons of other worlds, which tend to be solitary beings dwelling apart from humankind and taking little or no interest in what transpires in the world, the dragons of Krynn interact with mankind for good or for ill, depending on their nature.

Chromatic Dragons

Throughout the first five ages, Krynn's chromatic dragons championed the cause of Takhisis, Queen of Darkness. Highly organized under her leadership, the dragons worked together, often with deities and humanoids sympathetic to their cause, to bring about their Queen's return to the world. Led by Paladine, the metallic dragons worked with mankind and the gods of Good to prevent Takhisis from returning to the world and thereby upsetting the balance.

Thus adventurers are very likely to encounter dragons in Krynn, no matter what part of the world they are visiting. Depending on the nature of the encounter, the dragon may be helpful or perilous, aloof or friendly, determined to protect or just as determined to kill. For complete game details on dragons, see the *Monster Manual*. Information here gives a general overview of the various dragon types and how they differ from standard dragons.

Black dragon

Black Dragons

Malevolent and cunning, black dragons are the most self-serving of all the chromatic dragons. Black dragons are interested only in their own schemes and plots. They served Takhisis out of fear and hatred, not with any idea of loyalty to her or her cause, and even she never entirely trusted them.

Blue dragon

Black dragons detest and disdain all mankind, and thus they are not suitable for close work with humans or any other race on Krynn. Those black dragons who grudgingly agreed to work with the Dragon Highlords during the Fourth Age given tasks in which they did not have to interact with people, such as guarding valuable artifacts or acting as informants.

Because they have an aversion to light, black dragons prefer living in dark and gloomy swamps and marshes, underground ruins, or caves. They use *corrupt water* to form their own swamps if they can't find any to their liking.

Capable of speech, black dragons know the secret language of dragonkind. Since they hate all beings, even others of their own kind, black dragons are suspicious of everyone (including their own mates). Convinced that plots are being hatched against them, black dragons become proficient in other languages, if only to snoop and eavesdrop.

Black dragons are skilled magic-users, with one of their favorite spells being *darkness*. A black dragon going in the for the attack will almost always cast this spell first, to terrify and confuse its enemies. Cowards at heart, they have little stomach for fighting evenly matched opponents and resort to any means possible, including trickery, guile and treachery, to win.

If the odds against a black dragon prove overwhelming, it will flee battle, diving deep into the murky waters of its swamp or hiding in the darkness of its lair until danger passes. No black dragon will ever forget such a humiliation, however, and any foe who bests a black dragon would be wise to keep an eye out for reprisals.

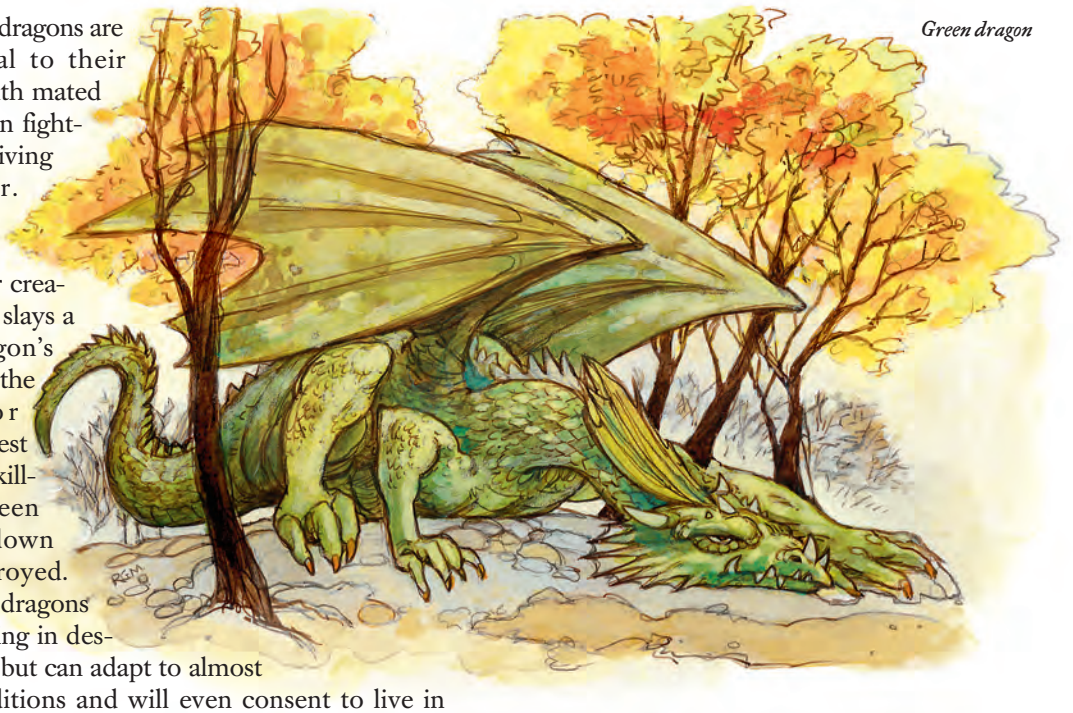
Blue Dragons

More gregarious and outgoing than black dragons (or any of the other chromatic dragons), blue dragons work well with both people and other dragons, particularly other blues. Thus the blue dragon is ideally suited for aerial combat, either paired with a dragon rider or fighting as part of cohesive unit of other blue dragons.

Blue dragons proudly serve the cause of Darkness, and always viewed Takhisis with awe and respect. A blue dragon will serve a humanoid leader, but only if that leader has proven worthy of such service.

Fearless themselves, blue dragons demand courage in their leaders and refuse to follow any leader who shows signs of cowardice. They do not tolerate inept or cowardly riders, and such riders have been known to inexplicably disappear from battles in which they perform poorly.

Conversely, a blue dragon who admires its rider can be fiercely loyal. The blue who loses its rider often grieves at the loss.



Green dragon

Blue dragons are also loyal to their mates, with mated pairs often fighting and living together. Woe betide the person or creature who slays a blue dragon's mate, for the survivor will not rest until the killer has been hunted down and destroyed.

Blue dragons prefer living in desert areas, but can adapt to almost any conditions and will even consent to live in "stables" with others of their kind. They are fond of organization and discipline and enjoy military life.

Blue dragons speak the secret language of dragons and humanoid languages as well, learning particularly those of their commanders and riders. Blue dragons are skilled magic-users. Spells of choice tend to be combat-oriented.

Ruthless and cruel in battle, blue dragons give no quarter and expect none. They rarely retreat, even in the face of overwhelming, unless ordered to do so by a respected superior.

Green Dragons

Devious and subtle, green dragons are feared–even by one another–for their vicious tempers and cruelty. Because green dragons consider themselves superior to every other being on Krynn, they rarely take orders from humanoids–doing so only if convinced the person is worthy.

The arrogant green dragon sees no reason to risk its precious hide in bloody combat, much preferring to use its exceptional skills in magic to ensnare the unwary. Green dragons are fond of inflicting torture–both physical and mental–and often devise unusually creative means of tormenting a victim.

Green dragons speak the secret language of dragons. Individuals may deign to learn a humanoid language if there is good reason to do so.

Green dragons prefer capturing victims alive, then inflicting terrible tortures. Green dragons live in forested areas, and thus often come into conflict with elves, for whom they have a particular hatred.

Green dragons tolerate living near others of their own color, but they dislike being around other types of dragon. Green dragons consider themselves to be the Dark Queen's favorites, but they have little respect for her. They fawn over her to her face and revile her the moment her back is turned.

Green dragons who find themselves losing in battle will not hesitate to retreat. They think much too highly of themselves too risk depriving the world of their presence.

Red Dragons

The red dragons are the largest of the chromatic dragons and the most feared. Although they disdain humanoids, red dragons may occasionally ally themselves with those who have the same goals and ambitions, which include a lust for power. Red dragons revered Queen Takhisis and went to great lengths to serve her. She held red dragons in high regard, often pairing them with favored humanoids, urging them to work together to further her dark causes.

Red dragons are exceptionally intelligent, with a fine grasp of military strategy and tactics. They pair this keen battle sense with enormous power and cruelty: Red dragons can set entire cities ablaze and don't hesitate to do so if it serves their purposes.

Red dragons are fond of wealth. They covet treasure not so much for the economic value, but as a representation of the control they wield over entire populations. A red dragon that has no pressing need to destroy a city is much more likely to coerce its people into pay tribute. Being highly skilled in magic, red dragons may also use spells to charm unwilling victims into compliance and servitude.

Red dragons speak the secret language of

Red dragon

dragons and are fluent in almost all the major languages of Ansalon.

Faced with overwhelming odds, the red dragon knows the value of strategic retreat. The intelligent red will go into battle with several withdrawal strategies already in mind. A red dragon is almost never caught off guard or taken by surprise.

Red dragons live in mountainous regions, hiding their great bulk in caves. Although they are solitary creatures, they do sometimes come together to achieve a common goal, such as during the War of the Lance, when they allied with the Dragon Highlords in an effort to restore Queen Takhisis to the world.

Of all the chromatic dragons, red dragons have the greatest knowledge in and understanding of humanoids, particularly humans. They are also skilled at disguising themselves by taking humanoid form. Red dragons use this knowledge and skill to manipulate humanoids with whom they have dealings.

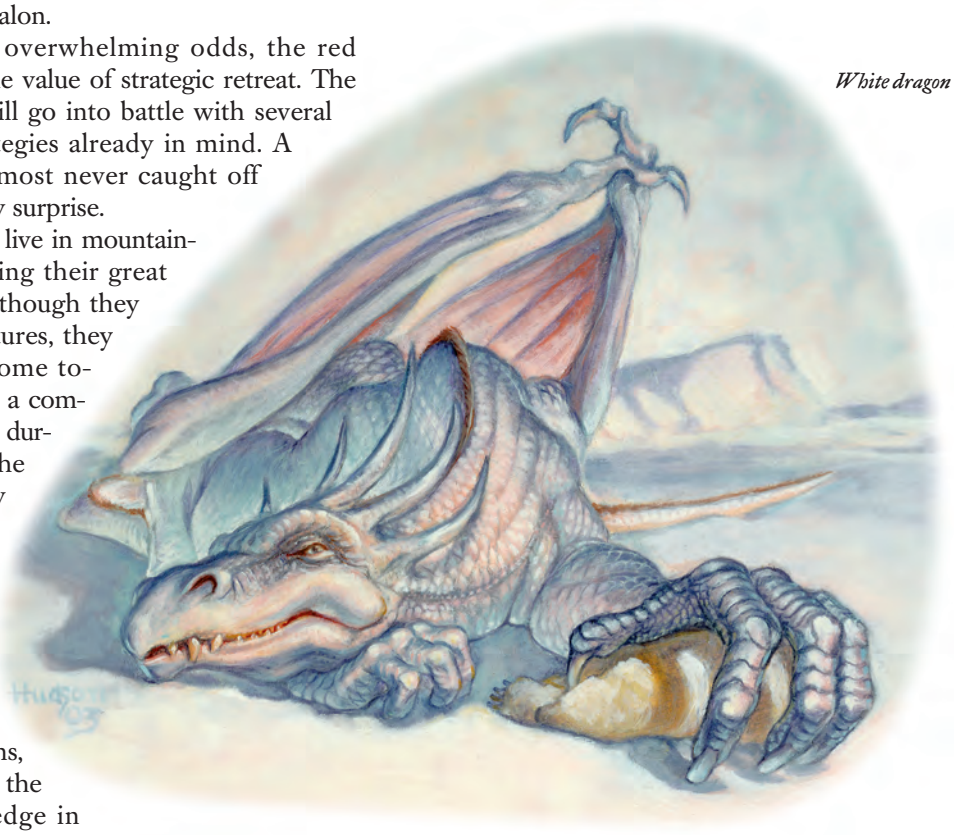
White Dragons

Cold and cruel as the climate in which they choose to live, white dragons are the most rare and reclusive of the chromatic dragons.

Considered dull and stupid by other dragons, white dragons have almost no interest in world affairs. They dislike being around other living beings, including other dragons, and thus they are of limited use in military campaigns. During the War of the Lance, white dragons acted as scouts and were ordered to guard the Icewall region against attack, but that was about the extent of their responsibilities.

White dragons speak the secret language of dragons. An individual may speak a humanoid language or two–but crudely at best.

White dragons lair in caves of ice in freezing cold climes, such as in the Icewall in southern Ansalon. They detest warmth and sunshine



White dragon

and do their best to avoid both. Only dire or desperate circumstances will force them to leave their ice-bound homelands–and then they will not stay away long. A white dragon exposed to sunlight and warm temperatures for long periods of time may sicken and die.

White dragons are sluggish in nature and prefer to expend as little energy as possible in hunting. They like to lie in ambush, hoping to take victims by surprise. White dragons on the losing end of a battle retreat to their lairs to nurse their wounds and sulk over their perceived wrongs.

Due to their low intelligence, white dragons are not very good at spell casting. They admire magic, however, and may be persuaded to serve any wizard who has the stamina to live in such harsh conditions.

Metallic Dragons

Working with the deities of Good to help maintain the balance and prevent Darkness from ruling the world, the metallic dragons take a benevolent interest in Krynn and its humanoid inhabitants. This interest sometimes has tragic consequences.

When Huma drove Takhisis and her minions back into the Abyss, Paladine ordered the metallic dragons to depart, to maintain the balance. The good dragons fell into a sleep, in which they essentially became part of the world again. As Takhisis plotted her return, she ordered her chromatic dragons to raid the Dragon Isles and steal the eggs of the good dragons.

The metallic dragons awakened during the Age of Darkness, only to find their children missing. Takhisis promised that the children would be returned unharmed, as long as the metallic dragons took no part in the coming war. The metallic dragons had no choice but to agree, and reluctantly took the Oath of Neutrality.

Some of their number, though, could not sit idly by and watch the forces of evil take over the world. One of those, a silver dragon named Silvara, broke the Oath by bringing knowledge of the fabled *dragonlances* back into the world. It was then that the metallic dragons realized that the Oath held little meaning for Takhisis. Through evil magic, the eggs of the metallic dragons had been perverted. The children of the metallic dragons were transformed into creatures known as draconians.

Once the Dark Queen's perfidy was discovered, the metallic dragons entered the war with a vengeance, determined to avenge the children lost to them forever.

Brass Dragons

Gregarious and outgoing, brass dragons have one major fault: a love for hearing themselves talk. They like nothing better than to spend a day gossiping about everything and everybody with anyone they can trap or con into listening. A brass dragon would almost rather talk than eat.

Brass dragons live in arid, sunny climes in high caves, from which vantage point they keep a watch out for travelers. The moment a brass dragon spots a group of people, it sweeps down on them from the skies and–be the target friend or foe–endeavors to engage it in conversation.

Brass dragon

Bronze dragon

A brass dragon may even brush off one or two attacks to talk, resorting to combat only when finally convinced that the combatants are not interested in what it has to say. Even then, the brass may use its sleep gas to render a victim quiet until it can be restrained, at which point the brass dragon will wake the victim and pick up the conversation where it left off. Mated pairs live apart, so that they always have something to talk about when they come together.

Because brass dragons like the same type of terrain as blue dragons, the two are mortal enemies. Blue dragons are said to be the only creatures on Krynn with whom brass dragons have no interest in conversing.

Brass dragons speak the secret language of dragons and tend to be fluent in most humanoid languages. Brass dragons are always eager to learn new forms of speech, and often rewarding those who can teach them new languages. Brass dragons are not very good at either listening to or obeying orders, and they find it hard to stop talking long enough to revere any deity.

Bronze Dragons

Bronze dragons take an active interest in the affairs of mankind, and have been known disguise themselves to integrate into humanoid societies–even going so far as to take the forms of domestic pets.

Bronze dragons are fond of all types of animals, and go out of their way to avoid harming or killing living creatures. Viewing themselves as the protector of animal life, bronze dragons have an aversion to hunters, trappers, and poachers of all races, and have been known to stampede cattle and sheep to save them from the butcher.

Bronze dragons live near large bodies of water or oceans, where they have a ready food supply of aquatic plants and fish. Bronze dragons have a particular taste for shark meat.

In what may seem a strange contradiction to their animal-loving nature, bronze dragons are fascinated by warfare and battle. They often take part in military actions, coming in on the side of the cause they view as good and just. Their keen sense of strategy and tactics has been developed over years of observing and studying warfare, and they often offer their advice freely to battle commanders. A commander who takes such advice is almost always glad to have done so.

Bronze dragons will obey orders, but they have no hesitation in speaking out if they think the orders are wrong. They are courageous in battle and do not retreat unless doing so is a keen strategic move or is ordered by a respected superior.

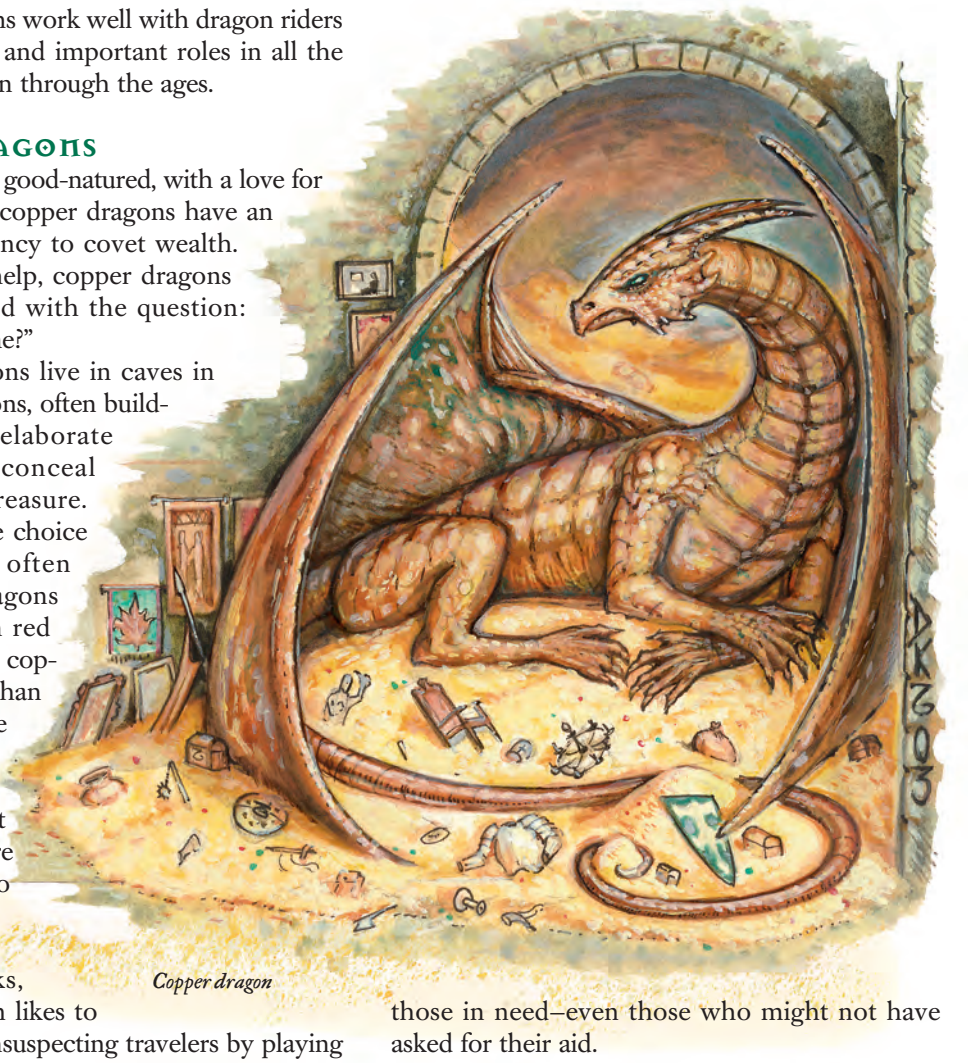
Bronze dragons speak the secret language of dragons and are also conversant in all manner of military and mercenary languages, as well as the languages of the major races of Krynn. In addition, bronze dragons can and frequently do converse with animals.

Bronze dragons work well with dragon riders and played active and important roles in all the Dragon Wars down through the ages.

Copper Dragons

Although basically good-natured, with a love for jokes and pranks, copper dragons have an unfortunate tendency to covet wealth. When asked for help, copper dragons inevitably respond with the question: "What's in it for me?"

Copper dragons live in caves in mountainous regions, often building twisted and elaborate mazes to better conceal their hoards of treasure. Unfortunately, the choice of such habitat often brings copper dragons into conflict with red dragons. The wily copper knows better than to try to attack the massive and powerful red in direct confrontation, but will use other, more stealthy means to rid itself of a foe.



Copper dragon

Fond of jokes, pranks, and tricks, the copper dragon likes to have "fun" with unsuspecting travelers by playing practical jokes on them or regaling them with the latest puns or limericks. A copper dragon quickly becomes annoyed if its audience does not laugh uproariously at its humor or reward the dragon with gifts of treasure or money.

Copper dragons speak the secret language of dragons and a wide variety of humanoid languages. Aged copper dragons often become familiar with just about every joke, funny story, or ribald song ever circulated through Ansalon. Copper dragons have been known to spare the lives of even ogres or minotaurs who were able to produce new and amusing jokes.

Copper dragons are skilled at taunting victims, driving them into such rage that they can't think or act in a rational manner. In this, copper dragons are like kender, and it is said that there is no more entertaining an show than a taunting contest between a copper dragon and a kender.

Copper dragons are generally glad to assist travelers, as long as the cause is good and the pay is sufficient. Copper dragons do not participate in evil deeds, no matter how much money they are offered. They always seek profit, however, often asking for substantial reward in return for aiding those in need–even those who might not have asked for their aid.

Gold Dragons

The wisest and most intelligent of all dragons, gold dragons are majestic creatures–sinuous, graceful, and radiantly beautiful. Enemies of all who follow the paths of darkness, gold dragons are defenders of justice, and champions of the innocent.

Gold dragons may make their lairs anywhere, in any clime, but such lairs are always constructed of stone. Gold dragons have even been known to live in abandoned castles or to take over castles of evil-doers the dragon has routed.

Gold dragons have an aversion to killing living beings, and do so only when provoked. Attacks against a dragon, its mate or young, or weak or defenseless creatures are generally sufficient provocation. In addition to their natural and breath weapons, gold dragons are extremely skilled in magic.

Gold dragons have the ability to change to humanoid form, but rarely do so. They feel vulnerable and ill-at-ease in such fragile bodies.

Those who come to a gold dragon seeking help will receive its aid, if the cause is just and good. Those who try to trick a gold dragon are

doomed to failure. By asking subtle questions and using its powerful magic, the gold dragon can see through almost any subterfuge.

Gold dragons are able to speak the secret language of dragons and most other languages on Krynn.

Gold dragon

Silver Dragons

The most beloved of the dragons on Krynn, the silver dragons are the most accessible. They can take the form of humanoids, and are particularly fond of changing themselves into elves and humans. Some silver dragons actually seem to prefer humanoid form to their own and may remain in that form for long periods of time. Silver dragons have even been known to fall in love with humanoids.

Silver dragons are always ready to help those in need and those who battle against evil. Silver dragons work well with dragon riders and with each other, making them excellent aerial combatants. A preferred tactic of silver dragons is to hide in the clouds, then swoop out on unsuspecting foes, attacking from above and from the rear. Silver dragons are not aggressive, but they can fight and fight well when need arises.

Silver dragons like to lair high in the mountains, which often brings them into conflict with red dragons. The smaller silver dragons rarely battle the giant reds one on one, but will team up with other silver dragons and humanoid allies to attack their foes.

Silver dragons are highly valued by Solamnic Knights, and the feeling is mutual. The story of the gallant knight Huma and the silver dragon who loved him has passed in legend.

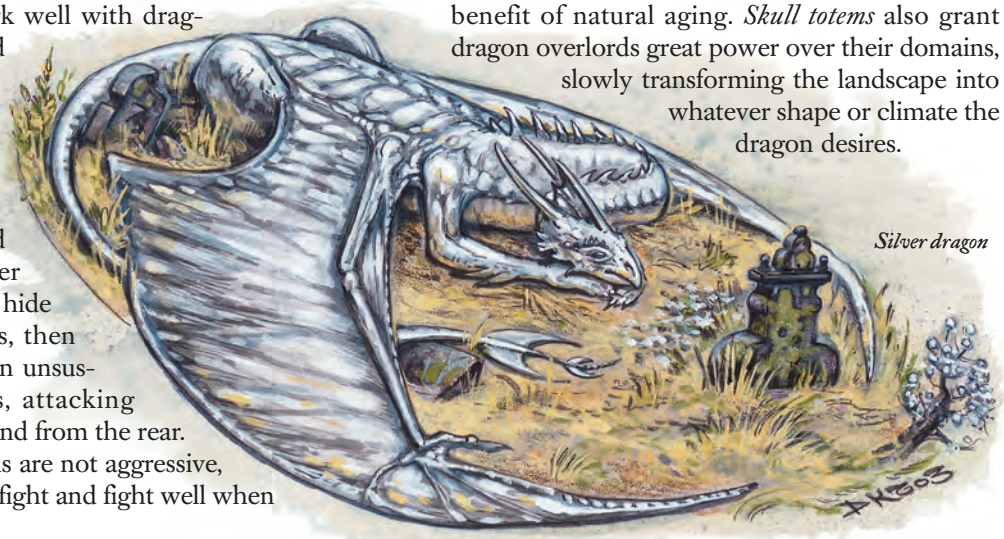
Silver dragons speak the secret language of dragons, and also the languages of some humanoids, with emphasis on Solamnic and the languages of the elves.

Dragon Overlords

The Age of Mortals saw the arrival of the dragon overlords to Ansalon. Some claim that these massive creatures are from another continent, while others claim the overlords are not native to any part of Krynn.

At younger ages these alien dragons appear much like normal dragons, but as they age and grow–usually by cannibalizing other dragons–they become bloated and show marked differences from their normal dragon cousins. They grow to hundreds of feet in length.

The alien dragons brought with them the magic of *skull totems*, through which the dragons could increase their size and power without the benefit of natural aging. *Skull totems* also grant dragon overlords great power over their domains, slowly transforming the landscape into whatever shape or climate the dragon desires.



Silver dragon

Aerial Combat

Aerial combat occurs when at least one opponent in combat is flying. Dragons are the most obvious choice for this style of attack, although griffons, hippogriffs, pegasi and wyverns are also capable of both flying and carrying combatants. Use of magic might grant flight to creatures not normally capable of it, also allowing them to perform aerial combat.

Scale

Before beginning an encounter in which you use these rules, you'll need to determine the appropriate scale for the encounter. If the encounter takes place inside an enclosed area, or if the flying creatures involved have fly speeds of 60 feet or less, use normal scale. However, if the encounter involves fast-moving flying creatures in an open area, you'll probably find it easier to use chase scale–otherwise you'll need a huge space to map out the battle.

Normal Scale

In the normal battle grid scale, each square equals 5 feet. Many flying creatures are large enough to occupy multiple squares on the map grid in normal scale. How many squares a flying creature occupies is specified in the creature's description.

When moving a flying creature, count the squares from the front of the flying creature's marker or miniature. When a mount uses missile weapons, count squares from the location of the weapon.

In normal scale, multiple creatures cannot occupy the same square unless they are grappling.

Chase Scale

A fast-moving flying creature can cross your entire gaming table in a single round at character scale. For that reason, when flying creatures are involved in a wide-open area, use chase scale. In chase scale, each square of the grid represents 30 feet.

In chase scale, most commonly encountered flying creatures occupy only one square. (Some especially large flying creatures, such as dragon overlords or flying citadels, might occupy more than one square.) More than one flying creature can occupy the same square in chase scale, unless one of the creatures is Colossal size. Only one Colossal creature can fit into a square at chase scale.

Flying creatures in the same square in chase scale are considered 10 feet apart for the purposes of determining range for attacks.

Initiative in Aerial Combat

If a character begins a combat scene mounted, do not roll a separate initiative score for the mount–the rider rolls his initiative normally, and the mount uses the same initiative as the rider, so that they both move and act together.

If a character begins an encounter on foot but mounts an aerial steed during the course of the fight (a move-equivalent action if the character is standing adjacent to the mount), the steed delays until its rider's next turn, at which point they move and act together. This means that the mount may lose an action as it waits for its rider to climb on board.

If more than one character is riding the same mount, one character is designated as the rider, and the others are passengers. Passengers who began the combat on the mount use the rider's initiative, just like the mount. Passengers who climb onto the mount in the course of a combat encounter delay until the rider's next turn, at which point they move and act together.

The Basics

In general, a flying creature and its rider move much like any other creature in normal combat. On the rider's turn (or the creature's turn, if it does not have a rider), the flying creature can move, double move, charge, run, or do nothing at all. However, unlike a landbound creature, a flying creature must take at least one move during each turn to remain airborne. There are some exceptions–a creature with perfect maneuverability doesn't have to move to stay aloft, and in some cases a flying creature might choose not to move and accept the drop that follows.

Getting Airborne

Flying creatures can take to the air as a move action. When a creature uses a move action to begin flying, it immediately gains an altitude equal to its face. A gargoyle that begins flying is considered to be flying 5 feet above the ground, while a Large dragon gains an altitude of 10 feet. The flying creature keeps its altitude until it chooses to begin climbing.

A flying creature with perfect maneuverability does not need to spend a move action to take to the air. It can change from landbound to flying as a free action.

A creature can attempt to gain more altitude with its takeoff move action by making a Jump check as it takes off, as shown below. This is like a high jump, but the creature is not penalized if it does not take a running start. The creature gains the normal speed-based bonus on this Jump check, but may use its land speed or fly speed, whichever is better. For example, a giant eagle with a land speed of 10 feet and a fly speed of 80 feet gains a +20 bonus on its Jump check (+4 for every 10 feet of movement above 30 feet) to take to the air and gain altitude quickly.

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

Chase Scale: In chase scale, the creature's altitude changes from 0 to 1 when it begins flying.

Creatures with Riders: A rider must mount the flying creature with a move action. On the rider's next turn, the rider and mount may move together and take to the air.

Landing

A flying creature can stop flying as a free action at either the beginning or end of its turn, provided its altitude is less than or equal to its space.

If the flying creature is higher than its own face, it can stop flying by slowing its speed to stall (see Speed, below). Flying at stall speed requires a move action. The creature can use a second move action to land safely at the end of its movement. If the flying creature chooses not to use a move action to land safely it crash-lands, suffering falling damage from the height at which it began its turn.

Heading

When dealing with flying creatures, the creature's heading (the direction it's pointing) is important. Heading indicates the direction in which the flying creature is traveling. A character on foot can easily change his direction of travel unless charging or running, but a flying creature is limited by its innate maneuverability and its speed of travel.

To mark a creature's heading, find an easily visible point of reference on the miniature or marker ("this dragon is heading toward the square his nose points at"). In the absence of any good reference points on the miniature, you can use the altitude die (see below) to mark heading by placing the die in the square directly in front of the creature.

A flying creature's heading does not change unless it maneuvers to change it. A fast-moving creature with poor maneuverability can easily find itself in a situation where it cannot avoid a collision.

Flying creatures with perfect maneuverability ignore heading.

The Blind Spot

Since flying creatures must keep moving forward to remain in the air, they lack the ability to threaten enemies directly behind them. An airborne flying creature has a blind spot directly behind it equal to its own face. For example, a Large flying creature with a 10-foot face cannot threaten the four squares that are directly opposite its current heading.

Most creatures cannot direct melee attacks into their blind spots, and do not threaten opponents there. Any creature with a tail attack, though, threatens its blind spot normally and can attack enemies there just fine. A creature does not have a line of sight to its blind spot, and therefore can't target enemies in the blind spot with any spell or ability that requires line of sight. A creature with a cone-shaped breath weapon can affect targets in its blind spot, but a creature with a line-shaped breath weapon cannot.

Flying creatures with perfect or good maneuverability have no blind spot.

Creatures with the all-round vision special quality have no blind spot.

Chase Scale: The square directly opposite the creature's heading is a blind spot.

Creatures with Riders: While a flying creature may have a blind spot, the creature's rider does not, and can attack into the creature's blind spot without penalty.

Speed Status

At the beginning of its action, a creature or rider must declare his speed for the round. This is important because, unlike in normal ground movement, the faster a creature flies, the more difficult it becomes to perform some maneuvers. The creature's declared speed will give it a speed status of freefall (or hover), stall, slow, fast, or all-out, as shown below. This speed status governs what the creature can do in the current round other than move.

Table 8–1: Movement and Speed Status

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

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

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

Table 8–2: Speed Status and Maneuvers

Normal Scale

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

Chase Scale

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

Do not take climbing or diving into account at this point of the turn. The movement bonus or penalty for diving or climbing is simply applied as the creature moves.

Declared Speed: The amount of movement the creature wishes to use this round, although climbing and diving may alter this later.

Speed Status: How the creature is moving this round. It affects maneuvers (see below).

Necessary Move Action: The sort of action the creature must take to accomplish to achieve its declared speed. For example, a creature flying at slow speed needs only take a single move action to do so.

Other Allowed Actions: A short list of what actions the creature may take other than its necessary move action. For example, a creature with a fast speed (more than its fly speed, but not more than twice its fly speed) would normally require both its move actions to move that far, but the Charge action allows a creature to move up to twice its speed and attack.

Freefall

The creature is no longer flying, but falling. It loses 600 feet of altitude, and sustains normal falling damage if, as a result, it hits the ground. Since the creature is devoting no move actions to staying in the air, it can use any standard or full-round action. For example, a dragon flying at decent altitude might choose to stop flying to make a full attack with all its natural weapons, accepting the loss of altitude that will immediately follow.

Recovering from a freefall requires a maneuver (see Maneuvers, below). Otherwise the creature continues to fall 600 feet per round.

Creatures with good or perfect maneuverability (or the Hover feat) can hover instead of falling. See Hover, below.

Chase Scale: The creature loses 3 altitude bands per round of freefalling.

Stall

Most flying creatures must maintain a minimum forward speed of half their fly speed, or else they stall. If a flying creature stalls, it can use its second move action to land safely if its altitude is currently equal to or less than its space. (For example, a Huge flying creature with a space of 15 can land safely if its altitude is currently 15 feet or less.) If the creature does not use a second move action to land safely, it crash-lands, suffering falling damage from its height at the beginning of its move. (See Landing.)

If the flying creature stalls in mid-air, it drops 150 feet at the end of its turn (possibly crashing and taking the appropriate falling damage) and begins its next turn in a freefall. Recovering from a freefall requires a maneuver. A flying creature at a safe altitude might use a stall to slow its movement and line up an attack, accepting the loss of altitude at the end of its action. If the creature will have a difficult time recovering, it is not likely to use this tactic.

Flying creatures with good or perfect maneuverability do not stall unless they want to, and do not have a minimum forward speed. If flying at less than half their fly speed, they simply have a speed status of slow.

Chase Scale: The creature loses 1 altitude band upon stalling.

Slow

The creature chooses a speed in between its stall speed and its normal fly speed, using one move action to stay aloft. This allows the creature a standard action, which is very useful in aerial combat.

Fast

The creature chooses a speed greater than its fly speed, but not more than twice its fly speed. The

creature can use two move actions to move, or can execute a full-round action combining movement with an attack, such as making a charge or dive attack (see below).

All-out

The creature uses the run action to increase its flying speed. The creature can move up to four times its normal fly speed, but can take no other actions this round.

Hover

Creatures with good or perfect maneuverability or the Hover feat can halt their forward movement and hover without falling, if they so choose. Changing from normal flight to a hover is a move action, as is changing from a hover to normal flight. This means that most flying creatures can't fly up to a target, shift to a hover, and attack all in the same round.

While hovering, a creature's fly speed is reduced to 1/4 normal (and no more than 30 feet, regardless of its fly speed) but it gains perfect maneuverability for as long as it hovers. A hovering creature must use a move action to remain aloft, and can use a standard action to attack. A hovering creature cannot make wing attacks, but its actions are otherwise unrestricted.

Creatures with perfect maneuverability do not need to hover, because they can gain the benefit of using a full-round action in the air simply by choosing not to move more than 5 feet.

Speed and Chase Scale

Divide the creature's normal speed by 30 (round down) to determine how many squares it can move in a single move at the chase scale. For example, a character using a *fly* spell (fly speed of 60 feet) has a fly speed of 2 on the chase scale, or 1 if he is wearing medium or heavy armor. An air elemental with a fly speed of 100 feet has a fly speed of 3 on the chase scale. Round down for purposes of determining speed status; for example, a creature with a fly speed of 90 feet has a movement of 3 squares in Chase scale, and its minimum forward movement (45 feet in normal scale) is 1 square.

Count squares for flying creatures at chase scale just as you do for characters at character scale. Just as in chase scale, flying creatures can move diagonally; remember that when moving diagonally, every second square costs two squares' worth of movement. Unlike with ground movement, a flying creature's heading is important; unless it changes direction, a flying creature always moves in the direction of its heading.

Maneuvers

Not all creatures can turn on a gold piece in midair. Fast fliers such as dragons may require several rounds of movement to perform an attack pass, turn around, and then return for another attack, especially if they are moving at their best speed.

A flying creature must perform a maneuver to change its heading. Maneuvers are free actions performed as part of a move action, but a creature's speed status and maneuverability class limit the number of maneuvers it can take in the course of a single turn.

Many maneuvers are considered simple maneuvers. Others are considered advanced maneuvers. An advanced maneuver counts as two maneuvers in terms of the number of maneuvers allowed during movement. An advanced maneuver also requires a fly check.

Speed Status: The speed status based on the creature's declared movement for the turn.

Maneuverability Class: The creature's maneuverability class.

Number of Maneuvers: The first number given in Table 8–2: Speed Status and Maneuvers is the number of maneuvers a creature with that speed status and maneuverability class may perform per turn. For example, a gargoyle (average maneuverability) with a speed status of slow can perform 6 maneuvers per turn. An advanced maneuver costs 2 maneuvers.

Flying Checks

Any flying creature can accomplish a simple maneuver without trouble, but a flying creature can attempt to push its limits with various advanced maneuvers. Advanced maneuvers enable a flying creature to change its altitude, speed or heading more radically than a simple maneuver allows, but it requires a flying check. Each advanced maneuver attempted costs the flying creature 2 of its maneuvers for the turn.

For creatures without riders, a flying check is a Dexterity check, modified by the creature's maneuverability class and speed status. A creature directed by a rider may substitute the rider's Ride check for its Dexterity check. Modifiers to the flying check are shown below:

Creature Maneuverability	
Perfect	+4
Good	+2
Poor	–2
Clumsy	–4

Creature Speed Status	
Fast	–2
All-out	–4
Stall	–4

If a creature (or its rider) fails a fly check, the consequences vary by the maneuver attempted.

Turn Increment: The second number given in Table 8–2: Speed Status and Maneuvers is the turn increment, or minimum distance between maneuvers. For example, a manticore (clumsy maneuverability) at fast speed must fly straight and level for 20 feet between maneuvers (or 2 squares, if you are using the Chase Scale table). A creature can attempt an Overturn to turn inside of this distance, but this is an advanced maneuver.

Simple Maneuvers

A simple maneuver is easy to perform. Simple maneuvers cost movement, so a flying creature that makes a lot of simple maneuvers will not get as far as one going in a straight line. Simple maneuvers do not require flying checks.

45-Degree Turn: Any flying creature can make a simple 45-degree turn as part of its movement. The flying creature must move forward a number of squares equal to or greater than its turn increment (shown on Table 8–2: Speed Status and Maneuvers) before it can make another maneuver. Making a 45-degree turn costs 1 square of movement.

Sideslip: A flying creature can move to the side without changing its heading. This simple maneuver, called a sideslip, allows a flying creature to avoid obstacles or weave in and out of obstacles without changing heading. A sideslip moves a flying creature 1 square forward and 1 square to the right or left, and costs 3 squares of movement. The flying creature must move forward a number of squares equal to or greater than its turn increment before it can make another maneuver.

Climb: A flying creature can move forward 1 square and gain 1 square of altitude at a cost of 2 squares of movement. Unlike other maneuvers, after climbing an creature does not have to move its turn increment before making another maneuver.

Dive: A flying creature can move forward 1 or 2 squares and lose 1 square of altitude. This costs only 1 square of movement, even if the creature moves forward 2 squares. Unlike other maneuvers, after diving an creature does not have to move its turn increment before making another maneuver.

Chase Scale: If the flying creature chooses to gain an altitude band in the course of its movement, each square it enters costs 2 squares of movement. If the creature loses an altitude band, each square it enters costs 1/2 square of movement.

Advanced Maneuvers

Advanced maneuvers are maneuvers that require a flying check to perform successfully. Unsuccessful maneuvers often result in the flying creature ending up someplace other than where the rider intended. Each attempt at an advanced maneuver uses up 2 of a flying creature's maneuvers for the turn. Failing an advanced maneuver prevents the creature from attempting any more advanced maneuvers for the turn (except recovery).

Airbrake (DC 15): With an airbrake maneuver, a flying creature can choose to move less than half its fly speed but keep a speed status of slow, instead of stall. This could allow a creature to pause and attack a target it might otherwise have to fly past to remain aloft. On its next turn, the flying creature must resume flight at a rate of at least half its fly speed, or stall.

On a failed check, the flying creature ends its movement in the desired square, but stalls as described under stall Speed.

Creatures with perfect maneuverability do not need to use this maneuver; they can stop moving wherever they like.

Dive Attack (DC 10): With a dive attack, a flying creature can move up to twice its fly speed and attack with its claws, dealing double damage if it hits. To make a dive attack, the creature moves to its target, dropping at least 20 feet (or 1 altitude band in Chase Scale) in the course of its move. The creature ends its movement in a square from which it threatens the target, and then makes a flying check. If successful, the creature can continue with its dive attack.

On a failed check, the creature moves to its target but loses its chance to attack.

Flyby Attack (DC 20): The creature can interrupt its movement to perform a standard action, as described in the Flyby Attack feat.

On a failed check, the creature loses its attack and finishes its move action, forfeiting its standard action. Creatures with the Flyby Attack feat automatically succeed at this advanced maneuver.

Creatures with perfect maneuverability can attempt to use this advanced maneuver to perform a Flyby Attack, if they do not have the Flyby Attack feat.

Hard Turn (DC 15): A hard turn allows a flying creature to make a 90-degree turn instead of a 45-degree turn.

The flying creature must move forward at least a number of squares equal to its turn increment (shown on Table 8–2: Speed Status and Maneuvers) before it can turn. Making a 90-degree turn costs 2 squares of movement.

On a failed check, the flying creature instead executes a 45-degree turn.

Creatures with perfect maneuverability do not need to use Hard Turn, since they can turn whenever they like.

Overturn (DC 10+): An overturn allows a flying creature to bleed off extra speed to turn tighter than it normally could. On a successful check, the creature reduces its turn increment by 5 feet, but increases the movement cost of making its turn by 1 square. For example, a creature with poor maneuverability and a speed status of fast

normally has a turn increment of 20 feet and pays 2 squares of movement to move forward 1 square and turn 45 degrees, but a successful overturn reduces its turn increment to 15 feet and increases the cost of the movement to 3 squares. In chase scale, a successful overturn simply reduces the turn increment by 1 square.

If overturn reduces the turn increment to 0 feet (or 0 squares in chase scale), the creature may choose to make its turn in its current square before it moves.

A successful DC 20 flying check allows the creature to reduce its turn increment by 10 feet, and pay 2 extra squares for its movement. A DC 30 flying check reduces the increment by 15 feet, and increases the movement cost by 3 extra squares.

On a failed check, the creature simply fails to overturn.

Creatures with perfect maneuverability do not need to Overturn, since they can turn whenever they like.

Ram (DC 15): Normally (at character scale) a creature does not have to perform a maneuver to ram another flying creature–it only needs to fly into the other flying creature's square, and a collision occurs (see Collisions and Ramming). In Chase Scale, the creature must make a flying check to ram a creature whose square it moves into.

On a failed check, the ramming creature misses its target and continues its movement.

Recover (DC 5): A creature with a speed status of freefall or stall can attempt to resume normal flight by making a Recover check at the beginning of its turn. If successful, the flying creature can then choose to declare its speed status and heading normally, possibly choosing a heading completely different from its previous heading.

On a failed check, the creature does not recover and continues to freefall, as described in the freefall speed status.

Swoop Attack (DC 20): This maneuver combines a dive attack with a flyby attack. The creature can move up to its fly speed, interrupting its movement to attack with its claws, and then continuing to move after the attack up to the limit of its fly speed. As with the dive attack maneuver, the creature must descend 20 feet (or 1 altitude band) as it moves to its target. On a successful check, the creature may attack with its claws, dealing double damage, and then continue for the rest of its movement.

On a failed check, the creature moves past its target without attacking.

Wingover (DC varies): By making a wingover turn, a flying creature can radically change direction at the cost of altitude. To make a wingover turn, simply change the flying creature's heading to the desired direction. The flying creature loses 20 feet of altitude (or 1 altitude band in Chase Scale) and pays 2 squares of movement for the maneuver.

The DC for a wingover turn depends on the change in heading.

Heading Change	DC
90 degrees	10
135 degrees	15
180 degrees	20

On a failed check the flying creature retains its old heading and stalls.

Creatures with the Wingover feat automatically succeed at this flying check.

Creatures with perfect maneuverability do not need to make Wingover turns, since they can turn whenever they like.

Altitude

A flying creature isn't exactly where it would seem to be just by its position on the battle grid–it's actually some distance above the battle grid. To keep track of a flying creature's altitude, you might want to set a die next to the flying creature. (You can place the die in the square ahead of the creature to indicate the creature's heading.) Use the die to indicate the number of 5-foot squares the creature is above the ground by turning the die to show that number.

Altitude can add significantly to the range between two aerial combatants who otherwise might seem to be very close to each other in horizontal location.

Two determine the range between two combatants, first determine both the horizontal and vertical distances between them. Add half the shorter distance to the longer distance; the result is the range between the combatants.

For example, two creatures are 40 feet away from one another on the play grid. One, however, is flying at an altitude of 20 feet, while the other is at an altitude of 80 feet–making the vertical distance between them 60 feet. Since the horizontal distance of 40 feet is the shorter of the two distances, to get the range between the creatures you add half of 40 to the vertical distance of 60 feet. The range between the two creatures is 80 feet.

Climbing and Diving: Most creatures find it easier to dive than to climb. If a flying creature descends 5 feet, the next two squares it enters count as a single square of its movement.

If a flying creature climbs 5 feet, the next square it enters counts as two squares of its movement (unless it has perfect maneuverability, in which case the creature is not penalized for climbing).

Creatures with Riders: Any character riding a flying steed does not have line of sight to enemies who are in the same square but at a lower altitude.

Chase Scale: Altitude is abstracted in the chase scale. A flying creature can be at one of seven altitude bands, as shown below:

Band	Description	Against Ground Targets
0	On the ground	Normal
1	Very Low	Melee attacks, all spells, missile weapons, thrown weapons, and breath weapons
2	Low	Medium or long-range spells, missile weapons, and breath weapons only
3	Medium	Medium or long-range spells, missile weapons, and line-shaped breath weapons only
4	Medium-High	Long-range spells and missile weapons only
5	High	Long-range spells only
6	Very High	No attacks

You may find it useful to place a d6 next to each flying creature to mark its current altitude band. Remove the die when the creature is on the ground.

When a flying creature moves, it can choose to gain an altitude band (which reduces it to half speed unless it has perfect maneuverability) or drop an altitude band (which increases it to double speed). Some maneuvers require changing altitude. A creature can only gain or lose one altitude band per turn.

The effect of altitude bands on slant range depends on how many bands are between the flying creature and its target:

Difference in Altitude Bands	Effect
0 or 1	None
2	Add 100 feet to the horizontal range
3	Add 200 feet to the horizontal range
4	Add 400 feet to the horizontal range
5	Add 800 feet to the horizontal range

Flying Creatures and Combat

Creatures fight a little differently in aerial combat than they do on the ground, because most flying creatures cannot move exactly as they would like to and must devote some of their time and attention to remaining in the air. The following rules provide a further framework for combat involving flying creatures.

Riders and Flying Creatures

Riding a flying creature is a move action for the flying creature's rider and all passengers. During his move action, the rider moves the flying creature a number of squares that falls within its flying speed. (An intelligent creature can, of course, disregard the rider's directions and fly where it wants to go. Most flying creatures will not ignore their riders except in highly unusual circumstances.) Directing the creature to make simple or advanced maneuvers is a free action for the rider.

In simple language, here's what the rider of a flying creature can do in a single round:

Choose Your Speed: You must declare your flying creature's speed and determine your speed status at the beginning of your turn.

Basic Movement: Presuming that your flying creature is willing to accept your direction, you can move the flying creature any number of squares within the flying creature's speed. Along the way, you can perform simple maneuvers (limited by your creature's speed and maneuverability) as part of your move action.

Advanced Maneuvers: As you and your mount move, you can attempt advanced maneuvers. You may use your Ride check in place of your mount's flying check, if that is better for you. Each advanced maneuver costs 2 of your maneuvers for the turn (based on your mount's speed and maneuverability). If you fail a maneuver check, you can attempt no more advanced maneuvers for the round.

Standard Action: You can choose to take a standard action at the beginning of the turn, before you and your mount move, or at the end of the turn, after you both move. You cannot act in the middle of your mount's movement unless you have the Ride-by Attack feat.

Hide and Seek

When being pursued, you can attempt a Hide check to lose the pursuer in difficult terrain, or a Bluff check to misdirect him before flying into clouds or fog.

To make a Hide check, use the normal rules for hiding (see the Hide skill description in the *Player's Handbook*). The normal size modifiers apply, but because the objects you're hiding around are usually Colossal or larger, you gain +8 on the check. This use of the Hide skill can only be attempted in difficult terrain (such as a town or city, or in a mountainous area). In less densely packed terrain, your DM might not allow it or might apply a penalty on the check.

You can use Bluff to make a pursuer think you're going a different direction from what you intend. Just before making a turn into a cloud or a mountain ravine, make a Bluff check opposed by the pursuer's Sense Motive check. If you are successful, the pursuer takes a –5 penalty on any flying check needed to make the turn to follow you. If the other rider can make the turn using only simple maneuvers and does not have to make a Flying check, your Bluff attempt has no effect.

Using Weapons from the Saddle

Normally, a rider on a mundane mount such as a horse is considered to be in all the mount's squares. In other words, he threatens any square adjacent to his mount, and can be threatened from any of those squares. This is not necessarily true for mounts of Huge size or larger.

If mounted on a Huge or larger mount, a Small or Medium rider does not threaten squares adjacent to his mount unless he is armed with a reach weapon. Creatures adjacent to his mount do not threaten the rider unless they have reach weapons themselves (or natural reach).

Riders and passengers on any mount have total cover from enemies who are directly beneath their mount (and vice versa). Directly beneath means that no square of the target is not directly under a square of the rider's mount.

Flying Creature Combat Actions

Actions during flying creature combat are handled the same way as actions during personal combat. In general, a character can take two move actions, one move action and one attack action, or one full-round action in a round. Free actions can be performed normally, in conjunction with other actions.

Free Actions: Communicating orders and ducking down behind a dragon's shoulders are examples of free actions. Characters can perform as many free actions as the DM permits in a single round.

Move Actions: Changing position on a flying creature is usually a move action, especially if you have to trade places with another character. If your movement is short and unobstructed (for example, sliding from the left-hand side to the right-hand seat on a two-seated dragon-saddle, when no one else is sitting in the other seat), you can do it as the equivalent of a 5-foot step. Otherwise, it requires a move action.

Attack Actions: Anyone aboard a flying creature can make an attack with a personal weapon, and riders, mages and archers can make attacks with any weapons controlled from their positions or with their own magic or weapons.

Full-Round Actions: Since each rider must use a move action to ride the flying creature, riders can't take full-round actions.

Collisions and Ramming

A collision occurs when a flying creature strikes another flying creature or a solid object. When a flying creature collides with a creature or other moving flying creature, the target can attempt a DC 15 Reflex save to reduce the damage by half.

Resolving Collisions

The base damage dealt by a flying creature collision depends on the speed and size of the objects involved. Use the highest speed and the smallest size of the two colliding objects and refer to Table 8–3: Collision Damage.

For example, a Large white dragon that moved 150 feet runs into a Huge brass dragon. The white dragon's speed dictates damage based on d8, and the smallest size in the collision is again the Large white dragon. Therefore, the damage is 8d8.

Table 8–3: Collision Damage

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

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

Once you have the base damage, determine the collision's damage multiplier based on how the colliding flying creature struck the other flying creature or object. Consult Table 8–4: Collision Direction for a multiplier.

Once the damage has been determined, apply it to both creatures or objects involved in the collision.

The moving creature stops at the point of collision and stalls (if the same size or smaller than the creature or object struck), or plows through and continues its movement normally (if larger).

The creature struck begins its next turn in a freefall (if the same size or smaller than the creature that hit it) or continues normally (if larger than the creature that hit it).

Table 8–4: Collision Direction

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

Damage to Riders and Passengers

When a flying creature takes damage from a collision, its riders and passengers take damage equal to half the damage suffered by the mount. Riders may attempt a DC 15 Reflex save to reduce the damage they take by half.

Chapter Nine

Wars have settled on the north
and dragons ride the skies.
"Now is the time for wisdom,"
say the wise and the nearly wise.
"Here in the heart of battle,
the time to be brave is at hand.
Now most things are larger than
the promise of woman to man."

But you and I, through burning plains
and darkness of the earth,
affirm this world, its people
and the heavens that gave them birth,
the breath that passes between us,
this altar where we stand,
and all those things made larger by
the promise of woman to man.

Now in the belly of winter,
when ground and sky are gray,
here in the heart of sleeping snow,
now is the time to say
yes to the sprouting vallenwood
in the green countryside.
For these things are far larger than
a man's word to his bride.

Through these promises we keep,
forged in the yawning night,
and proved in the presence of spring light.
The children will see moons and stars
where now the dragons ride,
and humble things made large by
a man's word to his bride.

–Song of Marriage

The War of the Lance

Possibly the most familiar period to many DRAGONLANCE fans, the War of the Lance is a turbulent time that can inspire endless adventures. While the actions of the most famous heroes are detailed in the *DRAGONLANCE Chronicles*, there are thousands of unsung stories that have yet to be told. Your characters should take the center stage, even in this great conflict.

A Brief Overview

The buildup to War of the Lance began with the discovery by Takhisis of the Foundation Stone of the destroyed Temple of Istar. Realizing that this was her way out of the Abyss and back into the world, Takhisis placed the Foundation Stone on the plain of Neraka. Through her magic, the stone began to grow into a perverted form of the temple. The Dark Queen entered the world through the portal opened by the stone. She walked among the people, waking her evil dragons and giving them instructions. She then returned through the portal to the Abyss to prepare her forces.

A young man and his sister discovered the Foundation Stone. The sister recognized the place as evil and wanted to leave. Her brother was consumed with lust for the beautiful gems that decorated the stone and, ignoring his sister's pleas, pried loose one of the gems. His sister, fearing that the gem would harm him, attempted to take the stone away. He believed that she was trying to seize the stone for herself and, in his fury, he slew her.

His sister's spirit was imprisoned in the stone. The gem that cost the man his sister's life became embedded in the young man's chest. Cursed by the gods and unable to find rest or peace until his sister's spirit was freed, Berem Everman fled in guilt and remorse. He began wandering Ansalon and searching for the means to free his sister.

Takhisis attempted once again to enter the world through the portal, but found the good spirit of Berem's sister blocking her way. Frustrated, she sent her agents to seek the man with the green gemstone embedded in his chest, since she believed that he was the key to her release.

The evil dragons kept their return to the world a secret. Acting on Takhisis's orders, the evil dragons raided the Isle of Dragons where the good dragons laired and stole their eggs. The evil dragons took the eggs to the mountains known as the Lords of Doom and deposited them in the depths of the volcanoes.

The good dragons awakened to discover their children missing. The evil dragons exacted the Oath of Neutrality from the good dragons, who swore that they would stay out of the war that was to come. In return, the evil dragons promised to return the eggs.

Dragon Highlords, acting on orders from their Dark Queen, began to recruit and build their forces. Ogres and hobgoblins were trained and brought under the Dragon Highlords' command.

A cleric of Takhisis named Wyrllish, a Black Robe wizard of immense power named Dracart, and the ancient red dragon Harkiel the Bender cast arcane spells on the eggs of the good dragons, which corrupted them and turned them into creatures known as draconians. Born of death, the draconians were the ultimate warriors and formed the backbone of the dragonarmies.

With her armies trained and ready for action, Takhisis launched what became known as the War of the Lance in the spring of 348 AC. She still hadn't found Berem Everman and hoped that

her soldiers would come across him as Ansalon fell to their might.

The dragonarmies poured eastward out of Neraka. Nordmaar and Goodlund fell, and the humans of Khur allied with the enemy. Takhisis sent her forces into Silvanesti and they met stiff resistance from the elves. The dragons destroyed the once-beautiful forests and the elves were forced to flee their homeland. Elven refugees poured into Southern Ergoth. On the last days of the year, the dragonarmies surrounded Silvanost and the elves realized that the war was lost.

In a desperate attempt to stop them, King Lorac used a dragon orb he stole from the Tower of High Sorcery. The orb seized hold of the king, turning his nightmares into reality and causing the remaining elven warriors to retreat in panic.

The war against Silvanost cost Takhisis. Her armies were forced to rebuild and retrain. An enormous force, spearheaded by the Blue Army, struck across the Plains of Solamnia and overran Kalaman, Vingaard, and much of Solanthus. Disorganized, the Knights of Solamnia were slow to respond. Lemish sided with the evil forces, but the dwarves of Kayolin held the right flank of the defenders.

The Red Army overran the Plain of Abanasinia, decimating the tribes of barbarians who lived in the land, and struck at the border of the elven land of Qualinesti. The elves evacuated their people and fled westward to join their cousins in Southern Ergoth.

The dragonarmy laid siege to the dwarven stronghold of Thorbardin as additional forces seized and occupied Tarsis.

Humans and elves came together in a historic meeting called the Council of Whitestone to form an uneasy alliance against the dragonarmies. The meeting concluded with the announcement of the discovery of the means to make the legendary dragonlances.

The Blue Army attacked the High Clerist's Tower, which guarded the mountain pass leading into Palanthas. Rallying, the Knights of Solamnia made a desperate stand and forced the dragonarmy to retreat from battle. This battle marked the first modern use of the dragonlances.

Shortly after the battle, a band of heroes penetrated the temple of the Dragon Highlords in Sanction and discovered that the eggs of the good dragons had been destroyed and changed into draconians. They carried the tragic news to the good dragons, who realized that they had been tricked. The good dragons joined the war with savage intensity.

With the aid of the good dragons, the Whitestone forces took the offensive. Led by Gunthar Uth Wistan and Laurana of Qualinesti, the armies of humans, elves, and dwarves reclaimed the entire northern Plains of Solamnia.

The fall of Kalaman spelled the beginning of the end for the forces of darkness. Yet Takhisis refused to admit defeat. Her minions desperately sought Berem Everman to allow her to enter the portal, which would have let the legions of the Abyss join the battle.

Takhisis's troops found him, but too late. The forces of Whitestone closed upon Neraka. The Dragon Highlords battled over the Crown of Power, and Evil turned upon itself. The dragonarmy collapsed as Neraka fell.

The War of the Lance ended.

Playing in the War of the Lance

The story of the War of the Lance is related in detail in the three books of the *Dragonlance Chronicles*. This story deals with a group of heroes and their roles in the war, in which they play a major part. It is possible for a Dungeon Master to run a complete campaign set during the war using these heroes as player characters and following along with their adventures, either as related in the books, or by allowing the heroes to find new and different adventures.

It is also possible for a DM to create stories based on other parts of the war and to develop heroes and villains that can play major roles that affect the destiny of Krynn. The world is vast and adventures abound. A cleric can find a sacred relic of the old deities. A kender might discover that a black dragon has taken up residence in a nearby cave. The heroes could stumble upon a draconian training camp. Or a group of mages may have to go into Silvanesti with orders to try to find the missing dragon orb.

Create your own story within the larger story. Make your players feel that they are an essential part of this epic tale and create your own Heroes of the Lance.

Return of the Gods

The return of the deities in the Age of Despair can be used in many creative ways in your campaign setting.

The three gods of magic–Solinari, Lunitari, and Nuitari–never truly departed, although they are circumspect in regard to revealing their presence. Through the three moons, they have continued to grant the gift of magic to their followers, the Wizards of High Sorcery. They do appear in person only to a few chosen of their followers–

those whom they can trust, or those they are attempting to influence.

Wizards have learned the hard way to keep their mysteries to themselves, and no wizard would ever discuss the deities or their influence except with trusted friends and associates–and perhaps not even then. Thus, during this time, wizards never reveal the fact that the gods of magic are still present to the general populace. First, it is nobody's business but their own. Second, they realize that under the best circumstances they won't be believed, and under the worst, they will be considered heretics and blasphemers and will be condemned and punished by whatever ruling authority is present in their area.

The dwarves maintain that Reorx never left and continue to worship him, though most dwarves believe in their hearts that he departed in anger. There may be some true believers among the dwarves who might catch Reorx's ear, though he wouldn't be likely to reveal himself, but would instead appear in his favorite mortal guise as Dougan Redhammer.

Astinus of Palanthas, the recorder of history, is also present in this age, which leads some to believe that Gilean is also present, since many think they are one and the same. Astinus denies this, however, and if Gilean is in the world, he is present merely as an observer.

The deities of Evil return to the world before the gods of Good. They take care to keep hidden from the eyes of the gods of Good and Neutrality, and most aren't openly active in the world until just prior to the launching of the War of the Lance. Much like the deities of magic, the gods of Evil reveal themselves only to a few close, trusted clerics, who can be counted upon to obey orders and keep their mouths shut. Morgion, for example, finds that the plagues and pestilence ravaging the land present opportunities too good to pass up and gains many followers, though he makes certain never to reveal his hand. The gods of Evil can be used effectively in campaigns during this age, but their agents will always be secretive and do their best to hide any reference to, or knowledge of, the deities. For the most part, they will be successful.

The gods of Good and Neutrality return last, and then only when it is apparent that the deities of Evil are once more at work in the world. Goldmoon is the cleric who, it is recorded, received healing powers from Mishakal, but other clerics in other parts of Ansalon may have been similarly blessed at around the same time.

If you are using the gods in your campaign, use them sparingly and never give the characters the feeling that they are being shoved around by a divine hand. Many times the players may never know they have encountered a god, or they might find out only much later in the campaign.

Role of the Gods

In the War of the Lance era, where the gods are directly contesting for the domination of one side, or to preserve the balance, the history and relationship of each deity is particularly important. Each god acts to further his own agenda during this tumultuous time.

Branchala

The history of the order of Branchala is one of peace and tranquility throughout all the ages of Krynn. When clerics of Branchala pick up a lute and go forth to sing Branchala's praises, the worship of Branchala expands to all of Ansalon. His clerics spread his word by traveling the continent, by telling tall tales, and by exchanging songs. In elven lands, his church has political importance, since the elves believe Branchala to be one of the higher deities in the pantheon. As such, the clerics of Astarin, as Branchala is called in Silvanesti, are usually placed as the head cleric of many of the Houses, and are the most important clerics in all the land.

Branchala has a particular love for kender, who delight in story and song and who know how to find the joy in life without having ties to the material world. To the kender race, the art of music and storytelling is a divine gift, and the Songmaster, as Branchala is called, has a strong following among them. Most kender bards worship Branchala and pray to him for safe travel on their wanderings.

After the Age of Starbirth, Branchala gradually withdrew from the affairs of mortals and gods and dedicated himself to music. He granted spells to his followers, but was a detached god.

The Kingpriest's reign didn't change the nature of Branchala's clerics. His members weren't corrupted and were often persecuted for not "understanding that life is serious." They ceased traveling to Istar and the regions under its control. The worship of Branchala was one of the forces behind elven isolationism in that age. The Cataclysm marked the end of the organized church, though many "unofficial" followers went about the land and attempted to heal the pain through story and song.

During the Age of Despair, Branchala returns first to the kender and the elves, and then to the other races of Krynn. Clerics of Branchala help combat Lorac's Nightmare, which is destroying the forests of Silvanesti. Bards begin to sing tales of the exploits of the Heroes of the Lance, carrying them throughout Ansalon and using such tales as parables to teach of courage, honor, and friendship. Each bard adds his or her own view to the stories.

In many towns, villages, and hamlets, the clerics of Branchala are the only source of information about the outside world.

Habbakuk

Habbakuk's worship was always widespread among the people of Krynn, even during the Age of Dreams.

Habbakuk, the son of Paladine and Mishakal, is Kiri-Jolith's twin. Together with his brother and father, he established the Knights of Solamnia and created the Order of the Crown to champion his ways. Hale and hearty, Habbakuk is always conscious of the present moment, with little care for the past and none for the future. Because of this view, he may appear carefree and boisterous one moment, and predatory and stealthy the next. Some confuse this aspect with cruelty or evil, but Habbakuk unfailingly acts for good. Habbakuk continually wars with Zeboim, the goddess of storms. Chislev is his ally and together they protect nature and all the natural animals against those who would despoil the world of Krynn.

The Istarian crisis divided the followers of Habbakuk. Some argued that they should lay low and take no action in the hope that the situation would change and the Istarians would learn their lessons. But when the Istarians despoiled lands or committed acts of cruelty, Habbakuk's followers, particularly the druids, fought to protect those in their care. As a result, many druids were persecuted during the reign of Istar.

Habbakuk suffered during the Cataclysm as he watched many of his innocent creatures get destroyed. The torrential rains that fell during this time were said to be Habbakuk's tears. When he returns during the Age of Despair, he works with Chislev and the deities of Neutrality to heal the scars created by the disaster. Because Habbakuk founded the Knights of the Crown, these knights often dedicate themselves to the protection and guardianship of nature.

Kiri-Jolith

During the early Age of Dreams, clerics and worshipers of Kiri-Jolith were few. It was during this time that the minotaurs began worshiping Kiri-Jolith, because he was one of the few gods, along with Sargonnas, who didn't forsake the minotaur people.

It was also during this age that Kiri-Jolith, Habbakuk, and Paladine appeared before Vinas Solamnus and inspired him to form the Knights of Solamnia. Kiri-Jolith became the patron of the Order of the Sword.

Clerics of Kiri-Jolith fought in the front ranks of the Solamnic army during the Third Dragon War and battled against the ogres and dragons. After the war ended, the common people honored the knights' heroic deeds and the church grew strong.

In the early Age of Might, clerics of Kiri-Jolith helped the populace keep goblins, ogres, and other followers of evil under control.

During the reign of Istar, clerics of Kiri-Jolith fell under the corruption of the Kingpriest. As the forces of Istar claimed lands in the name of the deities of Good, the clerics of Kiri-Jolith forcibly seized the lands of those branded as heathens. The true clerics of Kiri-Jolith argued vehemently against this, but they were driven out or persecuted and eventually left the world, as did the other clerics prior to the Cataclysm.

During the War of the Lance, Kiri-Jolith returns to the world and his priesthood is reborn. Once again, clerics of Kiri-Jolith join the ranks of the Knights of Solamnia and bring with them the legendary abilities once possessed by the Order of the Sword.

Majere

The order of Majere is among Ansalon's oldest religious groups. Despite their ancient heritage, the clerics of Majere remained in the background throughout much of the world's history, advising and encouraging other champions of good rather than taking action themselves.

During the Second Age, the church of Majere was at its height, and its monasteries preserved and created great works of art, philosophy, learning, and theology.

The reign of the Kingpriest had little impact on the monks of Majere. Troubled by his teachings, many monks retreated into their monasteries, and few succumbed to his ways. Ergothian clerics of Majere were among the Kingpriest's most outspoken critics and were persecuted by the Kingpriest in return. The dogma of Istar did infect some monasteries, however, including the infamous Bloodwatch Abbey.

After the Cataclysm, the order of Majere remained loyal to their departed deity. Though clerical magic vanished with the true clerics, the teachings and disciplines of the monks continued, and many held fast during the long Shadow Years.

Mishakal

In the time before the Cataclysm, Mishakal was one of the most revered gods and had many temples dedicated to teaching the healing arts. Her clerics were found in nearly every community in Ansalon.

During the rise of Istar, many of Mishakal's high priests were swept up in the Kingpriest's hubris and lost their power to heal, which caused them to maintain that the healing arts were a myth. When the true clerics left the land, Mishakal's clerics were among the last to go. Some chose to forsake their power and stayed behind, hoping to heal the wounds that would be created by the coming Cataclysm.

Centuries later, Goldmoon, a barbarian chieftain's daughter who carries the *blue crystal staff,*

becomes known as the Chosen Prophet of Mishakal and discovers the *disks of Mishakal*. The *disks of Mishakal* are a set of platinum disks engraved with the knowledge of the deities of Good, that during the War of the Lance bring hope in an age of darkness and despair.

After the War of the Lance, Goldmoon establishes a new church based on the ancient principles.

Lady of Healing

Paladine

Paladine upholds the laws of good, assists the righteous, and abjures the evil. He doesn't turn his back on those who have traveled the dark path, but tries to bring them back to the light. He always thinks about the greater good first, but within the law. He believes in free will and the right of mortals to choose their own destiny.

Paladine is the sworn enemy of Takhisis and all the deities of Evil who desire dominion over the world of Krynn and its people. Long ago, during the Age of Starbirth, he learned of Takhisis's evil ambitions and sought a way to stop her. This resulted in the first alliance between the gods of Good and the gods of Neutrality. It is an alliance that has been tested since by what Paladine perceives to be a lack of commitment on the part of the deities of Neutrality. Paladine understands their refusal to take a side, but does not condone it.

When the All-Saints War nearly destroyed Krynn, Paladine saw the folly of open warfare. Saddened by the destruction the struggle wreaked upon the world, he swore never to go to war in his full glory and power again. The Father of Good used subtlety in his battle with the gods of Evil. By working through worshipers, rather than by using his power directly, he sought to bring about change without jeopardizing the safety of the world.

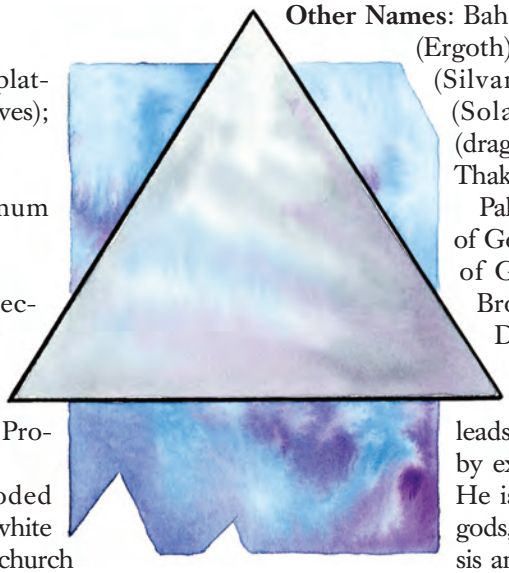
Thus, during the Second and early Third Ages, Paladine's clerics led by example. Under the Kingpriest's influence, however, their hearts were corrupted by ambition, and they tried to control the people, rather than lead them. They believed that they knew what was right and insisted that everyone believe as they did. Due to the corruption in the Istarian church, Paladine stopped granting spells to those besotted by the lust for power, which included many in the church's upper echelons. Paladine was unable to prevent his priesthood from falling into the trap of material and worldly power, however. Led by the Kingpriest, his clerics used their high offices to gain political control of Ansalon. What followed was the Cataclysm, which destroyed the Kingpriest, his followers, and many thousands of people, both guilty and innocent alike.

The mortals who survived couldn't understand the minds of the gods and many struggled to reconcile Paladine's role in the Cataclysm with that of a fair, just deity. How could Paladine permit the Cataclysm to happen? How could he sanction it? In essence, they wondered why Paladine permitted evil in the world at all. But these were questions that they couldn't answer, and they lost faith in the gods.

After the fiery mountain fell on Krynn, the deities of Good withdrew completely from Ansalon, knowing that if faith in the gods was to return to the world, the people must come seeking them. The people blamed the gods for their woes, however, instead of realizing their own faults.

When a shepherd named Riverwind began seeking the true deities, Paladine was pleased and made Riverwind instrumental in the return of true healing and the knowledge of the gods of Good during the War of the Lance. Paladine worked through his avatar Fizban to teach people that the gods had always been there waiting for them. He brought about the return to Krynn of the deities of Good and Neutrality in an attempt to defeat Takhisis and restore the balance of the world. Heroes arose to defeat the might of the Dark Queen, and Paladine provided them with knowledge of the dragonlances to help push back the dark tide of the dragonarmies.

Paladine (Greater Deity)
The Dragon's Lord
Symbol: A silver triangle, platinum dragon, or pine tree (elves); anvil (dwarves)
Colors: Silver and white
Constellation: The Platinum Dragon
Alignment: LG
Portfolio: Good, law, protection, light, good dragons
Domains: Good, Law, Protection, Sun
Favored Weapon: "Mighty Protector" (longsword)
Preferred Vestments: Hooded white robe–the purity of the white denoting the rank within the church



Other Names: Bah'Mut (Istar), Draco Paladin (Ergoth), Dragonlord (Mithas), E'li (Silvanesti), the Great Dragon (Solamnia), Platinum Father (dragons), Skyblade (Goodlund), Thak the Hammer (Thorbardin),

Paladine is the head of the gods of Good and is called the Father of Good and Master of Law. Brother to Takhisis, Queen of Darkness, and Gilean, God of Neutrality, Paladine speaks for the deities of Good and leads them not by restriction but by example and encouragement. He is one of the most powerful gods, and only his siblings, Takhisis and Gilean, are considered to

Blue Crystal Staff (Staff of Mishakal)

The *blue crystal staff* is a powerful artifact in the service of good and only comes into the world in times of great need. Mishakal guides and protects its wielder, and the forces of evil can't benefit from possessing it.

Legends from the Age of Dreams speak of the staff and its powers, but it only appears in the world again during the Age of Despair, when a plains nomad of the Que-Shu tribe finds it. After aiding the Heroes of the Lance in the recovery of the *disks of Mishakal*, the *blue crystal staff* once again becomes part of the statue of Mishakal in Xak Tsaroth.

The staff often appears as a plain staff of ordinary wood, but reveals its true form when its powers are used, or when viewed through a *true seeing* spell. It's made of pure blue crystal and has an ornamental headpiece embedded with a large, flawless sapphire.

Description: The *blue crystal staff* holds only 20 charges when fully charged, but it automatically regains 1 charge per day. If placed in the hand of the statue of Mishakal in Xak Tsaroth, it instantly becomes fully charged.

The following powers don't drain charges:
- *cure minor wounds*
- *detect poison*

The following powers drain 2 charges:
- *command*
- *cure light wounds*
- *remove fear*

The following powers drain 6 charges:
- *continual flame*
- *remove blindness/deafness*
- *remove curse*
- *remove disease*

The following powers drain 8 charges:
- *cure critical wounds*
- *restoration*

The following power drains 10 charges:
- *raise dead*

The following powers drain 14 charges:
- *greater restoration*
- *resurrection*

In addition, the *blue crystal staff* functions as a *+2 quarterstaff* in combat. Once per day, the staff may use *teleport without error*, but the staff, not the wielder, activates the power (at the DM's discretion) and chooses the destination. Once per day, the *blue crystal staff* will deflect the breath weapon of any dragon, protecting a 10-foot radius sphere around its wielder.

Only good creatures may wield the staff safely. If a neutral creature attempts to wield it, the creature suffers 2d6 points of holy (good) damage every round. If an evil creature attempts to wield the staff, it suffers 4d6 points of holy (good) damage every round.

Strong conjuration; CL 20th.

Disks of Mishakal

The knowledge of the true gods of Good is contained within these sacred disks. Anyone reading the disks may learn of the gods of Good and may choose a good-aligned god as a patron deity.

Only good creatures may examine the sacred disks safely. If a neutral creature touches the disks, it immediately suffers 2d6 points of holy (good) damage. If an evil creature touches the disks, it immediately suffers 4d6 points of holy (good) damage.

Strong divination and evocation (good); CL 20th.

Table 9-1: Deities in Other Ages*

Deity	Alignment	Domains	Typical Worshipers
Paladine	LG	Good, Law, Protection, Sun	Any good
Takhisis	LE	Destruction, Evil, Law, Trickery	Any evil

* see Chapter 4 for the other gods of Krynn.

be his equals. Chief among Paladine's concerns is the welfare of the people of Krynn, along with the defense of his beloved creation against Evil.

The primary function of the clerics of Paladine is to provide spiritual guidance to the people. Believing that good and just government is necessary for a free and stable society, they work with the rulers of regions they inhabit and serve their community as judges, barristers, or advisers. While Mishakal's clerics tend to the healing of the body, the Revered Sons and Daughters of Paladine focus on the healing of the spirit. Clerics of Paladine help the weak and the defenseless, and provide shelter to persons they feel are wrongly accused.

Dogma

Rewards fit actions. The guilty must be brought before the law. Good stands in contrast to Evil, as day is in contrast to night, and neither one is able to exist without the other. Although the whole is greater than the sum of its parts, the parts must not be forgotten. Good redeems its own. None are so lost that they cannot be brought to see the light.

Solinari

During the Age of Starbirth, Solinari walked the face of Krynn with the other deities of magic, Lunitari and Nuitari. While the pantheons of Good, Neutral, and Evil fought the All-Saints War in the heavens, Solinari and his cousins remained close to the world in the form of the three moons. During the war, Solinari and his cousins sought out worthy followers to instruct in the ways of magic. After their instruction to the laws of magic, these chosen followers were given keys to the Lost Citadel. They returned to the world to found the Orders of High Sorcery.

Mages were a particular target of persecution for the Kingpriest, who viewed magical power as an opposition to clerical power. The Kingpriest declared that all mages, even those of the White Robes, were evil. At the height of the Kingpriest's power in Istar, Solinari instructed his followers in restraint and secrecy, advising them to quietly further the goals of magic without attracting undue attention from the church. Though Solinari's followers participated in the Lost Battles, they brokered the uneasy truce with Istar following the destruction of two of the Towers of High Sorcery and oversaw the surrender of the towers in Palanthas and Istar. After the fiery mountain destroyed the city of Istar, Solinari's gift of magic to the White Robes didn't fade as did the true healing powers of the followers of the other gods. Mages were distrusted and reviled during this time, however, and many performed their art in secrecy.

Solinari is one of the first deities to reappear in the world during the Age of Despair. He warns Par-Salian of the impending War of the Lance and asks him to find a "sword" with which to fight the evil that is coming.

After the war, Solinari works with Lunitari and Nuitari to bring people back to the knowledge of High Sorcery. This new work is short-lived, however, since the Chaos War forces Solinari to the front lines of the battle to save Krynn from destruction.

Chislev

The church of Chislev has always existed in Ansalon, even during the dark years following the Cataclysm when druid herb lore and teachings helped people in the absence of the goddess. Chislev is one of the first gods to return to Krynn during this age, and the druids, who are among the first to receive her blessings, welcome her.

Chislev is connected to Krynn in ways not fully understood. She suffers every wound made to the land and forests. She grieves over the death of every animal. The Silvanesti Nightmare is an open wound on her, and she works tirelessly to return the land's lost beauty and peace.

Gilean

The history of the church of Gilean is perhaps the best recorded of any priesthood. From its inception, clerics traveled the land in search of knowledge. This resulted in a small, yet influential church that acted as an information broker and assisted the Balance by providing knowledge unequivocally without bias or personal gain.

The city of Istar had a great temple of Gilean. The Kingpriest found that knowledge was dangerous and needed to be controlled. The clerics moved most of the contents of the Istarian Library to the Great Library of Palanthas and to a walled library near Gwynned in Northern Ergoth. Thus, the knowledge in these libraries survived the Cataclysm. Though the clerics lost their faith following the Cataclysm, they remained excellent librarians. The aesthetics of the Great Library of Palanthas were perhaps the most well known in Ansalon, and assisted the ageless Astinus in his writing of the book *Iconochronos*, which told the stories of all the lives of those who lived upon Ansalon.

The church regains its status during the War of the Lance, when hidden knowledge and secrets are found to have great importance. Many academics, historians, truth-seekers, and teachers join the priesthood and travel throughout the world to reclaim the volumes and scrolls of knowledge lost during the Age of Despair.

Gilean knows that the forces of good must win the War of the Lance to maintain the balance, though he is ever watchful against the rise of another Istar.

Lunitari

When the world was still young, Lunitari walked the face of Krynn with her two cousins, the deities of Good magic and Evil magic. These three gods remained near their beloved creation during the All-Saints War, while the other deities struggled for control of the spirits of the stars. Like Solinari and Nuitari, Lunitari searched Krynn for a follower to instruct in the ways of Neutral magic. She gave a key to the Lost Citadel to this disciple and returned the person to Krynn to instruct others and to found the Orders of High Sorcery.

Prior to the Cataclysm, Lunitari was distressed by the growing influence of the Kingpriest of Istar, and did what she could to limit the spread of his power. Her followers worked to save magic and fought the Lost Battles, which ended with the destruction of two Towers of High Sorcery. After an uneasy truce was brokered with the church of Istar, Lunitari's followers salvaged any remaining magical artifacts and withdrew to the Tower of Wayreth. Unlike the other clerics of other gods, Lunitari's followers didn't depart the world on the Night of Doom, nor did her gift of neutral magic vanish after the fiery mountain struck Istar. Mages of all orders found themselves reviled and distrusted after the Cataclysm, and many remained withdrawn from the world.

Lunitari's presence is felt again shortly before the War of the Lance when she accepts Raistlin Majere, who later becomes Par-Salian's "sword" in the War of the Lance, into the order of Red Robe wizards. After the war, Lunitari works with Solinari and Nuitari to bring magic back to the prominence that it enjoyed before the Cataclysm, and to fill the ranks of the Orders of High Sorcery with new initiates. Lunitari walks Krynn, creating opportunities for her followers to use and explore the gift of neutral magic.

Sirrion

The church of Sirrion has always been small, though periods of growth occurred when clerics of Shinare, Sirrion's mate, grew more numerous. Before the Cataclysm, his faithful were found in places where creativity and natural beauty flourished.

During the Age of Despair, many gnomes are followers of Sirrion and are placed in charge of maintaining the eternal fires of Mt. Nevermind, which is a high-heat furnace that powers many gnome inventions. The dwarves of Garnet also worship Sirrion, albeit second to Reorx, and honor him for maintaining the forge fires. In ancient Thorbardin, Sirrion was one of the most revered deities.

After the War of the Lance, Sirrion's worship is reborn to fight the fiery destruction caused by the dragonarmies. His clerics help heal those who lose their homes and families to fire and bring understanding of the need for balance and constant change even in times of struggle.

Reorx

In all creation myths, it is said Reorx tamed Chaos and created Krynn out of the darkness. He kept a small piece of Chaos, and used it to forge the Graygem. Some myths maintain that Reorx trapped Chaos inside the Graygem, which was a disastrous move that lead to the second Cataclysm. The passage of the Graygem resulted in the creation of dwarves, gnomes, and kender, though the myths of dwarves and gnomes hold that they were created first.

For the dwarves during this age, Reorx displays many dwarven virtues such as pragmatism, discipline, and dispassion, with the occasional break to enjoy life, but lacks any dwarven vices, such as greed. Gnomes see Reorx as a wise inventor who always works to improve his inventions. Kender see Reorx as a carefree deity who delights in working with his hands.

The dwarves are Reorx's most faithful and loyal followers. They claim they remained faithful even after the Cataclysm, though some of their worship was for show. Gnomes also have remained faithful due to the fact that a committee is still studying the disappearance of the gods after the Cataclysm. Reorx is faithful to his followers and works to restore the dwarven kingdoms and to help the gnomes survive their own cleverness.

Shinare

Prior to the Cataclysm, the temples of Shinare attracted a strong following among the merchants of Ansalon. Even in mighty Istar, worship of Shinare was popular, in spite of her tenets of neutrality and enterprise. She was called upon regularly by traders and consumers alike, for all transactions were considered blessed by her invocation.

With the return of the deities during the War of the Lance, Shinare's church expands rapidly, especially in Solamnia and Thorbardin. Mercenaries often worship her and are welcome additions to traveling merchant caravans.

Shinare's clerics become the strongest advocates of progress and industry during the time between the War of the Lance and the rise of the Knights of Takhisis. Their ministries contribute to the refinement of many trade networks, guilds, and businesses. Great cities, such as Palanthas and Gwynned, grow closer, and their former isolationist policies are replaced by a mutual interest in fair trade.

Zivilyn

The faithful of Zivilyn have been found upon Ansalon from the beginning of recorded history. Prior to the Cataclysm, Zivilyn's clerics founded monasteries and retreats that were enclaves of wisdom and understanding. These temples were often built in the wilderness–close to Chislev's heart–to emphasize the bond between Zivilyn and the Wild One. Traveling clerics of Zivilyn ministered in small villages and towns. With the rise of Istar, these clerics became targets of persecution, because they refused to follow the Kingpriest and spoke out loudly against him. Their monasteries fell silent when the true clerics left Krynn in the last days.

During the War of the Lance, Zivilyn's faithful join with Chislev's clerics to restore harmony to nature and wisdom to the world. While some of the monasteries and enclaves are reestablished by the new priesthood, Zivilyn's clerics become more involved in current communities and settlements and spread his faith to survivors and refugees of the war. Temples in the wilderness are opened to pilgrims and aspirants, and the faithful find new hope through veneration of the World Tree.

Chemosh

Throughout the ages, fear of death prompted many to the worship Chemosh. Temples dedicated to him were few, but those who sought to extend their lives through any means possible could find his hidden bands of cultists.

Servants of Chemosh were among those most persecuted during the Third Age, since the clerics of the Lord of Death disturbed the rest of the dead and undermined the teachings of goodness. By the time of the Cataclysm, only a handful of true clerics of Chemosh remained.

During the Age of Despair, many hopeless people find false salvation by turning to Chemosh. During the War of the Lance, his cult flourishes as his cultists walk battlefields and raise the dead who lie unburied and dishonored.

Hiddukel

The god of avarice and greed, driven by the lure of ill-gotten gains and brokered souls, followed Takhisis into the world from Beyond. He eagerly aided the Dark Queen in her defiance of the order of Creation, and was ever after lurking in the shadows and manipulating events to his own ends.

Before the Cataclysm, Hiddukel's infamy was spoken of by many that sought to outwit or outbid others to gain wealth and power. Hiddukel obtained many followers in the final days before the Cataclysm, as the Kingpriest's pride brought financial ruin upon many in Ansalon.

In the years leading up to the War of the Lance, Hiddukel's priesthood begins to slowly reappear in isolated communities in the north, as he makes ready to join his Queen in her bid to take over Ansalon. Even after the war, Hiddukel undermines and exploits the time of renewal and rebuilding by establishing himself firmly in the hearts of greedy merchants and robber barons.

Morgion

Morgion works to spread disease whenever he goes. Morgion's power was strongest during the Age of Dreams, then it slowly declined due to the war waged against his cultists by the forces of good. His church grew during the Third Dragon War and its members were widely feared. When a cultist of Morgion killed a grandmaster of the Knights of Solamnia, the knights hunted the cult to near extinction. During the Age of Might, fewer than one hundred cultists of Morgion remained on Krynn.

The Cataclysm brought famine, disease, and more followers to Morgion. He gains a strong following among the Zhakar after the Cataclysm and sends the infected dwarves out to spread their plague.

Nuitari

During the Age of Starbirth, when the spirits who would inhabit Krynn and worship the gods were still stars in the sky, Nuitari walked the world with his cousins, Solinari and Lunitari. Breaking from the pantheon of Evil deities, Nuitari didn't participate in the All-Saints War. He found a follower and instructed that person in the ways of black magic. After the war, his follower returned to the world. The person was given a key to the Lost Citadel and established the Orders of High Sorcery with the followers of Lunitari and Solinari.

Shortly before the Cataclysm and at the height of the Kingpriest's power, Nuitari's followers were hunted down and destroyed by the followers of the Istarian church. Forced to retreat into the Towers of High Sorcery, the Black Robes lead the Wizards of High Sorcery in the Lost Battles. Realizing that the continued existence of magic hung in the balance, the Black Robes were persuaded to agree to the peace terms brokered with the Kingpriest by their White Robe brethren. Nuitari's remaining followers withdrew to the Tower of High Sorcery at Wayreth. The Black Robes and their black magic

didn't disappear from Krynn after the Cataclysm, as did the clerical powers of the other gods.

Nuitari is one of the very first deities to reappear during the Age of Despair. He seeks out those hungry for power and initiates them into the ranks of his order. His Black Robe followers work in league with the dark priests of his mother Takhisis to corrupt the eggs of the good dragons, which destroys the dragons' unborn children and creates draconians in the process. This is one of the few times Nuitari permits his followers to work with his mother's clerics. Black Robe wizards also create the flying citadels that are used to attack cities from the air during the War of the Lance.

Sargonnas

The church of Sargonnas first began to flourish when he took notice of the newly created minotaurs. Impressed by their strength and intelligence, he appeared to them in minotaur form and helped shape their beliefs. Over time, the worship of Sargonnas grew among the minotaurs and was eventually recognized as their official religion.

Worship of Sargonnas among minotaur and nonminotaur began to weaken and wane under the weight of the Kingpriest's Proclamation of Manifest Virtue. Minotaurs were persecuted and enslaved, and were sent to fight in the gladiatorial arenas or forced to work as galley slaves on Istarian ships. The Cataclysm was viewed as a day of freedom for the minotaur people, releasing them from their human oppressors and isolating their lands in the ocean.

Wrongs suffered by many during the War of the Lance cause the worship of Sargonnas to spread throughout Ansalon.

Takhisis

The All-Saints War nearly delivered the world to Takhisis, but an alliance between the gods of Good and Neutrality prevented her victory. She was imprisoned in the Abyss and was unable to physically enter the world without external intervention. Thus, she was forced to work through her clerics and became even more cunning and dangerous.

The church of Takhisis was behind much of the strife in the world down through the ages, as the Dark Queen's clerics worked tirelessly to bring Takhisis back into the world.

Her clerics were particularly powerful during the Age of Dreams. The ogres, backed with clerical might, conquered much of Ansalon. The Third Dragon War marked the start of the decline of her clerics. Their place was usurped by renegade wizards who promised Takhisis that they could do what her clerics had failed to–open a portal to Krynn.

During the Third Dragon War, Takhisis was defeated by the Solamnic hero Huma and was banished to the Abyss. Both her power and the power of her clerics waned. During the Istarian era, the clerics of Takhisis were hunted to near extinction. The Kingpriest's bounty on a cleric of Takhisis was as high as 500 gold pieces. Takhisis had little care for her clerics and willingly sacrificed them, for she knew

Sargonnas and cleric

that despite his talk of good, the Kingpriest's heart was filled with darkness.

After the Cataclysm, Takhisis takes advantage of the people's desperation, fear, and hopelessness to gather worshipers, and her power grows until she is once again defeated by the forces of good in the War of the Lance. Years afterward, Lord Ariakan, son of her daughter Zeboim, shows Takhisis how divisions among her followers helped bring about her defeat. She gives him her blessing for the creation of the Knights of Takhisis, which is a knightly order based on the principles of self-sacrifice and rigid adherence to laws.

Takhisis (Greater Deity)
Queen of Darkness
Symbol: Black crescent
Colors: Black and iridescent black
Constellation: The Queen of Darkness
Alignment: LE
Portfolio: Evil, hate, darkness, tyranny, evil dragons
Domains: Destruction, Evil, Law, Trickery
Favored Weapon: "Crusher of Hope" (heavy mace)
Preferred Vestments: Black robes emblazoned with the black crescent
Other Names: Dragon Queen (Ergoth, Silvanesti), Lady Chaos (Mithas), Mai-tat (Tarsis), Mwarg (hobgoblins), Nilat the Corruptor (Icewall), the One God (Neraka), She of the Many Faces (Hylo), Tamex the False Metal (Thorbardin), Tii'Mhut (Istar)

Sister of Paladine and Gilean, Takhisis is the Queen of Darkness and the embodiment of Evil. She enjoys preying upon the weakness of others, corrupting them and turning their strengths against them. Cruel and brilliant, she can be seductive and charming to gain what she wants. Takhisis despises the other deities, even those devoted to the cause of Evil. Her marriage to Sargonnas is one of convenience and was made to strengthen the powers of Evil. Neither has any care or respect for the other.

Clerics of Takhisis serve as her eyes and ears. She urges them to seek positions of power, no matter what the cost. Her clerics are free to use any means necessary to achieve dominance, including lying, extortion, and murder. The Dark Queen's clerics obey her without hesitation. They work tirelessly to open the doorway that will admit her into the world in her full glory. She is swift to punish those who betray her or refuse to obey her commands. Those who worship her also fear her.

Clerics of Takhisis pass their days plotting, manipulating, and weaving webs to capture the unwary. They may be trying to seize control of a kingdom, or merely planning the takeover of the local thieves' guild. Clerics of Takhisis are found in all parts of the world. They may be brazenly open about their faith, though most find that they must resort to secrecy to achieve their goals. They also work to destroy or sabotage the power of every other deity of Krynn and look to the day that Takhisis becomes the One God.

Many of Her Dark Majesty's clerics are nonhumans. Ogres are her most devoted followers. Their faith has remained constant through the ages. Draconians revere her deeply, and some maintain their faith even during the Fifth Age. Goblins and hobgoblins also worship her, though she must compete with other gods, notably Sargonnas, for their attention.

The evil dragons are the favorites of Takhisis and are the only beings on Krynn she respects. The evil dragons worship her, revere her, and serve her. In return, she grants her dragons many important gifts and powers. She promises her dragons that someday they will help her rule the world.

Her most important holy day is Dark Day, which commemorates the date the fiery mountain descended on Krynn. For the clerics of Takhisis, it represents the day of the return of their goddess to Krynn. This celebration is usually held in secret.

Takhisis is the sister of Gilean and Paladine and helped them create the world. Selfish and conniving, she wanted the creatures of the world to worship only her. Thus started the unending war between the deities of Good and Evil. Nuitari and Zeboim are her children.

Dogma
Those who follow Takhisis are meant to rule the world and bring order out of chaos. Power must be attained at any costs. Trust none except for those you control. Do not let compassion or love weaken you or blind you to what must be done. Betrayal is punished by eternal torment. Service is rewarded with dominion.

Zeboim

The worship of Zeboim has been relatively new, beginning after the various races started sailing the high seas. As the creator of the oceans, she was calm and placid during the Age of Starbirth. Her character deteriorated following the All-Saints War when she was defeated at the hands of Habbakuk and Chislev.

Her church took a long time to recover from the defeat of Takhisis after the Third Dragon War.

Many of Zeboim's worshipers were caught by the Solamnics and executed. Sailors continued to worship her in secret during these times. Worship of Zeboim spreads again during the early Age of Might, but Istarian persecution once again forced her followers into hiding. During the War of the Lance, Zeboim slowly gains converts.

Alliances

Common threats often unify people. An elf and an ogre may stand back–to-back to battle a dragon. People of different races who have long hated each other will come together to fight an enemy who seeks to destroy them both, as happens with the humans, elves, and dwarves in the War of the Lance. Often such unions are tenuous and last only until the threat is removed. Or the unions may show longtime enemies that they have more in common than they realize and may result in the first steps toward peace between the races.

Disasters also unify people. Soldiers of opposing forces may be slaughtering each other in the streets, but if a frantic mother pleads for help to save her child who has fallen down a well, the combatants may put aside their swords and join together in rescue efforts.

Alliances such as these can be used effectively in campaigns and provide tension between characters, or between characters and NPCs. If the tensions get out of hand, the DM may want to show the players firsthand the truth of the old adage, "United we stand. Divided we fall."

Character Classes

Knowledge of the true gods is only restored to Ansalon at the beginning of the War of the Lance. Characters with divine spellcasting powers are quite rare in this period and are either revered or reviled.

Bards: As arcane spellcasters who make use of primal sorcery, bards cannot cast spells in the War of the Lance era (since sorcerers don't exist).

Clerics: Eighteen of the twenty-one true deities grant divine spells (Solinari, Lunitari, and Nuitari only bestow arcane magic.). A cleric must choose one of them as his patron deity to be able to cast divine spells.

Druids: A druid must choose a valid patron deity (Habbakuk, Chislev, or Zeboim) to be able to cast divine spells and to make use of any supernatural or spell-like ability.

Mystics: Since ambient magic doesn't function in this era, mystics don't exist.

Rangers: A ranger must choose a valid patron deity (Habbakuk, Chislev, or Zeboim) to be able to cast divine spells.

Sorcerers: Since ambient magic doesn't function in this era, sorcerers don't exist.

Knights of Takhisis: Since this prestige class hasn't been created yet in the War of the Lance era, it doesn't exist.

Steel Legionnaires: Since this prestige class hasn't been created yet in the War of the Lance era, it doesn't exist.

Ansalon during the War of the Lance

The land and its people were forever changed with the Cataclysm. The continent was cracked, the seas rose and fell in different places, and the once-joined lands became isolated. Hundreds of years passed before the wounds of both the land and its people began to heal.

The following section lists the differences in the continent of Ansalon at the outset of the War of the Lance. If a region entry or descriptive listings aren't shown here, assume that the information is the same as that described in Chapter 5.

Abanasinia

During the Age of Despair, Abanasinia is a confederation of several city-states and a few independent tribes. Each city has its own governmental structure. Merchant princes, made rich by the business and trade of the ports, rule most of the port cities such as Zaradene, Crossing, and New Ports. Mayors, however, rule most of the interior towns such as Solace and Long Ridge. In some towns mayors are elected, but in others they are chosen through elaborate competitive tests of mind and body. Haven is different; the mayors of Haven are the descendants of its founders.

For a short period of time, this all changed. From 240 AC to 351 AC, Haven, Solace, and the other communities formed a theocracy ruled by the Seekers, and a high theocrat governed each community.

Life and Society

The Plainsmen (represented by the Que-Teh, Que-Kiri, and Que-Shu tribes) continue to live as they have since long before the Cataclysm and exist inside borders agreed upon through negotiation and war. The civilized folk live in and immediately around the cities and towns of the region and pursue agriculture, crafts, and trade.

While the Plainsmen are not particularly welcoming to outsiders, the other communities of the region accept those who have moved from other parts of Ansalon. The region is isolated and has become a haven for those leaving some other life. Unwanted half-elves, drifting Ergothians, and exiled Solamnics have all found homes in Abanasinia.

Xak Tsaroth: Surrounded by a foul swamp, the once magnificent city of Xak Tsaroth is now a ruin crawling with gully dwarves. Many dangers, as well as lost secrets and treasures, lie waiting in the broken city.

Balifor

Capital: None
Population: Nomadic humans, humans, kender, half-elves, half-ogres, goblins
Government: Merchant Oligarchy; khanate (nomads)
Languages: Common, Elven, Goblin, Khur, Nerakese, Ogre
Trade: Horses, diamonds, glass, exotic spices, hemp, rope, netting, flax
Alignment: LE, NE, N, NG, CG

The harsh deserts and rolling steppes of Balifor sit in between the desert wastes of Khur to the west and the richly forested territory of Goodlund to the east. Lining the east side of the Bay of Balifor, this region is a mixture of nomadic barbarians and sporadic farming communities.

Life and Society

Balifor is a rugged country filled with nomadic horse traders, unsavory merchants, and hard-working farmers that make a living from the unforgiving grasslands. The tropical winds from the Blood Sea far to the north keep Balifor unseasonable warm year round.

Major Geographical Features

Bay of Balifor: The bay connects the lands of Silvanesti, Khur, and Balifor. It is a major trading area. Ships sail the bay daily, trading goods and harboring pirates and smugglers.

Window of the Stars: A great plateau on the northern border of Balifor juts above the horizon. The top of the plateau is a dark, hardened, molten glass. Great monoliths of glass rise up from the glossy surface and form irregular formations. The steep sides of the plateau are riddled with fissures and cracks. This location has long been rumored to be a portal to the realm of the deities.

Important Sites

Brightfield: Brightfield is a small collection of farmlands inhabited by farmers and tradesmen and is the largest farming community in Balifor. Its central location between Flotsam and Port Balifor make it an ideal place to establish trade caravans for the sparse farming communities in the area.

Flotsam: Flotsam is a walled port city bordering the Blood Bay in the north of Balifor and is just as rough as Port Balifor. Busy wharves keep trade moving in from those ships' crews willing to brave the Maelstrom and the ferocious storms of the Blood Sea. Fishing fleets keep the warehouses that line the wharves full of goods, both honest and illicit.

Nomadic Villages: Balifor is dotted with villages of Khurish plainsmen; the Ak-Krol, Ak-Bodin, and Ak-Lirare the three most prominent tribes. These villages are tent encampments situated near sources of water and are fiercely protected by the inhabitants.

Port Balifor: The city of Port Balifor is best known for its bawdy taverns, expansive slums, and black markets. Most of the city is situated on a series of wharves that extend over a tidal plain. It's a rugged place filled with swarthy sailors, roughneck nomads, and strong-willed farmers. Above the wharves are honest merchants and farmers plying their trade, but below them thieves and pirates do their work smuggling goods and cutting unsavory deals.

Blöde

Capital: Blöten
Population: Ogres
Government: Tribal
Languages: Common, Giant, Khur, Ogre
Trade: Pork, shale, clay, coal, lizards, slaves
Alignment: CE

Squeezed between the southern arms of the Khalkist Mountains, Blöde has proven itself a stronghold for its ogre inhabitants. The verdant valley is surrounded on three sides by forbidding mountains and broad desert. On the country's fourth side lies the Thon-Thalas River, which protects the valley from invasions from the south. Despite the obvious security and fertility of the valley, it holds only two major settlements–the capital city of Blöten and the ruins of Takar.

Blöten huddles against a southern arm of the Khalkist mountain range. The ancient walls of the city, although crumbling, attest to the lost greatness among the ogre folk. The hunched and wart riddled ogres that shamble through the mighty stonework structures are but twisted shadows of the high ogres who founded the city. The city has been lost to the grime and decay that now blankets everything there.

Life and Society

The Blöten ogres take themselves a little more seriously than their cousins in Kern. In Blöde, almost every ogre lives within one of the ancient ogre settlements. These city ogres feel some responsibility to live up to the glory of their former ancestors. Crammed into overcrowded cities, the lines of family and clan tend to blur. The basic unit in Blöde politics and society is based not so much on the family, but the neighborhood. The strongest ogre in a neighborhood is called a warden. The high chief is the strongest warden and commands the Chieftains Manor, which is the tower in the center of Blöten. The civilized ogres of Blöten often look down on their Kernen cousins as simpler, less-sophisticated country folk.

The high chief maintains a tentative alliance with the ogre nation of Kern to the North. The

"cultured" ogres of Blöde also do some trade with the pirates of Sanction and the nomads of Khur.

Major Geographical Features
The Khalkist Mountains ring much of Blöde, but ogres find the mountainous regions easy to navigate. Hundreds of generations of ogres living in the same mountains have created a network of rough paths that crisscross the entire realm. The ancient ogres cut their own roads and tunnels, which have lasted to this day.

Important Sites
Even isolated as it is from the rest of the world by the Khalkist mountain ranges, the land contains many lost relics of past ages. Buried mountain caves contain magical treasures of the high ogres, which even the local ogres believe lost to the terrible upheavals of the Cataclysm.

Blöten: The city rests on top of a high, perfectly flat plateau that stands over a mile and a half in elevation. The city is laid out as a perfect square that is three miles long on each side. The city's curtain walls have decayed over the millennia, and no ogre dares set foot on them for fear of collapsing stonework.

Ruins of Takar: The Ruins of Takar are the remnants of a bygone age of glory. Because of their depth within the ogre borders, few civilized adventurers have explored these ruins.

Blood Sea Isles

Largely unchanged in later eras, travel to and from the Blood Sea Isles is primarily affected by the Maelstrom.

Important Sites
The Maelstrom: The Maelstrom is a gigantic whirlpool and storm in the middle of the Blood Sea. The ruins of the city of Istar lie below the blood red Maelstrom.

Estwilde

Estwilde occupies the broad, hilly basin between the Daargard Mountains and the northeastern Khalkists. It consists of dry grasslands, rugged foothills, pine forests, and high mountains. The woods of Lahue and the Astivar Mountains are to the north, while the New Sea lies to the south.

Major Geographical Features
A hard land for hard people, Estwilde consists mostly of foothills and rugged plains. That said, the terrain is varied and includes the Darken Swamps.

The Woods of Lahue: These woods are located under the shadow of the Astivar Mountains and consist mainly of wire-pine trees. The woods are the hunting territory of the few remaining Lahutians, who are a race of pink-skinned, blonde, furred cannibals that some sages believe are the result of an unholy union of humans and goblins. Reports from the Solamnic intelligence corps indicate that there is a goblin empire forming inside the wood, and they seek to join with their cousins from the land of Throtl. Whether the Lahutians are allied to the goblins remains to be seen.

Important Sites
Estwilde is known to have sites of mystical importance, but almost no one knows where they are located. The following sites are rumored to be in Estwilde, though few have seen them.

Belleria (Small Town, 1000): This small town would go unnoticed but for the Institute of Dragonology. The institute is not complete, but a life-sized model of a dragon is. The details of the anatomy are mostly wrong, but some people visit it and tour its insides, ignoring the warnings that gnomes built it.

Kwinter Ranch: This ranch is the most prosperous goat and horse ranch of northern Estwilde. It's a heavily defended and fortified ranch built entirely of wood and is designed to repel incursions. It's owned by second-generation rancher Gil Kwinter (LG male human Ftr4), a grim but friendly man who is rumored to own a magical flute.

Goodlund

Capital: Kendermore
Population: Kender, elves, humans, centaurs, ogres, goblins, sligs
Government: Oligarchy (extremely democratic)
Languages: Common, Elven, Goblin, Gullytalk, Kenderspeak, Khur, Ogre, Slig
Trade: Wood, maps, spices, medicinal herbs, coral
Alignment: CG, NG, N, NE, CE

Kendermore lies to the east of Balifor and to the west of the Laughing Lands on the Goodlund Peninsula. Many small villages of kender are sprinkled throughout the Goodlund Forest.

Life and Society
The kender of Kendermore are thought to be the only civilization of note in the Goodlund Peninsula. With desert barbarians to the west, wild elves in the woods to the south, and sligs in the Laughing Lands to the east, Goodlund is surrounded by a number of uncivilized societies.

Major Geographical Features
Goblin Catacombs: When the kender moved into the Kenderwood, they discovered the tunnel system created by the goblin races prior to the Cataclysm and set to work exploring it. Realizing the importance of the tunnels, the kender took it upon themselves to maintain the system of caverns.

Only adult kender know of the tunnels, and they have kept them secret for hundreds of years. Hidden entrances can be found throughout the Kenderwood and beyond.

Kenderwood: The Kenderwood takes up the center of the Goodlund Peninsula. This stretch of land is primarily home to the first nation of kender. It's composed of rolling hills, dense forest, and vast plains. The southwest corner of the Kenderwood is covered with a thick stubborn grass; known as the Verdant Plain, it prevents the encroachment of the Balifor steppes into the Kenderwood. The forest itself brims with fruit trees and a plethora of wildlife.

Wendlewrithing River: The Wendlewrithing meanders lazily from north to south through the Kenderwood and into The Maw, which is a bay in the southern end of the peninsula. The Willow River from the north and the Bristle River from the west join together to form the larger watercourse. Many kender live and play in the small villages along the banks of all three of the rivers.

Important Sites

Dairly Plains: To the east of the Laughing Lands, the hostile lands on the east coast of the peninsula gradually give way to verdant plains. Unfortunately, the Blood Sea wreaks havoc on the weather of this region and severe thunderstorms are common the farther south you go. Names such as Churning Reach, Boilers Bay, and Thunderhead are accurate descriptions of the waters to the south and east.

Elian Wilds: East of the Goodlund Peninsula, the island of Claren Elian is the object of much speculation and myth. It is a heavily forested island that is plundered for lumber now and again by minotaurs. But it has remained largely unexplored by anyone because the waters surrounding it are difficult to navigate. Tales of forest spirits and terrible beasts are commonly associated with the island, and have some ground in truth due to the mysterious populace that dwells there. The Elians that survived Malystryx's invasion live a monastic lifestyle, though they don't follow Majere. Their intense and difficult training includes combat against minotaur opponents, which makes them formidable foes.

Kendermore: In most respects, Kendermore is a very human-looking city, but the buildings are a hodgepodge of architectural styles. Some buildings have been left incomplete with missing walls or doors, which forces the kender to scramble into open windows to get inside. The city is a jumble of winding cobblestone streets, twisting wooden walkways, snaking dirt trails, meandering shortcuts, and roundabout direct paths.

Laughing Lands: Wide-open plains, dotted here and there with outcroppings of translucent and jagged rocks, open up to the east of Kenderwood. Roaming tribes of ruthless sligs and goblins inhabit this barren savanna. The sands of the Laughing Lands are inhospitable shards of glass that melted from the impact of the Cataclysm. They make this area of the Goodlund Peninsula dangerous to travel.

The Ruins: On the northeastern edge of Kendermore are the ruins of what some believe to be one of the Towers of High Sorcery. The ruins spread out for hundreds of yards and contain many hidden pockets and underground entrances. Under the ruins are mazes of catacombs, which the kender love to explore. There is a certain unexplainable feeling they get when exploring these ruins, which some think is caused by the spell of Passion that once guarded the tower.

Wendle Woods: As the Kenderwood progresses to the south past the Bristle River, it narrows and creates a strip of forest called the Wendle Woods. These woods continue all the way to the southern tip of the peninsula. Narrow trails leading north and south traverse this area. Farther to the south, the Wendle Woods become increasingly wild.

Hylo (Kenderhome)

Kenderhome is the forested northeastern region of the island of Northern Ergoth. Hylo is the only major kender city of note in the region and sometimes the entire country is referred to as Hylo. The kender lands are a well-protected forested area that are bordered by a vast range of mountains to the west, the Straits of Algoni to the east, empty wastelands to the north, and the inhospitable deserts of Ker-Manth to the south. It is home to thousands of kender, much to the dismay of the Ergothians, who are situated with the kender to the east and the gnomes of Mt. Nevermind on Sancrist Isle to the west.

The major difference between Hylo in this age and the Age of Mortals is the lack of afflicted kender.

Icereach

The frozen land of Icereach is mostly unknown and unexplored. The frigid climate, combined with the abundance of predators and the evil thanoi, prevent exploration. Starting south of Zeriak in the Plains of Dust, the continent stretches south beyond the scope of most Ansalonian cartographers and far west into the Sirrion Sea.

Important Sites

Those brave enough to challenge the glacier will have to search hard for their reward.

Ice Folk Camp: Home of the human tribesmen, this is the Ice Folk's last bastion of defense. Protected from the north by a 400-foot crevasse and from the south by a sea of loosely drifting

snow and ice designed to stall the advance of their enemies, this settlement is almost invisible from the skies through clever placement of white furs over the huts and harbor. Perched atop a smooth slope of polished ice sit a flotilla of iceboats, which are large catamaranlike skiffs that use a combination of wind and metal blades to surf the ice for food or for defense.

Kern

Capital: Kernen
Population: Ogres, human slaves, goblins
Government: Dictatorship (Kernen); tribal
Languages: Common, Minotaur, Nerakese, Nordmaarian, Ogre
Trade: Potato liquor, slaves, hunting dogs
Alignment: NE, LE, CE

The realm of Kern occupies the Kernen Peninsula and is surrounded by the Blood Sea of Istar, the Northern Courrain Ocean, and the Miremier Seas. The peninsula of Kern resides between Taman Busuk and the Blood Sea. In the north, Kern merges with eastern Estwilde, and in the south, it neighbors Khur and Balifor. The northernmost extension of the Khalkist Mountains forms a natural border between it and Neraka and Khur.

Life and Society

Nearly facing extinction at the hands of the Istarians, the Cataclysm freed the ogre clans to begin rebuilding their numbers. The ogres of Kern live simple lives. They don't concern themselves with what is going on in the rest of the world unless it directly impacts them. With little agriculture, and almost no organized economy, town life centers on scavenging and raiding into neighboring towns, cities, and nations. Ogre towns have between fifty and two hundred family units living in them. Only strong leaders, such as Kernen's great khan or a Dragon Highlord, can call every ogre to rise up in arms.

Major Geographical Features

In the Kernen Peninsula, mires and rock outcroppings blot the ugly, wild plains. Muddy sloughs and dwarf woods line the turgid streams. Here and there are odd square hills. The plains show signs of wasteful hunting. Mangy wolves and small antelope range this land. The tidal march of the Miremier provides a home for scrags, sea lions, and nixies. On the eastern edge of the peninsula, the grasses become more green and dense and harbor treacherous sloughs and hidden bogs. This deep green sea stretches out across the peninsula to a small forest called the Endscape Woods.

The ogrelands of southwestern Kern hold flatlands with vast expanses of wild savanna. To the southeast, grassy steppes and dark forests give way to thorny trees and withered grass and vegetation. Steep hills and dusty canyons wend through the south.

Endscape Woods: Also known as the Elderglade, this forest is filled with ancient oaks and elms. Large shelf fungi grow on the tree trunks, and moss blankets the ground. There are sheltered glades and black pools beneath the blue canopy of leaves. Hardy pines thrive among the vast exotic ferns.

Important Sites

Despite the presence of scavenging ogres, Kernen still boasts many bizarre sites that date back to the time of Istar and its riches.

Death's Teeth: Overlooking a bay south of the Elderwoods is a lonely, dark tower. Across the bay is its twin. These abandoned towers were once the homes of two brothers who hated each other. Eventually, each brother slew the other's family. Now the brothers live eternally as tortured spirits. Ogres use the promontory to watch the bay, but they don't go near the towers.

Kernen: Like Blöten to the south, Kernen was once a crown jewel of the ancient ogres. In ancient times, the ogres fashioned the city from the living rock of the mountains. The city is no longer beautiful, but it once was. The stone buildings have stood the test of time even though they are buried under muck. Beyond the city, a winding passage into the mountains leads to the palace of the great khan.

Vale of the Vipers: The Vale of Vipers, located in the western ogrelands, is a hidden canyon with groves of fruit trees and a clear lake with a marsh at one end. The stones of the vale are said to be diamonds, but they are rumored to be poisonous to the touch with venom that soaks through cloth. It's also rumored that giant snakes and serpents prowl the vale.

Kharolis

Capital: Than-Khal (ogres); none (independent towns)
Population: Humans, Neidar dwarves, thanoi, ogres
Government: Tribal (ogres); feudalism
Languages: Common, Dwarven, Ergot, Kharolian, Ogre
Trade: Foodstuffs, pipeweed, weapons, horses
Alignment: CG, CN, NE, LE

When the Cataclysm shook the land, little did the people of Kharolis realize that the times ahead would bring them independence from the Ergothian talons and put them on the brink of war with the brutal races living to the south of the kingdom. As the Ergothian Empire turned inward to heal the wounds of the upheaval, generation-spanning hatred toward the empire's occupation erupted in Kharolis. There were outbursts of violence as

the people threw off the shield devices and coats of arms of the century-old Ergothian families that had ruled over them. In an attempt to escape the rebellion for their homeland, many families opted to leave Kharolis in barges and imperial galleys, only to discover that their nation had been sundered in twain. Some, however, supported the local populace and resigned their Ergothian ancestry.

Life and Society

In the last three hundred and some years, Kharolian farmers and settlers have retreated to the north of the nation. Though the weather changes that have rimmed the southern part of the land with a near-permanent frozen vista have undeniably rushed their decision, it was the persistent attacks from the ogre and thanoi bands that made up their mind. The humans and dwarves of Kharolis have managed to create a somewhat secure border along the ruins of Waw and Vash. These partially destroyed fortresses are now the first lines of defense against the raiders.

The ogre tribes, led by the tyrant Rashften the Oathbreaker, are a poor and barbaric community of ragtag ogre bands that found hope in survival by unifying their strength against their human enemies. They have established a shaky alliance with the walrus men until they can secure their territory to the north.

In these post-Cataclysmic times, the Wizards of High Sorcery are more trusted by the populace of Kharolis than before. The aid some White Robes rendered during the first years of the ogre onslaught changed the peoples' poor views on wizardry. The views of the farmers and serfs whose lives were saved by the wizards contrast with the wealthier people, who remain adamant in their distrust and argue that the wizards have a secret agenda.

Major Geographical Features

The rugged and wild kingdom turned harsher and more dangerous with the change in weather patterns caused by the Cataclysm.

Firecrab Hills: During the first decade after the Cataclysm, a band of heroes undertook a quest on behalf of the mayor of Hamlet to investigate reports of the presence of a cult of Morgion's cultists. The mayor had been concerned about some abductions that had occurred shortly after the Cataclysm. This band of heroes found deranged cultists wearing unholy symbols of the god of disease and swiftly stopped them, bringing the survivors to justice. Now, over three centuries later, the strange abductions have started again. Some argue that the ogres are to blame, but many still remember the bedtime stories told by their grandfathers about the minions of Morgion.

Frozen Hills: These hills stretch from the Waw and Vash fortresses to the lands south of Kharolis. Previously a land of low hills and patches of pine forests, the decrease in temperature has turned the area into a veritable paradise for the walrus-men. The hills are now tundra for most of the year, and few venture into this hazardous domain.

Khur

Khur is an arid land of rocky badlands and desert wastes. It lies between Silvanesti and Balifor to the south and east, and Neraka and Taman Busuk to the north and west. The lands of Khur are one of the driest places on Ansalon and are home to fierce, desert warriors known for both their reverence for beauty and their militant nature.

Nordmaar

Nordmaar is a large nation in the tropical northwestern reaches of Ansalon. It was one of the many places of refuge for those fleeing ruined Istar after the Cataclysm. It is a feudal kingdom of highland horsemen and fierce, jungle warriors renowned throughout Ansalon for their exotic lands and even more exotic temperament.

Important Sites

The Hive: In the northern reaches of the Great Moors, surrounded by a foul stretch of bog, is a beehive of immense proportions. Reputed to be the source of a life-renewing honey, the hive is nevertheless inhabited by giant bees and is extremely dangerous.

Northern Ergoth

Already fading in the Third Age, the Empire of Ergoth suffered greatly in the Cataclysm when nearly a third of its remaining territory plunged beneath the waves. Reduced to a handful of islands, the empire also suffered from internal divisions and ogre raids. After several petty despots claimed the throne during the Shadow Years, Emperor Baridor Redic I established the Redic dynasty. Moving the capital to Gwynned, he managed to protect central Northern Ergoth from Ackalite barbarians and ogres and preserved some remnant of the empire. Now, Ergoth is a weakened remnant of the empire, but the empire's citizens and the emperor retain dreams of returning to their former glory.

Plains of Dust

Capital: Tarsis
Population: Humans, thanoi, goblins
Government: Republic
Languages: Common, Dwarven, Elven, Icespeak, Goblin, Kharolian, Minotaur, Ogre, Thanoi
Trade: Furs, horses, warhorses, wagons (Thorbardin)
Alignment: NG

Tarsis and the Plains of Dust are located in the middle of the southern portion of the continent of Ansalon and consist of desert tundra. The Plains of Dust are dry and dusty in the summertime, but are whipped with snow in the wintertime.

Thorbardin borders this area to the west, with Silvanesti to the east, and the Icewall Glacier to the south.

Life and Society
The people of Tarsis are mainly traders and pursue their business with the surrounding lands. Many of those who live in Tarsis make their homes in ancient seagoing vessels that are now landlocked.

The Plains of Dust hold many Plainsmen tribes as well. These desert nomads are very territorial. If they allow someone to go through their lands at all, it is with the understanding that the visitors are not to come back.

Major Geographical Features
The Plains of Dust have little in the way of geographical features. Most of the area contains flat, dusty plains.

Torath River: This river is largely dry and has dun-colored water that stems from the runoff of the Icewall Glacier.

Important Sites
Kings Road: This ancient road leads through the Plains of Dust and into Silvanesti.

Qualinesti

Capital: Qualinost
Population: Qualinesti elves
Government: Constitutional monarchy
Languages: Common, Dwarven, Elven, Ergot, Goblin, Hand Talk (a sign language), Ogre
Trade: Minimal (fruit, leather, wine, liquor, bows and arrows, wood)
Alignment: LG, CG, NG

The Qualinesti forest of Wayreth lies in the southwestern corner of Ansalon. The Cataclysm-created Straights of Algoni separate the forest nation of the elves from the island of Southern Ergoth. To the north lies the human region of Abanasinia, while the New Sea stretches to the east. The Kharolis Mountains and the dwarven kingdom of Thorbardin form Qualinesti's southeastern border. The capital city of Qualinost is located on the eastern border of the forest about 25 miles south of the human city of Haven and 100 miles to north of the dwarven capital.

Life and Society
The outgoing Qualinesti nation withdrew from the world following the Cataclysm, which seriously damaged all its cities. In the period of chaos and barbarism that followed the departure of the gods, the elves were seen as easy pickings for the human bandits in the bordering lands. Many Qualinesti towns and villages on the borders of the realm were attacked and plundered by the bandits, and many of Krynn's half-elves come from this period.

After many years, the raids gradually ceased, and the elves withdrew from the world into their sealed and heavily guarded borders. Few outsiders are permitted to enter the elven nation, and only then with royal permission. Visitors are viewed with immense distrust, since the Qualinesti blame the humans of the world for causing the Cataclysm.

The Speaker of the Sun is the reigning monarch in Qualinesti, but the Senate holds the real power. The senators are appointed to represent the various guilds and committees of the elves.

Major Geographical Features
The immense forest of Wayreth is the major geographical feature of the landscape. The Kharolis Mountains lie to the east, and the Straight of Algoni separates the forest from the isle of Southern Ergoth to the west. The White-Rage River runs along the northern border of the forest and the outskirts of the capital of Qualinost.

Important Sites
The major sites in Qualinesti are as constant as their long-lived masters and have changed little even with the sundering of the world by the Cataclysm.

Hall of the Sky: This hall is a huge open square located on the highest hill in the direct center of Qualinost. The Hall is paved with stones laid by hand that form a mosaic of Qualinesti and the surrounding realms. A grove of aspens borders the Hall on the north. Groups of great and noble Qualinesti gather in the Hall to celebrate festivals and holidays.

Tower of the Sun: The Tower of the Sun is modeled after the Tower of the Stars in Silvanost. The tower's exterior is made of burnished gold, which reflects the sunlight. The Hall of Audience lies at the base of the 600-foot structure. The tower's walls have mirrors designed to reflect sunlight onto the rostrum in the center of the hall. The tower's ceiling is a mosaic: one half depicts the night sky and the moon, and the other half depicts the daylight sky. A rainbow separates the two halves of the mosaic. The tower stands near the Speaker's Palace at the north end of the city.

Sancrist

After the Cataclysm, the island of Sancrist remains the westernmost landmass of Ansalon, but its importance to Solamnia no longer allows it to float free from the continent's politics. The island is divided in two segments: the northeastern half

contains a vast mountain range where Mt. Nevermind, an ancient hollow volcano inhabited by gnomes, is located; the southern half is wooded, contains various glades, and is inhabited by Solamnics.

Silvanesti

Capital: Silvanost
Population: Silvanesti elves
Government: Monarchy (Speaker of the Stars)
Languages: Common, Dwarven, Elven, Ergot, Goblin, Istarian, Kenderspeak, Kharolian, Ogre
Trade: Few (ivory, wine, woodcarving, jewelry, fruit, fine elven clothing, weaponry)
Alignment: LG, CG, NG

The great forest of Silvanesti lies in the south-central part of the continent of Ansalon. To the north are the Khalkist Mountains, where the dwarves of Zhakar dwell, and the ogre lands of Blöde. The Bay of Balifor, formed by the Cataclysm, lies to the east. The Plains of Dust and the crumbling King's Road form Silvanesti's western border.

Life and Society

From the time of the Kinslayer War and the founding of Qualinesti until shortly before the Cataclysm, the kingdom of Silvanesti closed its borders to the outside world. At that time, Speaker Lorac Caladon established a flourishing trade with Istar. After the Cataclysm, the elves once again shut their borders to the world. Few outsiders crossed the border into the forest realm, and fewer still returned to tell the tale.

The Silvanesti no longer openly worship the deities, although feast days are still celebrated. With this singular exception, Silvanesti society has changed little since the First Dragon War. They continue to marry within their respective Houses and live out their lives in peace and solitude. Most elves dwell along the banks of the Thon-Thalas River, or in the southern and eastern parts of the realm.

Solamnia

After the Cataclysm, Solamnia retained nearly all of its land, but the lands around it have changed. There is now a new coast along its western borders and a small desert to the northeast. Also, Nightlund has been lost to the death knight Lord Soth. Solamnia's common trade routes extend to Nordmaar, Northern and Southern Ergoth, and Sancrist.

Life and Society

After the Cataclysm, the general populace blamed the Solamnics for not preventing the catastrophe. Indeed, many people came to believe that the Solamnic Knights conspired to bring about the Cataclysm. Because of this, few knights are caught outside their homeland where they might face the wrath of an ignorant populace. These worries are only compounded by the stirrings of rumors of a war approaching from the east.

The dwarves of Kayolin have strengthened their ties with the human Solamnics by increasing trade to help deal with the financial losses caused by the Cataclysm.

Important Sites

Even after the Cataclysm and the fall of Istar, Solamnia, the wealthiest nation on Ansalon, experiences increased activity, despite the pervading lies of the involvement of the knights in the Cataclysm.

High Clerist's Tower: The original, dragon-slaying function of the High Clerist's Tower has been forgotten over time. It now serves solely as a military base used in the defense of Palanthas.

Nightlund: The once-lucrative area of Solamnia known as Knightlund has become a place of perpetual twilight and bleakness, joining its master Lord Soth in damnation. At its heart rests the blackened and crumbling Dargaard Keep, which is the home of the death knight and the restless souls of those who served him in life.

Vingaard Keep: With rumors of war in the air, the knights have reinforced Vingaard Keep and positioned more troops there just in case the warnings prove prophetic.

Southern Ergoth

Capital: Daltigoth (ogres)
Population: Ogres, Kagonesti elves, humans, goblins
Government: Dictatorial (ogres); tribal (Kagonesti elves); feudal (Solamnic outpost)
Languages: Common, Elven, Ergot, Ogre, Solamnic
Trade: Fish, fur, grains (Kagonesti); herbs, spices, fruits, fish (ogres)
Alignment: CG, CN, NG (Kagonesti); CE, NE, CN (ogres); LG, LN, NG (Solamnics)

In the wake of the Cataclysm, Southern Ergoth was abandoned by the empire that once claimed it. Solamnic settlers hold the Eastwatch lands in the northwest, and the knights retain their old duty of guarding the region, although the paths to Huma's tomb are now lost. The Kagonesti live as they have for centuries in the southern forests, while the ogres hold land to the southeast and have claimed the ruins of Daltigoth as their own.

Life and Society

The Solamnic farmers of Eastwatch manage to eke out a living in the poor lands and remain proud of their heritage. The Solamnics have held the land since shortly after the Cataclysm, when Solamnic Knights and Ergothian soldiers banded

together to repel the ogre invaders. The knights of Castle Eastwatch are stern and disciplined protectors of the people and are forever vigilant and faithful to protocol, even to the point of obsession. They are led by Knight of the Sword Kanthor Brightblade.

The Kagonesti elves of the Ergothian forests live as they have for generations. Seen as barbarians by the few on Ansalon who know of them, these elves scorn the "civilized" ways of their cousins and retain their ancient traditions, living mostly as hunters and gatherers. Chief Cher-Kal leads them.

The ogres of Ergoth, meanwhile, thrived after the downfall of the empire, and swarmed down from the Last Gaard Mountains to conquer the remnants of civilization. Daltigoth now serves as a stronghold of the ogre clans, and the ogres eagerly plunder travelers and the ruins of both the Ergothians and their own distant ancestors.

Berem

Important Sites

Daltigoth: Formerly the capital of the Ergothian Empire, the city has become a broken ruin inhabited by ogres and their servants. Kthaaarx the Storm Ogre (NE male ogre Bbn8), leader of the largest ogre clan, has made his stronghold here. He plans to dominate the other ogres and eventually all of Ergoth.

Tomb of Huma: The tomb remains hidden in the Last Gaard Mountains and has been lost since before the Cataclysm. Legend says that only those of pure heart can walk the paths to the Tomb of Huma, where they will find the keys to ridding Ansalon of evil.

Taman Busuk

Capital: Neraka
Population: Humans (civilized and nomadic), ogres, hobgoblins, draconians
Government: Dictatorship
Languages: Draconic, Goblin, Khur, Lemish, Nerakese, Nordmaarian, Ogre, Solamnic
Trade: Slaves, obsidian, lime, mercenaries, smuggled goods, llamas, wool
Alignment: LE

Taman Busuk was once a poor province of Istar before the Cataclysm and is no better in the Age of Despair. It is a rugged, sterile land of mountains and valleys with the occasional stretch of withered grassland. The plain of Neraka is its most striking feature. The Dark Queen placed her twisted temple here, and a city of evil has grown up around it like a festering boil on the face of Krynn. The city of Sanction and the surrounding lands are also technically a part of the region, but are covered separately.

Life and Society

The human, hobgoblin, and ogre tribes of Taman Busuk are used to oppression and are content to live out their lives under the yoke of the Dark Queen. Settlements of these folk dot the region, with only the small town of Jelek and the city of Neraka itself as major population centers. The five dragonarmies are nominally based in this region, though their campaigns keep them far from here. Despite this, the area is a dangerous place that is rife with wickedness and evil.

Major Geographical Features

In the north, Taman Busuk is characteristically rocky and striped with basalt ridges covered in dry brush or pine. Grassy plains are common, though the soil is poor. In the south, the mountains are volcanic and blast flame and smoke high into the air, which blocks out the sun. The plain of Neraka seems flat and featureless from the air, but in reality it's lined with cracks and fissures that spray up steam and smoke from beneath the surface. The region borders the dwarven lands of Zhakar to the south, the deserts of Khur to the east, and the regions of Estwilde and Nordmaar to the far north.

Important Sites

Although it's a desolate and barren region, Taman Busuk is nonetheless the center of Takhisis's power on Ansalon and is home to a number of other odd and mystical sites.

City of Neraka: Centered on the dark and twisted remnants of the Temple of Istar, the city of Neraka is a sprawling maze of dirty streets, hovels, and dens of evil. Below the city, tunnels and dungeons form a labyrinthine path toward the center of the city for those brave or foolish enough to attempt to sneak in.

Godshome: Godshome is a bowl-shaped depression in a mountaintop in the central Khalkists that is a mystic site of clearly celestial origin. At its center is a polished circle of black rock encircled by boulders and surrounded by an aura of power and mystery.

Jelek: While not anywhere near as large as the city of Neraka, Jelek is nonetheless an important town in Taman Busuk. It's both a trade stop and an outpost for the dragonarmies. A garrison of kapak draconians is always stationed in this squalid, cheerless town, but supplies can be purchased and lodging found with sufficient effort.

Thorbardin

After the Cataclysm, Thorbardin closed its gates to the surface. The weather changes, coupled with the destruction of crops and trading routes throughout the southwestern part of Ansalon, brought many dwarven and human communities to the gates of Thorbardin. Lacking many resources themselves, Thorbardin made the hard decision to close off its gates and prevent the Neidar and human communities from receiving their much-needed relief. It was this decision that fueled Neidar hatred for their mountain brothers in the Dwarfgate Wars.

In this time of distrust, famine, and lack of spiritual strength from the disappearance of the gods, Thorbardin has managed to survive. Though they receive little news of the outside world, the talk of impending war from the occasional dwarven trader from the east has reinforced Thorbardin's resolve to keep the gates closed.

Life and Society

The mountain dwarves may be immune to the woes of the outside world, but they are still at the mercy of clan distrust and enmity. The Theiwar and Daergar covertly plot to overthrow Hornfel Kytil, the High Thane of Thorbardin. Trading between the various underground cities has been reduced to a trickle, putting the Klar dwarves in jeopardy and forcing them to raid underground settlements and outposts for food and weaponry. While the representatives with a seat on the Council of Thanes play their political games, the people of Thorbardin struggle to avoid outright war between the clans.

Throtl

Everyone has heard about the hobgoblin nation of Throtl and how it has resisted the Solamnic attempts to annex it. The boundary of this nation starts where the southern end of the Daargard Mountains harbors a small forest, which opens out upon a broad and marshy plain named Throt. To the east of this plain is a mountain pass of dry hills called the Throt Gap that abuts the western Khalkists. Though this pass really belongs to Estwilde, the hobgoblin forces have made it their prime hunting ground.

Zhakar

Capital: Zhakar
Population: Dwarves (Zhakar)
Government: Monarchy
Languages: Common, Dwarven, Ogre, Terran, Undercommon
Trade: Gems, metals, weapons and armor, coinage, mushrooms, dwarf spirits (to Sancrist); lumber, wool, cotton (from Sancrist)
Alignment: CN, LE, NE

The Zhakar dwarves reside on the remnants of pre-Cataclysm Thoradin. The ancient Theiwar capital was the least affected by the Cataclysm and has remained a thriving metropolis. To the other people of Ansalon, it is a hole of wickedness of nightmare proportions. With the changes caused by the fiery mountain, the Khalkists are nearly unrecognizable. Nestled within new peaks and canyons, Mount Thorin, now renamed

Hammer of Kharas

First called the Hammer of Honor during the Age of Dreams, the *hammer of Kharas* is a mighty artifact of Good. It was forged by Reorx, who granted it to mortals to forge the dragonlances and to champion the cause of the dwarven race. Lost for eons, it was recovered by the dwarf Kharas shortly after the first Cataclysm. Kharas left the hammer in the Tomb of Duncan, where it remained until it was recovered by the Heroes of the Lance and was given to Hornfel. It has remained in the possession of the dwarven thane since that day.

Description: This *+2 disruption warhammer* is intelligent (Int 11, Wis 17, Cha 20, ego 24) and can communicate via speech or telepathy. It has the following primary abilities: *detect evil* at will, wielder is immune to fear effects, wielder gains a +4 bonus on all saving throws against spells. It has the following extraordinary powers: *bull's strength* (on wielder) 1/day, *heal* (on wielder) 1/day, *prayer* 1/day, *protection from arrows* 1/day. The hammer decides when to use any of its primary or extraordinary abilities. The hammer's goals are to preserve the security of the dwarven race and to further the cause of good on Krynn. All dwarves immediately recognize the *hammer of Kharas* from tales and legends, and its wielder gains a +8 circumstance bonus on Diplomacy checks against dwarves.

The *hammer of Kharas* is required in the creation *of greater dragonlances* and may be used directly with dragonmetal to forge *lesser dragonlances.*

Mount Horn, can be impossible to discern and the Zhakar take advantage of this fact. Many of the highest mountains that enfold them spew forth molten rock, making their domain even more hazardous to outsiders.

As the continent stirred from the ashes and destruction of the Cataclysm, the Thoradin dwarves unknowingly ate and drank from their poisoned lower food warrens and water supplies. The horrible truth was soon discovered: poisonous volcanic gases had seeped into their resources, delivering them to a living doom.

Life and Society

Possessed of a killer instinct, Zhakar dwarves patrol their loose borders surrounding Mount Horn and along Stonecrusher River. Any and all intruders are summarily executed, and their carcasses are left on the side of the trails for all would-be trespassers to see. Even with written permissions by King Brule Vaportwist, the current ruler of the cursed dwarves, visitors are meticulously searched and interrogated; when in doubt, the Zhakar arrest the suspected individual, occasionally demanding a ransom from his or her family or lord. Presently, the Zhakar have relaxed their duties due to the increase in diplomatic convoys being sent from the dragonarmies to entice the Zhakar king to supply them with political support, weaponry, and mercenaries.

Bordering the ogre realm of Bløöten to the south, the dwarves have been known to combine forces with the hulking brutes for short periods to dispel any organized dissent among the human barbaric tribes of the Khalkists. The Zhakar also conduct partial trade with some of the most immoral and greedy traders of Sanction through a secret tunnel delved through the soft basalt, as well as with the human villages of Saltcove and Fangrock to the west and southwest respectively.

In spite on their deformity and undeniable malevolence, the Zhakar are expert metal smiths and share most other dwarven proficiencies as well, but what sets them apart from their cousins, besides their looks, is their scorn of strong drinks.

Major Geographical Features

As the Zhakar first learned when they explored their newly changed surroundings, many animals such as bear, deer, and mountain goats live in the mountains, but traversing the mountain passes to hunt them is difficult.

Zhakar Keep stands above the rift of the Stonecrusher River, which flows all the way to the Newsea in a tumbling series of waterfalls and rapids. A tributary known as the Spillway meets the river some miles inland from the sea. The Spillway is a shallow river than runs only 2 to 4 feet deep. Both rivers are excellent sources of food, predominantly containing salmon and fang trout. Fording them, however, can be quite perilous. The Ghost Range is an abrupt and thin crest of mountains between the river valleys of the Stonecrusher and the Spillway. This ridge looks like the serrated edge of a saw blade, since its many peaks are visible from miles away. These peaks are reputed to be the home of a mysterious race called the Shadowpeople.

North of the Spillway sprawls a tangled mass of impenetrable mountains that are unequaled anywhere on Ansalon for sheer vertical terrain. A pack of griffins make their home among the high peaks and hunt the mountain goats that struggle to survive on the snowy slopes and vales. Many environmental hazards can endanger unwary travelers, from lava flows to fog composed of noxious gases and ash. Along the northern incline of the Khalkist Mountains, a beaten trail called Stonecrusher Gap connects Zhakar to the barren realm of Khur to the east.

Important Sites

As a consequence of its allegorical rebirth, Zhakar has become a difficult realm to reach. For centuries its existence was not known, and during the Age of Despair, Zhakar is merely a place rumored to exist for most people beyond the immediate region of Sanction and Khur, or for their cousins of Thorbardin.

Dragonpeak: This lofty abode is a dormant volcano that is rumored to house a huge dragon. In this instance, the truth is not far off; a venerable red dragon named Fury, his consort, and their offspring have their lair on this summit. As a mighty dragon, Fury was called upon by Ariakas to serve the Dark Queen in the upcoming war, but he loathes leaving his children (and hoard) unprotected and hasn't left yet.

Mount Horn: Mount Horn is a towering volcano with a narrow caldera that contains a lake of bubbling lava. Many vents exist on the slopes of the mountain that are prone to exploding outward with a blast of steam or ash. Deep wells of magma were released by the Cataclysm and destroyed most of the ancient dwarven delving within this towering peak. Some of the dwarven tunnels are still intact within it, however. Remnants of the crystal tunnels can still be found across the mountain's high ledges and can provide a dangerous and enticing route to any rare treasures that might have survived the Cataclysm.

Outer Warrens: Thanks to the frequent rains and moist air brought by the warm winds traveling through the Stonecrusher River Valley, the terraced slopes to the south of Zhakar Keep have unusually fertile soil. Even though the dwarves are not used to growing food on the surface, they value this rich resource and heavily guard the warrens.

Zhakar: The main complex of Zhakar spreads out from a central underground shaft, which used to be the main road from the old Theiwar capital. The city is located in a sprawling maze hundreds of feet below the surface of the earth. Six great wings reach outward like the legs of a gigantic insect. Below the main city network is a more extensive sprawl of food warrens and connections that lead to an unexplored and dangerous cavern system. The main entrance to the city is through Zhakar Keep, but a few concealed tunnels that emerge a mile or two around the keep provide the Zhakar with the means to circle and strike from behind any force attempting to lay siege to their capital.

Zhakar Keep: The old Zhakar gate leading from the Theiwar capital to the surface suffered heavy cave-ins during the Cataclysm, after which its ruins sprawled across the hills of shattered rock, exposing much of the caves and tunnels to the sky. Immediately the Zhakar put their proverbial shoulder to the wheel. They raised high masonry around the locale and roofed the naked portions of the caverns. Zhakar Keep now appears as a flat and slightly skewed blockhouse of stone that sprouts stumped, crenellated towers at the corners. Gates of rusty but sturdy dwarven iron protect its single entrance.

The Early Age of Mortals

Perhaps the final age of Krynn, the Age of Mortals is a time in which the mortal races of the world look forward to forging their own destinies and learning to battle on their own against truly terrifying odds. During the early part of the age, alien dragons come to the land and claim vast territory, wreaking more destruction in a few short years than happened during the whole War of the Lance.

A Land Scarred by Chaos

After Chaos was defeated, there was a minor cataclysmic upheaval across Ansalon and many claimed that a second Cataclysm had struck the land (though it was nowhere near as destructive as that of the first Cataclysm). In northern Solamnia, where Chaos first stepped upon Krynn, a scorched valley is rumored to exist. To the north of Ansalon, near the rift from which Chaos summoned his fire dragons and daemon warriors, an island chain arose, which people have dubbed the Teeth of Chaos. And perhaps most significant of all is the change wrought in the heavens. Only one moon rests where once there were three. The constellations are cold and foreign and no longer depict the familiar designs of the deities. Though Chaos is gone, the land still bears the marks of the deity's anger.

Adventurers in this period are those seeking the extent of the damage wrought by Chaos, those cleaning up the debris, and those searching for survivors. It's a period of transition, and the Chaos War survivors find themselves in a far different world from the one they were used to.

A World Without Gods

In the early Fifth Age, the people of Ansalon once more find themselves in a world without deities. With the disappearance of the gods, both divine and arcane magic also disappears, leaving clerics and wizards without their powers. Prayers are no longer answered, and even the most powerful wizards are impotent against the events that come their way. However, there is a slender thread of hope. The image of Fizban (Paladine's avatar, though it was Takhisis who created the image) left behind a message that there were other forms of magic in the world, but they have to be discovered.

Perhaps the most common adventure incorporating this theme is the search for new magic to replace what was lost, or finding those rare items that still possess the magic placed within them during the earlier ages.

Loss of Old Magic

In the wake of Chaos, the gods disappear. For years, it is believed that the deities were forced to leave to keep Chaos from returning. Regardless, once more Ansalon has to go without the guidance of the gods, and without the familiar magic of high sorcery and divine power. The people search for other magic, rediscovering the ancient ways of primal sorcery and finding the new magic of mysticism within themselves. The former Wizards of High Sorcery feel this loss most keenly, for they have never been without their magic. The loss of high sorcery eventually causes three individuals who have rediscovered primal sorcery to call the Last Conclave, and they disband the Orders of High Sorcery.

Loss, betrayal, and grief are all key thematic elements that can play an important part in adventures about the loss of magic. How do the heroes cope without the powers they once took for granted? Is there any way to bring the deities back without releasing Chaos? Searching for answers may lead characters to lost tombs, forgotten libraries, and other places that may hold clues about how to replace the lost magic.

Effects on Character Classes

The absence of the gods during the early Age of Mortals directly affects many of the character classes that receive magic from divine sources.

Bards: Since their magic is granted from the moons of magic like wizards, bards lose the ability to cast arcane magic during the early Age of Mortals. All other abilities, such as bardic music and knowledge, are retained regardless of era.

Clerics: Since divine power is granted directly by the gods, clerics lose their ability to cast spells during this era. Some clerics might become "heathens" who choose a false patron deity, but they are not granted any ability to cast spells, nor any supernatural or spell-like abilities.

Druids: Since divine power is granted directly by the gods, druids lose their ability to cast spells and to use all spell-like and supernatural abilities during this era. Some druids might become "heathens" who choose a false patron deity, but they are not granted any ability to cast spells, nor any supernatural or spell-like abilities.

Rangers: Rangers are a part of a DRAGONLANCE campaign set in any era, though no ranger can cast spells in an era when the deities do not grant spells to mortals–such as the early Age of Mortals before the War of Souls.

Wizards: Since focused arcane magic is granted from the moons of magic, wizards lose their ability to cast arcane spells during this era when the gods of magic are separated from the world. The conclusion of the War of Souls makes the magic of wizards possible again, and plans can be made to reestablish the Wizards of High Sorcery.

Other Classes: Any class that uses focused arcane or divine magic (i.e., granted by the gods) may not cast spells or use any supernatural or spell-like abilities. Paladins, Knights of the Sword and Rose, and Wizards of High Sorcery all lose their powers during this era. Only classes that can advance preexisting sorcery or mysticism (such as the Knights of the Skull or the Knights of the Thorn) may cast spells in the early Age of Mortals. All the classes that make use of focused magic have their spellcasting abilities restored at the conclusion of the War of Souls.

Discovery of "New Magic"

In the early Fifth Age, when things seem at their bleakest, mortals discover a new form of magic called mysticism, as well as the primal magic that existed before the establishment of the Orders of High Sorcery.

Mysticism and primal sorcery are very different from divine and arcane magic, though they often seem to have many parallels. Learning to use these forms of magic requires dedication and perseverance, which is something that many people simply didn't possess any more. With the loss of faith in the deities, people have to have faith in themselves to access this new magic.

When Goldmoon discovers the secrets of mysticism, she eventually founds a school for mysticism known as the Citadel of Light on the isle of Schallsea. It isn't too long after this that Palin Majere founds the Academy near Solace to teach the ways of primal sorcery.

Many adventures can revolve not only around discovering and exploring the limitations of mysticism and primal sorcery, but also upon the formation of the two distinct schools. Other options could include helping clear the land, protecting pilgrims, or providing a place for people to rest, recuperate, and study the new forms of magic.

The Dragon Overlords

The arrival of the great dragons like Khellendros, who returns from his otherworldly travels, and Malystryx, who appears from across the ocean, are perhaps one of the most pivotal times in the early Fifth Age. These great dragons are larger and far more powerful than any dragon native to Ansalon and sweep in with a destructive fury that rivals that of the Cataclysm. Unfortunately, they aren't the only two.

Five dragons, in particular, prove to be a greater threat than any could have ever imagined. Besides Khellendros the Blue and Malystryx the Red, there is Beryllinthranox the Green, Onysablet the Black, and Gellidus the White. These five dragons begin claiming large regions as their territory and institute what becomes known as the dragon purge.

An adventure revolving around the arrival of the great dragons can incorporate many thematic elements, from dealing with the initial shock of the great dragons' appearance, to finding out more about these strange new dragons.

Beryllinthranox, Dragon Overlord of Qualinesti

The great green dragon Beryllinthranox is mistress of the vast Qualinesti Forest until her demise during the War of Souls. She uses the power of her *skull totem* to increase the forest's density and plant growth, and constructs a hidden lair for herself so thick that light can't penetrate the boughs of the trees.

Beryllinthranox uses plant creatures for servants, including assassin vines, shambling mounds, and treants. She also employs other, less powerful green dragons in her service and pays a troop of draconians (baaz and kapak, led by a small group of sivaks) to do her bidding within her vast domain.

Beryllinthranox ("Beryl"):
Female advanced great wyrm green dragon; CR 26; Colossal dragon (Air); HD 47d12+517, hp 893; Init +4; Spd 40 ft., swim 40 ft., fly 250 ft. (clumsy); AC 38 (touch 2, flat-footed 38); Atk +57 melee (4d8+17, bite) and +54 melee (4d6+8, 2 claws) and +54 melee (2d8+8, 2 wings) and +54 melee (4d6+25, tail slap); Face/Reach 40 ft. × 80 ft./15 ft.; SA Breath weapon (60-foot cone of corrosive gas), crush 4d8+25, frightful presence, spell-like abilities, tail sweep 2d8+25; SQ

Blindsight, DR 30/+4, darkvision, immunities, keen senses, low-light vision, SR 36, water breathing; AL LE; SV Fort +37, Ref +27, Will +37; Str 45, Dex 11, Con 33, Int 24, Wis 25, Cha 24.

Skills and Feats: Bluff +27, Concentration +21, Intimidate +35, Knowledge (arcana) +45, Knowledge (nature) +55, Listen +60, Search +59, Sense Motive +35, Spellcraft +65, Spot +50, Swim +31, Survival +45; Combat Casting, Combat Reflexes, Flyby Attack, Hover, Improved Initiative, Multiattack, Power Attack, Quicken Spell-like Ability, Snatch, Weapon Focus, Wingover.

Breath Weapon (Su): Beryllinthranox can breathe a 60-foot cone of corrosive gas every 1d4 rounds as a standard action for 30d6 acid damage (DC 44 Reflex save for half damage). Beryllinthranox is immune to her own breath weapon and to those of other green dragons.

Crush: Beryllinthranox can land on opponents three or more sizes smaller than herself as a standard action, using her whole body to crush them. A crush attack affects as many opponents as can fit under Beryl's body. Each creature in the affected area must succeed at a DC 44 Reflex save or be pinned, automatically taking bludgeoning damage the next round unless the dragon moves off them. If she chooses to maintain the pin, treat it as a normal grapple attack. Pinned opponents take crush damage each round if they don't escape.

Frightful Presence (Ex): This ability takes effect automatically. It affects only opponents with fewer than 47 HD or levels. The affected creature must make a successful DC 40 Will save or become shaken. Success indicates that the target is immune to Beryllinthranox's frightful presence for one day. On a failure, creatures with 4 or fewer HD become *panicked* for 4d6 rounds. Those with 5 or more HD become *shaken* for 4d6 rounds.

Spell-like Abilities: 3/day—*dominate person*, *suggestion*; 1/day—*command plants, plant growth*. Caster Level 15th; save DC 17 + spell level.

Tail Sweep: Beryllinthranox can sweep with her tail as a standard action. The sweep affects a half circle with a diameter of 40 feet, centered on the dragon's rear. Creatures within the swept area are affected if they are four or more sizes smaller than the dragon. The sweep automatically deals the listed damage. Any affected creature can attempt a DC 44 Reflex save to take half damage.

Blindsight (Ex): Beryllinthranox maneuvers and fights using nonvisual senses (hearing, scent, vibrations, and other environmental clues) as well as a sighted creature does in normal lighting. Invisibility and darkness are irrelevant, though she still can't discern ethereal beings. The range of her blindsight is 300 feet. Beryllinthranox usually does not need to make Spot or Listen checks to notice creatures within range of her blindsight ability.

Immunities: Beryllinthranox is immune to acid and to paralysis and sleep effects.

Keen Senses (Ex): Beryllinthranox sees four times as well as a human in low-light conditions and twice as well in normal light. She also has darkvision with a range of 1,000 feet.

Beryllinthranox

Water Breathing (Ex): Beryllinthranox can breathe underwater indefinitely and can freely use her breath weapon, spells, and other abilities while submerged.

Sorcerer Spells Known (9/5/5/4/4/4/3/3/3/3); base DC = 17 + spell level): 0–*dancing lights*, *detect magic*, *ghost sound*, *light*, *mage hand*, *mending*, *open/close*, *prestidigitation*, *read magic*; 1st–*alarm*, *comprehend languages*, *identify*, *mage armor*, *magic missile*,; 2nd–*blur*, *fog cloud*, *Melf's acid arrow*, *mirror image*, *see invisibility*; 3rd–*clairaudience/clairvoyance*, *dispel magic*, *stinking cloud*, *wind wall*; 4th–*detect scrying*, *greater invisibility*, *lesser geas*, *scrying*; 5th–*cloudkill*, *dominate person*, *sending*, *telekinesis*; 6th–*acid fog*, *control weather*, *guards and wards*; 7th–*forcecage*, *spell turning*, *vision*; 8th–*horrid wilting*, *incendiary cloud*, *summon monster VIII*; 9th–*dominate monster*, *meteor swarm*, *weird*.

The Dragon Purge

Initially instigated by the red dragon overlord Malystryx, the dragon purge is a dark period in Krynn's history. Dragons repeatedly hunt and kill their own kind in an attempt to steal the essence of their enemies' spirits to grow more powerful.

The dragon purge lasts for twenty-six years, and during that time, countless dragons of all colors are slain. Chromatic against chromatic or metallic, there is very little sense of former allegiance, particularly by the chromatic dragons. Many metallic dragons retreat into hiding, since they are unable to face the concentrated efforts of the great dragons and the chromatic dragons hunting them down. Unfortunately, this leaves the land free for the evil dragons to terrorize. Only one metallic dragon, Iyesta, the bronze dragon known as Splendor, truly participates in the dragon purge. She slays the evil dragons and uses her newfound powers to protect her region of the Plains of Dust.

It is Malystryx who eventually calls a halt to the dragon purge and dictates the limits of the borders claimed by different dragons. She discovers the secret of constructing the terrible *skull totems* from the skulls of slain dragons, which enable her to exert incredible influence within the borders of her realm. She shares this secret with four other great dragons: Khellendros, Beryllinthranox, Onysablet, and Gellidus, who each use their own *skull totems* to ensure domination over their lands. Some of the other dragons find out about the *skull totems*, but Malystryx's decree prevents them from completing the grisly shrines.

There are many adventure seeds that can be gleaned from this period of history. The heroes may have to save a metallic dragon that has been injured in battle, or they may have to carry a dragon's eggs to a secret place where they can hatch. Dragons can call in old favors, or bespeak new ones, as they try to survive the terrible dragon purge.

The Disappearance of Good Dragons

Many dragons retreat from the dragon purge, or are killed by their enemies. A great many metallic dragons seek sanctuary in the mythical Dragon Isles, while others seek out other places where they can hide from the rampaging chromatics, both great and native. Except for the bronze dragon Iyesta, with her own realm in the Plains of Dust, and the brass dragon Crucible, who has struck a deal with Hogan Bight, the Lord of Sanction, many of the surviving metallic dragons disappear. This leads many to believe that the good dragons abandoned the people of Krynn. Even the silver and gold dragons disappear following the Great Storm that wracks Ansalon and signals the arrival of the Army of the One God.

Where have the dragons gone? Will they return, as they once did? Are they bound by a new contract of noninterference? These questions, and many more, serve as excellent starting points for adventures investigating the disappearance of good dragons.

Under the Dragons' Shadow

Not only do the five great dragons have their own realms, but there are also a surprising number of minor dragon realms that comprise the majority of Ansalon. Each dragon has a distinct personality with different ambitions and goals. For those living within these domains, it is often a choice between the lesser of two evils: to live in the shadow of the dragon overlord you know, or to tempt the shadow of the dragon overlord you don't know.

The whims and commands of the various dragon overlords all create their own possible adventures. For example, the black dragon overlord Onysablet has a passion for manipulating the bodies of different life forms. Heroes may have to save slaves being sent to Onysablet's domain before they end up being turned into hideous abominations.

Saving people from the dragon overlord's minions, thwarting the apparently never-ending plots of the overlords, rebuilding destroyed homes, or simply surviving are all common elements that are easy to incorporate into adventures.

Isolationism and Prejudice

The establishment of distinct borders between the realms of the dragon overlords and the kingdoms that have somehow managed to resist being controlled, in one way or another (such as the Silvanesti Shield or the city of Sanction), has caused a great deal of isolationism in the early Fifth Age. Perhaps even more so than in the Age of Despair, people are afraid of strangers, since strangers can easily be the minions (either willingly or unwillingly) of one of the dragon overlords. Hand in

hand with isolationism, prejudice breeds strong and runs rampant. Elves blame humans, humans blame elves, dwarves blame elves and humans, and entire cultures become infected by burning prejudices, no matter the true reason behind them. Sometimes, the prejudice has its roots in jealousy. Many are jealous of the Silvanesti, for it is believed the Silvanesti are safe and sound behind their Shield but are unwilling to share the secret to creating such an effective defense.

Adventurers often travel great distances, and it is important to remember both isolationistic tendencies and the prejudice that often results from isolationism. Heroes are usually viewed as outsiders, so it isn't a great leap for them to be viewed with suspicion, if not outright hostility. Fear breeds hate, and during the early part of the Fifth Age, many have learned to fear firsthand, even the kender.

Waning Magic

In the months leading to the Great Storm, the people of Ansalon once more discover to their consternation that their magic is fading. This fading is not the sudden disappearance of magic that followed the Cataclysm or the Chaos War, but is simply a gradual loss, as if the well of magic is running dry.

While this is an element that can be incorporated into many adventures (where mystics and primal sorcerers alike find that their magic is fading, and that even the old, reliable magic held in items is malfunctioning and disappearing), it can also be the focus for entire adventures. What is happening to the magic? Is it a temporary occurrence, or a sign of some more permanent change?

Rise of the One God

A young girl walks out of a storm, bearing powers unseen since before the Chaos War–she bears the powers of a true cleric. This young girl is a herald and a prophet, and she forms an army of soldiers and ghosts that sweep across Ansalon with a fury that not even the great dragons can stop. Indeed, three of the great dragons fall before the Army of the One God is finished.

The rise of the servant of the One God is a major element that can be incorporated into a campaign focusing on the transition from the early Fifth Age. Who is this One God? What could possibly stop the Army of the One God?

The War of Souls

Realizing at last that she will always be forced to share power with the gods of Good and Neutrality, Takhisis watches for an opportunity to make herself the only deity and to rid herself of her siblings and rivals. She sees her chance at the end of the Chaos War. Foreseeing that the defeat of Chaos will release immense amounts of magical energy, Takhisis withdraws from the battle and sacrifices her loyal followers to build up her own strength. Thus, she is ready to take advantage of the burst of energy that happens in the moment of Chaos's defeat, which she uses to steal the world and to place it in a distant part of the universe.

Mina

The people of the world wake to the Age of Mortals–an age in which there appears to be no deities, not even the gods of magic, who had been present during the Age of Despair. There is a god, but no one knows it, for Takhisis lacks the ability to make herself known. The theft of the world drains Takhisis of her power, which she had not anticipated. Takhisis is the only deity, but she is so weakened that she can't defend the world against the savage interlopers–the dragon overlords. She can't save the chromatic dragons from destruction, nor can she answer the prayers of those of her followers who remain faithful to her. Slowly, their faith wanes. Frustrated and powerless, she is forced to slowly rebuild her strength.

Takhisis comes to realize that the souls of the dead are no longer able to leave the world. Trapped, the souls wander aimlessly, seeking a way to continue their journey into the next stage of

Goldmoon's amber coffin

existence. Takhisis promises the dead that she will free them in return for their service. She sends the dead out among the living to leech whatever magic is in the world and to channel it back to her. The souls are constrained to do her will and search eagerly for magic wherever they can find it in return for what they believed will be their freedom. Takhisis has no plans to free them, however, but seeks some way to make the dead her slaves for all eternity.

Takhisis grows in power and begins to consider how she will rid the world of her new rivals–the dragon overlords. During this time, as the souls steal their magic, mystics and sorcerers find that their power is going awry. Spells fail for no reason. Magical artifacts behave erratically. Sorcerers and mystics casting spells feel strange sensations, as of insects crawling over them or cobwebs clinging to their skin. It is the touch of the dead who are leeching the magic.

Takhisis dupes two of the most powerful mages–Dalamar and Palin–into serving her. Her true target, however, is Goldmoon. Takhisis has long blamed Goldmoon for her defeat in the War of the Lance. She is determined to avenge herself on Goldmoon and conceived a way to do this that will also provide a means for her to enter the world in physical as well as spiritual form. Takhisis plans to use Goldmoon's body as a receptacle for her own and restores the elderly woman's youth and beauty.

Takhisis seeks and finds a prophet–a young orphan girl called Mina. The fact that Goldmoon loves Mina makes her all the more valuable to Takhisis. The goddess appears to Mina and reveals her godhood to the young girl. Mina then undergoes a series of tests and proves her faith to Takhisis. When Takhisis deems that Mina is ready, the goddess sends Mina back to the world armed with true clerical powers, and she performs miracles that many thought were long lost.

Mina's devout faith and personal charisma attract hordes of followers. Takhisis gives Mina a plan that will enable the goddess to avenge herself on old enemies and destroy new ones. Under Takhisis's direction, Mina launches the War of Souls. A river of souls feed the goddess energy. Gold and silver dragons, who might have been able to halt her, are lured away and imprisoned. Elven lands are destroyed or conquered. It seems as if nothing can stop Takhisis from enslaving all the peoples of the world, both the living and the dead.

Takhisis doesn't count upon the power of the heart, or the power of love. For love of a friend, a kender travels through time and arrives where he isn't expected. For love of the gods of Good, Goldmoon defies Takhisis and remains faithful to Paladine and Mishakal, who hear her dying prayer. For love of Mina, a young elven man brings down the Dark Queen. For love of his twin, a mage searches for and finds the world.

The end of the War of Souls brings about the final destruction of Queen Takhisis. For people and deities, good and evil alike, the future is filled with opportunity and promise. To adventure in Krynn now is to adventure in a new world.

Adventure

In this adventure, the player characters witness the breakdown of discipline among the Knights of Neraka in the town of Pashin. They learn of an important elven artifact, the *key of quinari*–which is ultimately different than the heroes are first led to suspect.

Era of Play

This adventure might be adapted to another time by using a different city or town, changing the Dark Knights to another appropriate group (such as the dragonarmies after the War of the Lance), and changing the nature of the treasure recovered.

Encounter Levels

"The Sylvan Key" is a short adventure for four characters of 1st or 2nd level.

Background

The Knights of Takhisis (now called the Knights of Neraka) occupied the elven kingdom of Silvanesti during the War of Souls, and were reinforced by a large army of minotaurs that sailed up the Thon-Thalas river from the south. The minotaurs quickly gained the upper hand of their "allies," and the Dark Knights are being forced out. Refugee humans have effectively overrun the northern human town of Pashin. Some Dark Knights still attempt to maintain order, but some have become embittered by multiple defeats and have given up all semblance of honor. These former Dark Knights and their troops are looting palaces, shrines, and homes in the former elven kingdom before leaving.

One such group, led by a despicable ruffian named Pegrin, has acquired a number of elven valuables–including a simple music box that holds the long-forgotten *key of quinari*. When the snows of winter ease, the group intends to take its acquisitions with them.

Adventure Synopsis

In the chaotic town of Pashin, the adventurers witness former Dark Knights attempting to sell and swap stolen elven valuables. A disguised stranger is revealed as Kaithanelas, an elven bard, who is captured by some of Pegrin's men. Whether they assist the elf or not, the characters will learn of the *key of quinari* that is in Pegrin's possession.

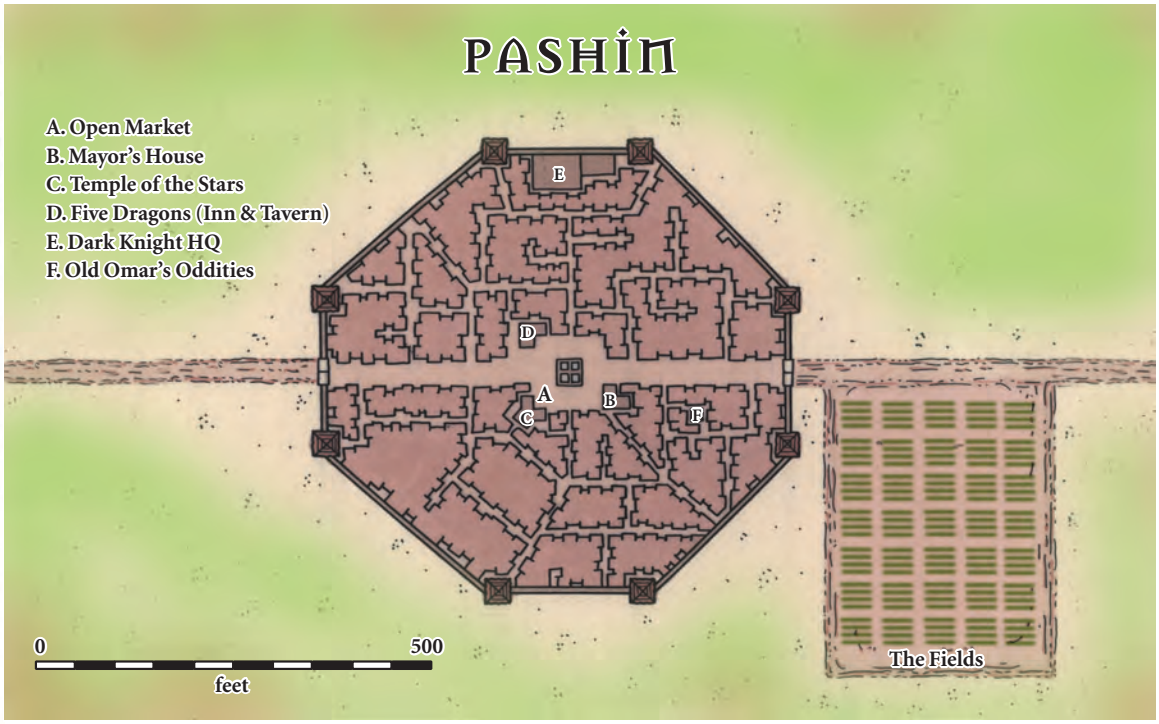
When the group locates Pegrin's camp in the snowy hills, they can decide how best to retrieve the precious object. If Kaithan was captured in the earlier scene, he might be rescued there as well. The *key*, however, is more than meets the eye.

Character Hooks

The characters arrive in Pashin during the period in which the Dark Knights are passing through. They just happen to be in the right place at the right time to learn of the *key*.

One of the characters is a Silvanesti elf, who is disturbed by the Dark Knights' looting and angered to learn that his homeland has been conquered by minotaurs.

One of the characters is a squire to become a Dark Knight, witnessing with disgust the dishonorable actions of his fellows.



Town Encounters

Describing the town of Pashin is beyond the scope of this adventure, and the DM is encouraged to add details, additional locations, and NPCs to make the city more believable.

The following encounters can happen in Pashin, and Encounter B is mandatory.

A. Afflicted and Persecuted (EL 2)

This encounter can take place almost anywhere in the city.

A filthy Ergothian, dressed in shabby clothes and mismatched armor, is having an argument with a kender. The kender is standing protectively in front of a female kender child.

The Ergothian is named Hogart, an unemployed mercenary who is down on his luck. He was robbed recently, and is convinced that the little kender girl stole his coin pouch. The details of the previous evening are actually hazy to Hogart, since he was quite drunk, but he's convinced that he can shake the kender down for at least a few steel pieces. Two of his cohorts stand by, ready to step in and back up their friend.

The victim of this situation is Kelwick, who can easily be identified as an afflicted kender by any other kender or with a successful DC 12 Knowledge (history) check. Kelwick's daughter, Mayleaf (female kender, Com 1; hp 1), has no interest in money and has never seen Hogart before. The kender father is frightened of the large human, but will not let the human touch his daughter. If at any point the characters challenge Hogart, the friends will jump in and start a brawl–though they will be quick to retreat if things go badly for them.

Kelwick and Mayleaf

If the characters choose not to intervene, eventually Hogart grows angry and shoves Kelwick to the side, roughly grabbing the little girl. Mayleaf screams and tries to wriggle free. Kelwick calls for help, and if none immediately steps forward he leaps at Hogart with the fury of a cornered badger, grabbing his daughter and running the moment the human lets go of the kender child.

Creatures: Hogart and his fellow mercenaries pose a threat to the characters only if they interfere. Kelwick does not act against the heroes unless they directly attack him or his daughter. The kender fights against his attackers the moment they accost his daughter.

Two members of the watch (War 1; hp 6 each) are nearby and will attempt to break up any conflict after 2d6 rounds.

Hogart: hp 7.

Thugs (2): hp 5 each.

Kelwick: hp 6.

Development: If the player characters aid Kelwick and do not immediately ask him for reward, he considers himself indebted to their service. He tells them where to find his home (little more than a lean-to in the eastern district). If asked for any favor, within reason, he'll do what he can to help the characters.

B. Enter the Herald (EL 3)

No matter where the heroes are in town, they soon hear rumors and gossip that the Herald (male human Brd 12; hp 50), famed bard and storyteller, has arrived in town. (The Herald is described in Chapter 6.) If the heroes go looking, they find a crowd already formed around him, hoping to be there when he spins his next tale.

Eventually the Herald and his retinue arrive at The Wounded Crow, the best inn and tavern that Pashin has to offer. Stewart Donson, the innkeeper, declares that the Herald shall have free room and meals, as long as he will gift the inn's guests with a truly inspiring tale.

The Herald rests and takes a meal before he beginning his story. If the player characters do not go to The Wounded Crow, then the next day the Herald wanders about town, stopping to tell his story within earshot of the characters.

The Herald is a human male in his mid-sixties, with white hair and a trim beard. He speaks

with an Abanasinian accent, gesturing delicately and hushing the gathered crowd.

"I am known as the Herald. The memories of Krynn are mine to know and share. In my dreams I have lived many other lives. I have led men into battle on the side of both good and evil. I have fought dragonback and wielded the mighty *dragonlance*. I have lived, loved, and died a thousand times. This eve, I will share some of my tales with you."

The crowd begins to shout. "Tell of Huma! Tell of Raistlin and the Dark Queen! Tell of Lord Ariakan's fall among the minions of Chaos!" A steely gaze from the Herald silences the crowd once more.

"I have another story for you this evening," the Herald intones. "I shall tell you this day of a young girl named Mina and of a great war, one fought not over control of Krynn but of the souls of its people."

The Herald tells the story of the War of Souls, which is summarized in the DRAGONLANCE Timeline in Chapter 6. The characters might note right away, however, that the large number of Dark Knights and their warriors, scattered throughout the audience, do not like the negative manner in which the Knights of Neraka are portrayed in the Herald's tale. Toward the end, audience members begin exchanging dark looks and clenching their fists.

When the Herald reaches the point in which the minotaurs "save" the Dark Knights and annex the lands of the Silvanesti elves, many in the crowd cannot bear to listen any longer. Jeers and catcalls begin, while some in the audience scoop up gobs of dirt and fling them at the bard–who continues undistracted in the manner of a good performer.

The characters may react at any time, but if they simply observe, a riot breaks loose within the crowd. The characters find themselves in a free-for-all, whether they like it or not!

Creatures: People begin fighting almost randomly, and several friends strike out against the characters for no good reason. The Herald is pummeled senseless but his injuries are not serious. Some townsfolk (humans Com 1; hp 3) leap to the bard's aid and prevent him from suffering fatal injury.

Six thugs face the party, but they are fighting only with fists, and will not resort to lethal combat unless the characters draw weapons or use deadly magic.

Thugs (6): hp 5 each.

Development: If the characters aid the Herald during the brawl, or attempt to help him afterward (he has suffered 15 points of damage and 40 points of nonlethal damage), he is grateful. Suddenly he looks at the characters in astonishment.

The Herald's eyes widen as if in recognition. "It was my dream of you that has led me here. The sylvan key that is meant for you has fallen into the hands of the enemy!"

The bard becomes more coherent, explaining that he dreamed of an elven object once kept in the Palace of Quinari in the Kingdom of Silvanesti. This object is meant for the characters, and plays an important role that the Herald cannot yet foresee. A former squire of the Dark Knights named Pegrin, who has become a petty criminal and bandit, stole the Key from the palace before his cowardly flight from Silvanesti. Unless the *key* is recovered, it will be squandered or abused by the evil man who holds it.

If asked for a description of the *key*, the only thing the Herald is able to tell them is that his dreams tell him that "the *key* is not a key." He knows that Pegrin has a camp somewhere near the city, but does not know more.

A successful DC 15 Gather Information check reveals the location of Pegrin's camp (to the east of town), along with a general idea that the camp is guarded both day and night.

If the characters think to call in the favor from Kelwick, the kender rogue from Encounter A, he can successfully scout the location of Pegrin's camp in the course of an evening and provide them with a crude map to give the group a tactical advantage.

The Herald remains in Pashin for one week, staying in the finest room of The Wounded Crow. From this point forward he tells tales that portray the Dark Knights in a much better light, such as the story of their founding or their role in the defeat of Chaos.

C. Robbed!

This event only takes place if the characters do not learn the information about the *key* from the Herald in Encounter B, or if they choose not to recover the item from Pegrin's camp.

At least one of the characters has had an important object stolen, as well as money and equipment. A DC 15 Gather Information check locates some of the missing goods–but not the most valuable item–that have already been sold to local merchants. The seller is identified as Derg, a member of Pegrin's gang. The location of Pegrin's camp can be determined as detailed in Encounter B.

Pegrin's Camp

Pegrin knows he's made some enemies, so he provides his men a hefty share of spoils to secure their loyalty. He established a semipermanent camp in a defensible position to the east of town. He keeps a rotating shift on guard duty.

Pegrin has recruited a young sorcerer with a particular affinity for fire magic, though the youth is far better at keeping the campfire burning than using his magic in battle.

The camp is located in a snowy clearing surrounded by light woods. There is just under two feet of snow on the ground. Pegrin's men sleep in simple two-man tents, while Pegrin himself has a larger tent near the fire.

A. Sentry Points

One man is stationed at each of these points. If the sentry sees someone unknown approaching, he immediately blows his hunting horn to alert the entire camp. The sentry will engage a single enemy, but retreat into the main camp if faced with a group.

B. Night Sentry

During night hours Pegrin keeps additional men stationed at each of these points (one man per point). If one of these sentries sees someone unknown approaching, he immediately blows his hunting horn to alert the entire camp. The sentry will engage a single enemy, but retreat into the main camp if faced with a group.

C. Concealed Pit (EL 1/2)

Pegrin and his men have dug a pit at each of these locations, covering each pit with a bit of tarp holding up a layer of snow. The camp's inhabitants know the locations of the pits and avoid them.

Pit Trap (10 Ft. Deep): CR 1/2; no attack roll necessary (1d6); DC 20 Reflex save avoids; DC 15 Search; DC 10 Disable Device.

D. Alarm (EL 1/2)

Hidden under the snow is a trip wire tied between a tree stump (which is visible above the snowline, allowing Pegrin's men to avoid it) and an iron rod. The wire is worked into a slipknot, with an extra half foot tied to a large iron ring. If someone trips on the wire, it will cause the ring to strike the rod with a loud clang–alerting the sentries.

Trip Wire: CR 1/2; no damage; DC 20 Reflex save avoids; DC 15 Search; DC 10 Disable Device.

E. Pit-Trap Tent (EL 1)

This tent doesn't house anyone, but instead conceals another pit trap–this one deeper than the "snow pits." At first glance, it appears to be ordinary tent complete with a single bedroll and a pile of dirty clothes (although there is no pack, chest, or other personal gear).

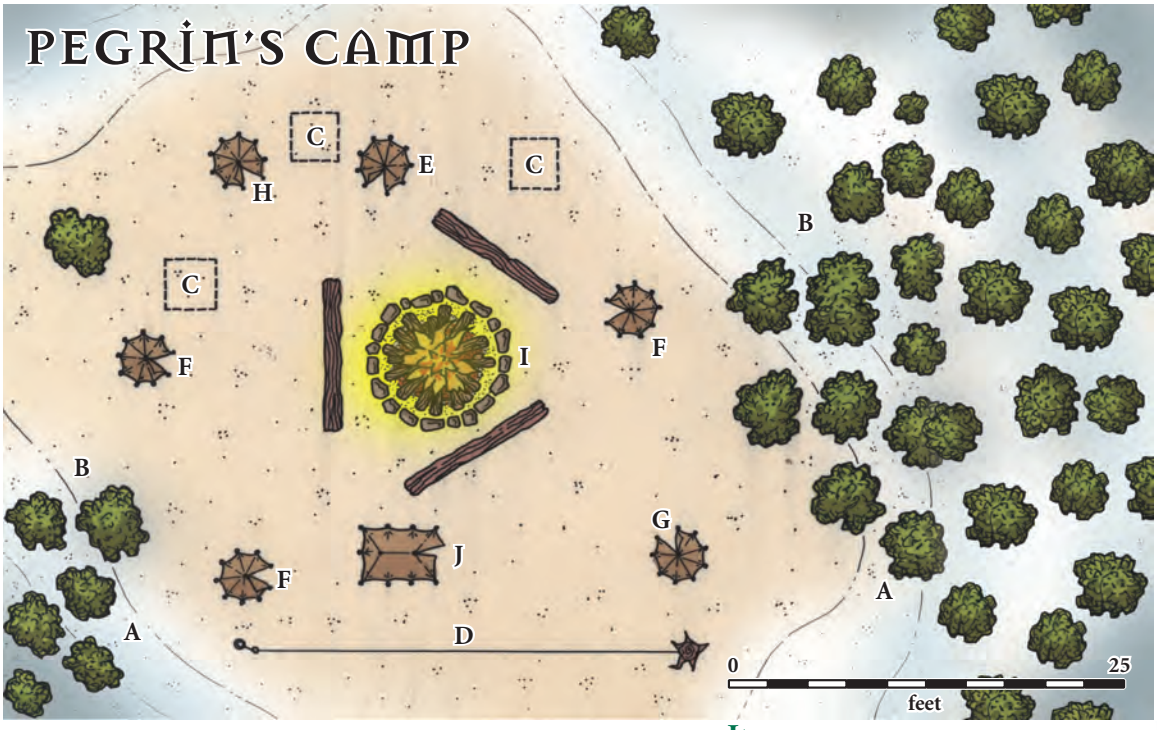
Pit Trap (20 Ft. Deep): CR 1; no attack roll necessary (2d6); DC 20 Reflex save avoids; DC 20 Search; DC 20 Disable Device.

F. Two-man Tent (EL 1)

Each of these bell tents houses two of Pegrin's men. One of these tents is empty during the day and two others are empty at night, as the men rotate guard duty for their paranoid leader.

Each tent contains a bedroll, packs containing 2d6 stl worth of basic equipment, and dirty clothes. Any occupants of the tent are sleeping, unarmored, but with weapons within easy reach. If the call-to-arms is sounded, they quickly don their armor and join their comrades.

Bandits (2): hp 12 each.



G. Derg's Tent (EL 1)

Derg is Pegrin's only trusted friend and lieutenant, his "eyes and ears." He sleeps in the tent at irregular hours, but is a light sleeper with excellent hearing. (He may make Listen checks while sleeping, with +5 to the DC of each check.)

Derg: hp 11.

H. Cole's Tent (EL 1)

Cole is the young pyromancer Pegrin recruited, convinced that a primal sorcerer with fire magic could make a great difference in a fight. So far his talents have not been put to the test in battle.

The teenaged sorcerer spends much of time in his tent, reading the few books he brought with him when he ran away from home. If confronted in his tent, he surrenders immediately.

Cole keeps his share of the gang's money hidden under his bedroll. The small pouch contains 20 stl plus 2 gemstones valued at 30 stl each.

Cole: hp 5.

I. Fire Pit

This is where Pegrin in his men keep warm and cook their food. Deer and other game are often roasted over the fire.

Any creature who falls into the fire pit takes 1d6 points of falling damage plus 1d6 points of fire damage. A creature takes 1d6 points of additional fire damage for each round in the pit, and must make a DC 15 Reflex save to avoid catching on fire. (See Catching on Fire in Chapter 8 of the *Dungeon Master's Guide*.)

J. Pegrin's Tent (EL 2)

Pegrin has the largest tent. He keeps the lion's share of the loot acquired by his men in a locked (DC 20 Open Lock; DC 15 to break) and trap-protected chest. (He wears the key on a chain around his neck.) The chest contains 150 stl, 3 bottles of fine wine (valued at 10 stl each, a weakness of Pegrin's), and three Silvanesti jade carvings (a raven, a cat, and a snake) valued at 75 stl each. The chest also contains a small Silvanesti elven music box–the *key of quinari* (see sidebar).

Poison Needle Trap: CR 2; +8 ranged (1, plus greenblood oil poison); DC 20 Search; DC 20 Disable Device. Note: See Table 8-3: Poisons in the *Dungeon Master's Guide* for more details on greenblood oil poison.

The bandit leader sleeps on bearskin and keeps a small bag of 10 gemstones and two potions of *cure light wounds* procured from the Pashin mystic, each valued at 30 stl, hidden in a shallow, covered hole (DC 20 Spot; DC 15 Search).

If encountered alone in his tent, Pegrin screams to get his men's attention, then goes into a rage and attacks his enemies.

Approaching the Camp

The camp is to the east of town, and can be approached without entering the woods. If the characters follow some of Pegrin's men, they should have little trouble finding tracks in the snow leading to the camp (DC 10 Search).

Tactics

Each sentry has a hunting horn, and the bandits have been instructed to sound the alert the moment they identify any intruders. The sentries rush to engage a single intruder, or fall back into camp if faced with a group, fighting with their backs to the fire pit.

Derg attempts to sneak around behind any invaders, hoping to sneak attack a spellcaster or anyone perceived as the greatest threat. Cole casts at least one spell in defense of the camp (probably *magic missile*), but retreats the moment things start to look bad for Pegrin's men.

Pegrin himself uses his barbarian rage, and gives chase to anyone who retreats, calling for two of his men to follow.

Conclusion

The adventurers might be able to recover the *key of quinari* with minimal violence, though it is more likely that a confrontation will ensue. Pegrin's men fight until their leader has fallen, but surrender or flee if they become badly outnumbered. Cole begs the party's mercy, asking only that he be allowed to go home to his mother. Derg tries to escape if things turn against Pegrin, but may stalk the party and look for later revenge.

Treasure

Most of Pegrin's men spend their money on gambling, drink and other vices in their trips into town. The most valuable treasure, and especially the *key of quinari*, can be found in Pegrin's tent.

If the adventurers eliminate Pegrin's gang and can bring back some sort of proof, the mayor of Pashin will gladly grant the characters a 100 stl reward.

NPCs

Encounters in "The Sylvan Key" are dependent upon location: the town of Pashin or the camp of the bandit Pegrin.

Town of Pashin

Pashin is home to many possible encounters.

Thug: Male human Com 1; CR 1/2; Medium humanoid; HD 1d4; hp 5; Init +0; Spd 30 ft.; AC 10 (touch 10, flat-footed 10); Atk +1 melee (1d6+1/x2, club) or +1 melee (1d4+1/19–20, dagger) or +0 thrown (1d4+1/19–20, dagger);

AL N; SV Fort +0, Ref +0, Will –1; Str 12, Dex 11, Con 10, Int 9, Wis 9, Cha 10.

Skills and Feats: Bluff +1, Climb +3, Sense Motive +0, Spot +1; Light Armor Proficiency, Simple Weapon Proficiency.

Possessions: Club, Dagger.

Pegrin's Camp

The bandit camp is home to 6 bandits (War 1), 1 scout (Rog 1/War 1), 1 pyromancer (Sor 1), and the leader, Pegrin (Bar 2).

Bandit: Male human War 1; CR 1/2; Medium humanoid; HD 1d8+4 (includes Toughness feat); hp 12; Init +0; Spd 30 ft.; AC 13 (+3 studded leather), touch 10, flat-footed 13; Atk +3 melee (1d6+1/19–20, short sword) or +1 ranged; AL N; SV Fort +3, Ref +0, Will 0; Str 12, Dex 10, Con 13, Int 9, Wis 9, Cha 10.

Skills and Feats: Handle Animal +1, Listen +1, Ride +1, Search +0, Spot +1; Toughness, Weapon Focus (short sword).

Possessions: Studded leather armor, short sword.

Cole: Male human Sor 1; CR 1; Medium humanoid; HD 1d4+1; hp 5; Init +1; Spd 30; AC 11 (+1 Dex), touch 11, flat-footed 10; Atk +1 ranged (1d8/19–20, light crossbow) or –4 melee (1d6/19–20, short sword); AL N; SV Fort +1, Ref +3, Will +1; Str 11, Dex 12, Con 13, Int 15, Wis 8, Cha 16.

Skills and Feats: Concentration +5, Spellcraft +6; Lightning Reflexes, Run.

Spells Known (5/4; base DC = 13 + spell level): 0–*flare*, *light*, *ray of frost*, *resistance*; 1st–*jump*, *magic missile*.

Possessions: Short sword, light crossbow, 10 crossbow bolts, scroll of *magic missile*, scroll of *sleep*.

Derg: Male half-elf War 1/Rog 1; CR 2; Medium humanoid; HD 1d8+1d6; hp 11; Init +3; Spd 30 ft.; AC 15 (+3 Dex, +2 leather armor), touch 13, flat-footed 12; Atk +2 melee (1d6+1/19–20, short sword) or +2 melee (1d4+1/19–20, dagger) or +4 ranged (1d8/19–20, light crossbow) or +4 ranged (1d4+1/19–20, dagger); SQ elvensight, half-elven traits; AL NE; SV Fort +2, Ref +5, Will +1; Str 12, Dex 16, Con 11, Int 13, Wis 13, Cha 10.

Skills and Feats: Climb +6, Hide +6, Jump +5, Listen +7, Move Silently +6, Spot +7, Swim +0; Alertness.

Possessions: Leather armor, short sword, dagger, club, light crossbow, 10 crossbow bolts, belt pouch containing 25 stl.

The Key of Quinari

Pegrin: Male human Bar 2; CR 2; Medium humanoid; HD 2d12+4; hp 21; Init +5; Spd 40 ft.; AC 11 (+1 Dex), touch 11, flat-footed 10; Atk +6 melee (1d8+4/19–20, masterwork longsword wielded two-handed); SA rage 1/day, uncanny dodge (Dex bonus to AC); AL NE; SV Fort +5, Ref +1, Will –1; Str 17, Dex 12, Con 15, Int 11, Wis 9, Cha 12.

Skills and Feats: Bluff +2, Climb +7, Craft (trapmaking) +2, Handle Animal +4, Knowledge (nature) +2, Listen +1, Spot +1, Survival +3; Improved Initiative, Power Attack.

Possessions: Masterwork longsword, key to chest (worn on chain).

⊰ *The Key of Quinari* ⊱

This hand-crafted music box dates back to the Age of Dreams. Small and delicate, the box opens to reveal a wooden elven female. The box is enchanted to play a haunting, ancient song, while the elven woman spins in a slow dance.

Pilfered from the royal palace in the Silvanesti capital, the *key of quinari* is not what it first appears. A DC 20 bardic knowledge check reveals this object as something passed down the line of female elven royalty; it was last owned by Alhana Starbreeze.

If the check result is 25 or higher, the character knows that the object is important, actually a key created by Silvanos (the founder of the ancient elven nation) to guard something important. A legend that states the *key of quinari* will reappear at a time of great need, but its future is yet to be revealed.

No one, not even the Herald, knows at first that the music box is simply the receptacle. It's actually the music played by this heirloom that functions as the key–the box itself only serves to teach the song to its owner.

Adventure

In this adventure, the heroes find themselves rescuing a young kender who happens to possess a map leading to a long-lost tomb of an ancient elven hero. Unfortunately, the heroes are not the only ones seeking to retrieve the treasure–the Ghost Blade.

Era of Play

This adventure incorporates draconians, which requires that it be set after the beginning of the War of the Lance. However, it is easy to modify the adventure by replacing the draconians with other monsters, such as hobgoblins (for lower-level parties) or ogres (for higher-level parties).

Encounter Levels

"The Ghost Blade" is an adventure for four characters of 5th level. The number of enemies can be increased or decreased, or even the type of enemies can be replaced to accommodate a weaker or stronger adventuring party or a party adventuring in a different era.

Background

More than three hundred years before the Cataclysm, a Qualinesti prince named Enarathan was granted a magic sword in reward for his valiant efforts protecting the Qualinesti forest from intruders. This magic blade was said to enable him to stealthily approach his foes, enabling him to neutralize them before they even realized he was there. Unfortunately, the magic of the blade was not proof against the prince's own folly.

Secure in the blade's ability to conceal him from his enemies, Enarathan decided to ambush a group of ogres traveling along the edge of the forest. He was unaware of the ogre magi who commanded the ogres. The ogre magi's magic warned him of the invisible elf, and forewarned, the ogres were able to turn the ambush back upon Enarathan. Enarathan managed to escape, but he was mortally wounded in the skirmish. As a favored prince of the Qualinesti, he was buried with great honors in a small tomb not far from where he fell. His blade was buried with him.

Now, a map leading to the tomb has been discovered by a group of rogue draconians, who plan to raid the tomb and steal whatever treasure they find buried within. As the draconians are in town, preparing to leave for the tomb, they are accidentally bumped into by a kender, who happens to "find" the map laying around. When the draconians discover their map is missing, they give chase to the kender, who thinks it's all a grand game of tag. The heroes get involved when the laughing, running kender runs smack dab into them and the pursuing draconians decide to use force to get their map back.

Character Hooks

Thorn Troublefinder literally runs into the characters, bringing with him the draconians chasing him. This is perhaps the easiest way to get the adventurers involved.

An elven or half-elven character may be a descendant of Enarathan and wish to retrieve the blade from the hidden tomb before it is stolen. The characters recover a strange map, written in Elvish, with notes describing a blade capable of rendering its wielder as invisible as a ghost.

Encounters

The adventure begins in the small port town of Chisel (pop. 950), located in southern Solamnia on the coast of the New Sea not too distant from the edge of the forest. The draconians stopped in the town when they lost their map to a kender.

A. Tag and Chase

As the characters are passing along a crowded street in town they are assailed by a small figure.

> Over the general hubbub of the crowd comes a high-pitched yelp, followed by foul sounding growls. The crowd parts as a tiny figure hurtles its way down the street at breakneck speed, giggling breathlessly as a group of six heavily cloaked figures chases after him. The small body crashes into you, darting past before pausing long enough to face his chasers and shout, "You lily-livered, musty-smellin', rag-wearing, poor excuses for gully dwarves! You couldn't catch me with a net!"

This is, of course, the intrepid Thorn Troublefinder, who has no problem living up to his name. He has taken a map from the cloaked figures. They, of course, want their map back–and are willing to fight to get it.

Creatures (EL 7): The six cloaked figures are Baaz draconians. They fight until it looks as if they are about to be defeated (or one of their number dies), at which point they flee and seek to harry the adventurers later. Thorn, of course, tries to help during the battle, but his aid may be just as much a hindrance as it may be helpful.

Thorn stands almost four feet tall (if one includes his bristly topknot), with a slender though surprisingly strong build. His long, black hair is worn in the typical topknot, though he's cut some of his hair to give his topknot the

appearance of bristles (hence his name, Thorn). He's dressed in a garish pink tunic, dark purple breeches, and a sky blue vest, with a number of pouches arrayed on his body.

Baaz Draconians (6): hp 16, 14, 14, 13, 12, 10; see Chapter 7.

Development: Once the characters manage to save Thorn (and reacquire their own "found" possessions), he happily explains that he had found this map laying on the ground and was only trying to return it when the strange men started chasing him. He'll hand over the map quite willingly, oohing and aahing over the exquisite detail of the elven parchment. A character who can read Elven can decipher the script detailing the location of the tomb, otherwise a character must succeed at a DC 20 Decipher Script check in order to read the map.

What the heroes decide to do with the map is completely up to them. As it does lead to an elven tomb, they may not wish to disturb the rest of the occupant. However, as Thorn will be quick to point out, the draconians already know where the tomb is–there's nothing to stop them from defiling the tomb and stealing the sword.

B. Traveling to the Tomb

When the characters decide to leave for the tomb, they'll find the old road heavily overgrown. It hasn't been used since before the Cataclysm. The terrain penalty for movement is as trackless forest, restricting speed to 1/2.

Approximately half way to the tomb, three of the surviving draconian warriors from Chisel attempt to ambush the characters. The draconians have been left behind by the draconian leader, who has continued on to the tomb. Allow the characters DC 20 Spot checks to notice the ambush.

> A strangely familiar growling battle-cry rings out through the forest. Three reptilian men glide swiftly downward toward you. Jaws gaping in angry snarls, they flex their claws wickedly as they prepare to strike.

Creatures (EL 5): Unless the characters killed most of the draconians encountered in Chisel, there are three draconians in the ambush. (Alter the number of draconians and their current hit point totals to reflect the first battle). The draconians fly down in charge attacks, then attempt to use the forest trees to provide cover to limit the reactions of their enemies.

Baaz Draconians (3): hp 14, 13, 12; see Chapter 7.

Development: After the heroes deal with the draconians, it's an easy path to the area marked upon the map..

1. Entrance to the Tomb

> After many hours of traveling through the forest, you reach a small glade that you believe corresponds to the location on the map. A massive oak tree soars high overhead, and you can hear the vibrant sounds of forest life all around you. It does not appear that any mortal has stepped foot within this glade for many, many years.

This is, indeed, the area leading to Enarathan's tomb. A careful search of the tree (DC 17 Search check) reveals Elven script hidden in the natural formation of the oak's bark. This script reads "Here lies Enarathan of the Ghostly Blade." (DC 18 Decipher Script).

A secret door, neatly concealed by the tree's roots, leads downwards into the tomb. A DC 21 Search check reveals the door's location, beneath about three inches of topsoil. The door is of shaped granite, and though it has no lock, it is stuck.

Stone Door: 4 inches think; hardness 8; hp 60; AC 5; DC 28 to break.

Once the door is opened, it reveals a dark stairway of shaped earth leading downward.

2. Antechamber

> A simple, plain chamber meets your eyes as you come to the bottom of the stairs. The walls seem to have been naturally shaped from the earth, with vines trailing intricate designs along the walls. Opposite the staircase, a round door of carved stone apparently leads farther back into the tomb.

The Map To Enarathan's Tomb

The map shows the location of Enarathan's Tomb where it would have been located pre-Cataclysm. After the Cataclysm, when landmarks have changed, the tomb became lost. There are two sets of notations upon the map: the first, written in Elven (DC 20 Decipher Script) reads, "May the Hero Enarathan sleep well, with the same silence and peace said to be held by his ghostly blade." The current location of the tomb is written in Nerakese (DC 18 Decipher Script), placing the location about fifteen miles northwest of the present day town of Chisel.

At the bottom of the steep stairway, the tomb opens up into a plain room, approximately fifteen feet on a side. The ceiling here, as in most of the tomb, is about 10 feet high. A circular stone door stands opposite the stairway, apparently leading farther back into the tomb.

The door is heavy. It is unlocked and can be opened (DC 18 Strength check).

Two secret doors flank the room (DC 20 Search check to find).

Trap: In the center of the room there is a simple yet effective pit trap. When any creature weighing more than 150 pounds steps upon the area, the soil collapses, triggering the trap.

Spiked Pit Trap (60 feet deep): CR 4; no attack roll necessary (6d6), +10 melee (1d4 spikes for 1d4+5 points of damage per successful hit); DC 20 Reflex save avoids; DC 20 Search; DC 20 Disable Device.

3. Absolution Chamber

Passing through the secret passage, you descend down another stairway. A faint light shines from ahead. At the bottom of the stairs sits a simple chamber. A natural spring fills about two-thirds of the room, lit from within by a strange light. Against the far wall, rising above the water, is an elegantly carved marble altar of some sort.

This is the absolution chamber, where the body of the deceased was cleansed in pure waters before being wrapped in its shroud. (DC 12 Knowledge [religion] check to recognize the significance of the room.) The body was placed upon the bier, located against the far wall, while it was prepared.

The source of the glowing light is a strange gray ooze that has taken up residency in the pool. Unlike normal gray oozes, this particular one seems to have absorbed some of the lingering magic from the chamber, giving it a perpetual silvery glow. If the characters attempt to cross the water (which is no more than 2 feet deep, though it appears deeper), the ooze attacks.

Creature (EL 4): A gray ooze lurks in the bottom of the pool. It attacks only if someone enters the water, but then moves out of the water to attack the closest target.

Gray Ooze: hp 24; see *Monster Manual*.

Treasure: A secret niche in the bier (DC 20 Search check to locate) opens to reveal three crystal jars stoppered with wax. Two of these jars are *oil of timelessness,* and the third jar is empty. The crystal jars themselves are worth about 25 stl each.

4. Shrine to E'li

A narrow, steep stairway opens into a small room that clearly seems to be a shrine of some form. A small altar sits against the far wall, atop of which is a beautifully detailed metal statue depicting a pine tree.

This room is a shrine to the god E'li (Paladine), the highest deity of the elves. Built before the Cataclysm, it was where the last rites for the deceased were performed before the body was taken to be placed within its crypt. Following the Cataclysm, the light that once infused the statue flickered out.

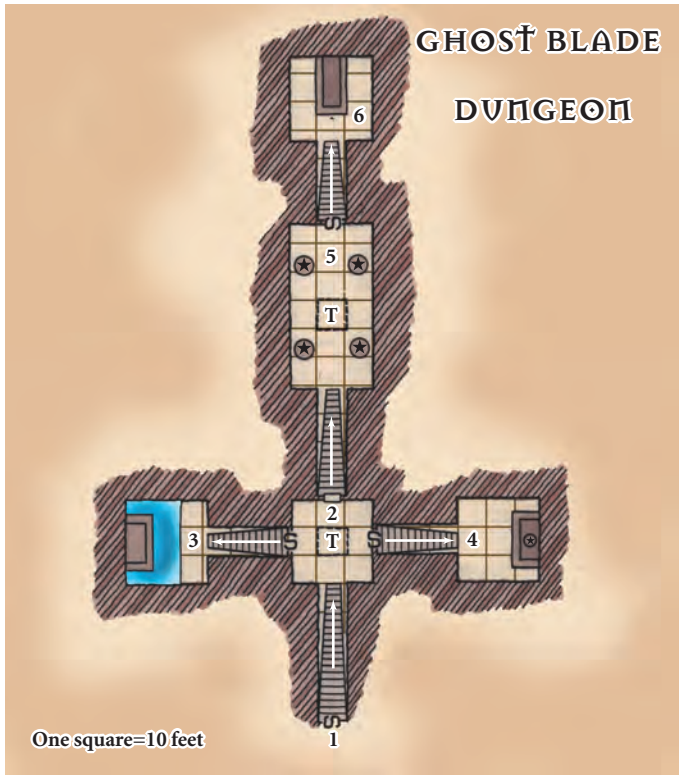
An individual of good alignment who touches the statue feels a sensation of warmth. An evil character touching the statue takes 2d4 points of sacred damage each round he or she remains in contact with the statue.

Except for the statue, the room is bare of any objects or creatures.

Treasure: The pine tree statue is of solid platinum, about one foot tall and worth 250 stl. For full details on the statue, see the Magic Items sidebar.

5. Hall of Memory

A steep stairway emerges into a long, wide chamber. Unlike the previous chamber, the



ceiling, walls, and floor have been covered with small, brightly colored tiles–although the color has faded somewhat and some tiles are cracked or missing. Along the walls the tiles pick out images of an elven warrior wielding a gray sword and wrapped in what seems to be a flickering aura of pale gray light. The warrior is seen battling a horde of goblins along the left wall, an ogre magi against the far wall, and even a small red dragon, an image that takes up the entire wall to the right.

The patterns on the ceiling and floor are more abstract, forming swirls of colors that don't seem to have any rhyme or reason.

Placed evenly about the room are four statues elegantly carved of a rich, red wood. The statues depict elven warriors, each dressed in fanciful plate mail and standing at attention, blades held upward in noble salute.

This room was constructed to honor the memory of Enarathan, the fallen Qualinesti prince. The four statues are perfect replicas of Enarathan's guard and have been magically treated to serve as final guardians to any who would disturb Enarathan's rest. A design inlaid into the tiles of the floor activates the statues when any living creature steps across them, bringing the statues to life. The statues then attack.

On the far side of the room is a secret door, cleverly hidden in the elaborate mosaic of Enarathan's final battle. A successful DC 23 Search check reveals the secret door, but the tiles also hide a magical trap for the unwary. A *glyph of warding* unleashes a devastating blast of fire unless it is neutralized.

A *detect magic* spell cast into the room shows that all four statues radiate powerful transmutation and abjuration magic, the pattern in the center of the room radiates latent transmutation magic, and a pattern inlaid into the tiles on the far wall radiates abjuration magic.

Creatures (EL 5): Once animated, the four wooden warriors attack anyone in the room. They take advantage of their initial positions in the corners (likely surrounding the room's occupants) to flank those they attack.

Wooden Warriors (4): hp 11, 11, 11, 11.

Traps: There are two traps in the room. One is placed in the very center of the room. This trap activates the four statues. The second trap is placed upon the secret door that leads back into Enarathan's Rest, the room where Enarathan's body lies.

Animate Wooden Warriors Trap: CR 6; no attack roll required, animates the four statues, DC 19 Reflex save avoids; DC 30 Search; DC 30 Disable Device.

Glyph of Warding (Blast): CR 3; 5-ft. fire blast (4d8); DC 16 Reflex save for half damage; DC 28 Search; DC 28 Disable Device.

6. Enarathan's Rest

After the characters defeat or bypass the wooden warriors and the *glyph of warding*, they are free to pass through the secret door leading to Enarathan's rest.

Though you are deep within the earth, somehow it seems as bright as daylight within this room; crystals set into the ceiling glow with an incandescent radiance.

An elven body is neatly laid out upon a raised dais. It seems untouched by the ravages of time. His fair skin is pale, his eyes closed, his face framed by a pool of silver-gold hair. He is clothed in the fine regalia of an elven prince, yet bears the silvery breastplate of an elven warrior. Leaning against the foot of the dais is a small silver shield, emblazoned with a rose lacquered in brilliant crimson. Next to the elf's head is an elegantly crafted helm. And there, clasped in his hands, resting upon his chest, is a sword.

This is indeed the final resting place of Enarathan, and resting upon his chest is his sword, *Alurashaen*, the Ghost Blade (see sidebar for details of the sword).

The prince's body and possessions have all been treated with *oil of timelessness*, which has protected them from decay and rot. His blade, his shield, and his helm are all magic. His armor does not radiate magic, but it does bear an enchantment–a curse against any would-be grave robbers.

Trap: The silver breastplate is elegantly crafted of solid silver, and seems more ceremonial than functional. Unfortunately for any would-be grave robber, the breastplate is cursed. This armor acts as a *+1 breastplate of elven rage*. For all intents and purposes, it functions as *armor of rage*, except the enmity garnered is only from elves (inflicting a –6 Charisma penalty to the wearer when dealing with elves. Any unfriendly elf within 300 feet has a +2 morale bonus on attacks against the character).

Treasure: The prince's treasure includes a *helm of night's vision* (acts as *goggles of night* while worn), a *+1 small steel shield,* and of course, *Alurashaen,* the Ghost Blade (see sidebar).

C. Leaving the Tomb.

Once the characters have the sword (or have explored the tomb, if they wish to leave the sword in its home) they have finished the adventure, except for one minor detail. The

remaining draconians wait for them at the entrance to the tomb. The leader of the Chisel draconians, a Kapak draconian who really wants the sword is ready to attack with two additional Baaz draconians.

Creatures (EL 7): Three Baaz draconians under the command of a Kapak draconian, are hidden in the branches of the oak tree, waiting for the characters to all emerge from the tomb. They leap down once all the characters have emerged, seeking to take out the characters quickly and steal the Ghost Blade.

Baaz Draconians (3): hp 16, 14, 10; see Chapter 7.

Kapak Draconian: hp 18; see Chapter 7.

Treasure: Among them, the draconians have 35 stl, 29 cp, 3 longswords, 4 wineskins (dwarven spirits), and a *+1 short sword.*

Conclusion

Once the final draconians are dealt with, the heroes have successfully completed the adventure. Whether they choose to keep the Ghost Blade, or try and return it to the Qualinesti people, is up to them; either choice can spark numerous side adventures.

Creatures and NPCs

This section provides statistics for Thorn Troublefinder and the wooden warriors in the tomb of Enarathan.

Thorn Troublefinder: Male kender Rog2; CR 2; Small humanoid; HD 2d6+2; hp 10; Init +4; Spd 20 ft.; AC 16 (+3 Dex, +1 size, leather armor), touch 14, flat-footed 13; Atk +1 melee (1d4, quarterstaff or 1d3, dagger) or +4 ranged (1d3, sling or 1d3, dagger); SA taunt, sneak attack +1d6; SQ fearlessness, evasion; SV Fort +2, Ref +9, Will –1; AL CG; Str 10, Dex 16, Con 12, Int 12, Wis 8, Cha 13.

Skills and Feats: Balance +6, Bluff +3, Climb +7, Decipher Script +4, Diplomacy +3, Escape Artist +8, Hide +11, Jump +5, Listen +2, Move Silently +8, Open Lock +8, Search +3, Sleight of Hand +10, Spot +3; Dodge.

Possessions: Leather armor, quarterstaff, sling, 3 daggers, colorful feathers, perfectly round pebble, pouches, silver mirror, silver spoon (of undead turning), small tin bell, 3 1/2 feet of string, waterskin, 12 stl, 15 sp, 13 cp.

Wooden Warriors: CR 2; Medium construct; HD 2d10; hp 11; Init +0; Spd 40 ft., swim 20 ft.; AC 14 (+4 natural), touch 10, flat-footed 14; Atk +2 melee (1d6+1, slam); SQ construct traits, hardness 5, object traits, fire resistance 5; AL N; SV Fort +0, Ref +0, Will –5; Str 12, Dex 10, Con –, Int –, Wis 1, Cha 1.

Construct: Immune to mind-influencing effects, poison, disease, and similar effects. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Object: Takes half damage from ranged attacks, acid, fire, and lightning attacks (divide damage by 2 before applying the object's hardness or the wooden warrior's *resist element-fire* quality). Cold attacks deal one-quarter damage to objects. Sonic attacks deal full damage.

Fire Resistance 5 (Su): The wooden warriors have been specially treated to resist fire.

Magic Items

This adventure features two unique magic items.

Statue of E'li: Statues of E'li, such as the one found in this adventure, are relics imbued with divine energy, usually placed within small shrines where pilgrims may seek guidance. When the statue is touched by an individual of pure heart (any good alignment), the statue glows with a flickering radiance (as a *continual flame* spell). Anything bathed in the light is treated as if under the effects of a *consecrate* spell (this only functions during one of the eras in which the gods are active on Krynn). Any creature filled with evil intent touching the statue is burned by the flickering light (which inflicts 1d4 points of damage during eras where the deities are not active, 2d4 points of damage when the gods are present).

A secondary function of these statues is to allow petitioners to directly petition the gods of Light to be accepted as a cleric. If the petitioner is true, then the statue will create for them a *medallion of faith* (see Chapter 2).

Moderate divination and evocation; CL 9th; Craft Wondrous Item, *consecrate, continual flame, commune;* Price 12,000 stl; Weight 5 lbs; Cost to Create 6,000 stl + 480 XP.

The Ghost Blade: Also known as *Alurashaen,* the Ghost Blade is a truly strange looking sword. This mottled gray and silver blade functions as a normal *+1 longsword* for attack and damage purposes. However, while it is unsheathed, the blade generates a flickering aura about its wielder. This aura causes the wielder to appear shadowy and indistinct, as well as muffling surrounding sound, granting the wielder a +10 circumstance bonus on Hide and Move Silently checks as long as the blade is unsheathed. This effect functions as long as the wielder has not struck with the blade; once the blade has been used in an attack (successful or not), it must be resheathed and drawn again to create the hiding effect.

Faint illusion; CL 5th; Craft Magic Arms and Armor, *improved invisibility, silence*; Price 15,000 stl; Weight 3 lbs.; Cost to Create 7,500 stl + 600 XP.

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The people of Krynn are breathing a bit easier these days, since several of the most deadly dragon Overlords are now dead. But the danger has not ended–many minor Overlords remain alive and are very likely plotting to extend their realms during the turmoil and confusion following the return of the gods. Two intrepid adventurers have risked their lives to provide us with new information on these dragons, so that those who encounter them will have some idea what they are up against.

These are not the only powerful dragons now present in Krynn, of course–many dragons went into hiding during the reign of the Overlords. Since then, some of them have been sleeping safely in concealed caverns, while others have fled to different parts of the world. But now that the news of the Overlords' destruction has begun to spread, many of these dragons have awakened and begun to plot their return. No information on them is available at the moment, but we will disseminate it as it comes to us.

Cryonisis & Frisindia, the Wyrms of Icereach

Known as Ice and Freeze to mortals, the white dragon sisters who lay claim to the entire Icewall Glacier are said to have hatched from a single egg. Certainly, they are more loyal to and supportive of one another than any other pair of evil dragons has ever been–a fact that draws the attention and suspicion of the Dragon Overlords and lesser wyrms nearby. Whatever their exact origin, they work together quite effectively. Fierce, territorial, and cunning, Ice and Freeze have jointly carved out one of the largest dragon realms on Ansalon, and they aim to hold it.

Natives of the region, Ice and Freeze realized in 400 AC (17 SC) that their chances of survival would improve significantly if they continued to work together as a team. In so doing, they killed or dominated all the white dragons in Icereach, including Terrasleetix ("Sleet")–the most likely challenger to their power. As a pair, they proved more than capable of handling any threat, and they divided the spoils from their victories evenly. By the time Malystryx called an end to the Dragon Purge, Ice and Freeze had successfully taken over all the lands south of the Plains of Dust, using both magic and physical threats to enforce the borders of their realm.

Though by all appearances the Cold Sisters are identical, each has her own personality and mannerisms. Ice is the more brutal and aggressive of the pair, and she generally prefers to solve problems with her claws and fangs instead of using elaborate tactics. Her usual approach to combat is to deliver a frigid blast of cold to her opponents, then fly in for a savage assault on any who remain alive. Freeze, on the other hand, is more deliberate and resolute, and she is keenly aware of the value of focusing on a goal. Once she fixates on something (or someone), she drives relentlessly and purposefully toward that goal, displaying an implacable endurance uncommon even among dragons. In combat, she tends to single out one opponent and dispatch it with efficiency and speed, usually from afar and with magic.

The Wyrms of Icereach have few real opponents, having already subjugated the Icewall Glacier and most of the region's inhabitants. Their primary foes are undead–particularly the frostwights that plague the area. Since these creatures are unaffected by the dragons' abilities, Ice and Freeze are constantly seeking a means to rid themselves of these enemies. Holy weapons are said to be effective against frostwights, so any word of such an item is quickly investigated by the twins, their thanoi servants, or their draconian agents at Icewall Castle. Foremost of these last is the sivak commander Franatik (LE male sivak draconian Ranger 11), who considers it his primary duty to direct his sivak troops toward finding blessed relics and weapons for his masters.

The only other major foe the Cold Sisters have is the White Dragon Overlord known as Gellidus ("Frost"). The twins have been trying to create their own *skull totem*, which would give them even greater power over their realm and perhaps even allow them to rise to Frost's level (together, if not singularly). All they need to complete the totem are the skulls of some metallic dragons, but such raw materials are difficult to come by where the twins hold sway. Rumors of their plans have reached the ears of Gellidus, so the White Overlord and the Cold Sisters are almost certain to come into conflict eventually, but when and where have yet to be revealed.

Cryonisis (Ice): Female wyrm white dragon; CR 19; Gargantuan dragon (cold); HD 33d12+231; hp 445; Init +4; Spd 60 ft., burrow 30 ft., swim 60 ft., fly 250 ft. (clumsy); AC 39, touch 6, flat-footed 39; Base Atk +33; Grp +58; Atk +42 melee (4d6+13, bite); Full Atk +42 melee (4d6+13, bite) and +40 melee (2d8+6, 2 claws) and +40 melee (2d6+6, 2 wings) and +40 melee (2d8+19, tail slap); Space/Reach 20 ft./15 ft. (20 ft. with bite); SA breath weapon (60-ft. cone of cold), crush 4d6+19, *freezing fog,* frightful presence, spell-like abilities, spells, tail sweep 2d6+19; SQ blindsense 60 ft., cold subtype, damage reduction 20/magic, darkvision 120 ft., icewalking, immunities (cold, paralysis, *sleep*), keen senses, spell resistance 29; AL N; SV Fort +25, Ref +20, Will +20; Str 36, Dex 10, Con 25, Int 15, Wis 15, Cha 16.

Skills and Feats: Concentration +42, Diplomacy +7, Escape Artist +35, Hide –12, Intimidate +38, Knowledge (arcana) +14, Listen +39, Search +37, Sense Motive +32, Spellcraft +14, Spot +39, Swim +37; Ability Focus (breath weapon), Alertness, Cleave, Flyby Attack, Flyby Breath*, Hover, Improved Initiative, Improved Natural Armor, Lightning Reflexes, Multiattack, Power Attack, Wingover.

Breath Weapon (Su): Once every 1d4 rounds, Cryonisis can breathe a 60-foot cone of cold. Each creature within the cone must make a successful Reflex save (DC 35) or take 11d6 points of cold damage.

Crush (Ex): When flying or jumping, Cryonisis can land on Medium or smaller opponents as a standard action, using her whole body to crush them. Her crush attack affects a 20-foot-by-20-foot area. Each creature in the affected area must succeed on a Reflex save (DC 33) or be pinned, automatically taking 4d6+19 points of bludgeoning damage each round that it remains pinned.

***Freezing Fog* (Sp):** Three times per day, Cryonisis can create a cloud of freezing fog. This effect is similar to that of a *solid fog* spell, except that it also causes a rime of slippery ice to form on any surface the fog touches, creating the effect of a *grease* spell. *Freezing fog* is the equivalent of a 5th-level spell. Caster level 11th; save DC 18.

Frightful Presence (Ex): Cryonisis can unsettle foes with her mere presence. This ability takes effect automatically whenever she attacks, charges, or flies overhead. Each creature within a 330-foot radius that has fewer than 33 HD is subject to the effect. A potentially affected creature that succeeds on a Will save (DC 29) remains immune to Cryonisis's frightful presence for 24 hours. On a failure, a creature with 4 or fewer HD becomes panicked for 4d6 rounds, and one with 5 or more HD becomes shaken for 4d6 rounds. A panicked creature takes a -2 morale penalty on saving throws and must flee. A shaken creature takes a -2 morale penalty on attack rolls, checks, and saving throws. Cryonisis ignores the frightful presence of other dragons.

Spell-Like Abilities: 3/day–*fog cloud, gust of wind* (DC 15), *wall of ice* (DC 17). Caster level 11th.

Tail Sweep (Ex): As a standard action, Cryonisis can sweep with her tail, affecting a half-circle with a radius of 30 feet extending from an intersection on the edge of her space in any direction. Each Small or smaller creature within the swept area takes 2d6+19 points of bludgeoning damage (Reflex DC 33 half).

Blindsense (Ex): Cryonisis can pinpoint creatures within a distance of 60 feet. Opponents that she cannot actually see still have total concealment against her.

Cold Subtype: Cryonisis is immune to cold damage, but she takes double damage from fire unless a saving throw for half damage is allowed. In that case, she takes half damage on a success and double damage on a failure.

Icewalking (Ex): This ability is always in effect. It works like the *spider climb* spell, but the surface Cryonisis climbs must be icy.

Keen Senses (Ex): Cryonisis sees four times as well as a human in shadowy illumination and twice as well in normal light.

Sorcerer Spells Known (6/7/7/7/6/4; save DC 13 + spell level): 0–*dancing lights, detect magic, detect poison, ghost sound, mage hand, mending, open/close, read magic, resistance;* 1st–*enlarge, expeditious retreat, mage armor, shield, true strike;* 2nd–*bear's endurance, bull's strength, cat's grace, fog cloud, shatter;* 3rd–*dispel magic, haste, protection from energy, sleet storm;* 4th–*detect scrying, dimension door, ice storm;* 5th–*cloudkill, dominate person.*

*From the *DRAGONLANCE Campaign Setting.*

Frisindia (Freeze): Female wyrm white dragon; CR 19; Gargantuan dragon (cold); HD 33d12+231; hp 445; Init +4; Spd 60 ft., burrow 30 ft., swim 60 ft., fly 250 ft. (clumsy); AC 38, touch 6, flat-footed 38; Base Atk +33; Grp +57; Atk +41 melee (4d6+12, bite); Full Atk +41 melee (4d6+12, bite) and +36 melee (2d8+6, 2 claws) and +36 melee (2d6+6, 2 wings) and +36 melee (2d8+18, tail slap); Space/Reach 20 ft./15 ft. (20 ft. with bite); SA breath weapon (60-ft. cone of cold), crush 4d6+18, *freezing fog,* frightful presence, spell-like abilities, spells, tail sweep 2d6+18; SQ blindsense 60 ft., cold subtype, damage reduction 20/magic, darkvision 120 ft., icewalking, immunities (cold, paralysis, *sleep*), keen senses, spell resistance 29; AL N; SV Fort +27, Ref +18, Will +23; Str 35, Dex 10, Con 25, Int 15, Wis 16, Cha 16.

Skills and Feats: Concentration +43, Diplomacy +7, Escape Artist +24, Hide –12, Intimidate +33, Knowledge (arcana) +20, Listen +41, Search +38, Sense Motive +39, Spellcraft +16, Spot +41, Swim +32; Ability Focus (breath weapon), Alertness, Cleave, Flyby Attack, Flyby Breath*, Great Fortitude, Hover, Improved Initiative, Iron Will, Power Attack, Spell Focus (Evocation), Wingover.

Breath Weapon (Su): Once every 1d4 rounds, Frisindia can breathe a 60-foot cone of cold. Each creature within the cone must make a successful Reflex save (DC 35) or take 11d6 points of cold damage.

Crush (Ex): When flying or jumping, Frisindia can land on Medium or smaller opponents as a standard action, using her whole body to crush them. Her crush attack affects a 20-foot-by-20-foot area. Each creature in the affected area must succeed on a Reflex save (DC 33) or be pinned,

automatically taking 4d6+18 points of bludgeoning damage each round that it remains pinned.

***Freezing Fog* (Sp):** Three times per day, Frisindia can create a cloud of freezing fog. This effect is similar to that of a *solid fog* spell, except that it also causes a rime of slippery ice to form on any surface the fog touches, creating the effect of a *grease* spell. *Freezing fog* is the equivalent of a 5th-level spell. Caster level 11th; save DC 18.

Frightful Presence (Ex): Frisindia can unsettle foes with her mere presence. This ability takes effect automatically whenever she attacks, charges, or flies overhead. Each creature within a radius of 330 feet that has fewer than 33 HD is subject to the effect. A potentially affected creature that succeeds on a Will save (DC 29) remains immune to Frisindia's frightful presence for 24 hours. On a failure, a creature with 4 or fewer HD becomes panicked for 4d6 rounds, and one with 5 or more HD becomes shaken for 4d6 rounds. A panicked creature takes a -2 morale penalty on saving throws and must flee. A shaken creature takes a -2 morale penalty on attack rolls, checks, and saving throws. Frisindia ignores the frightful presence of other dragons.

Spell-Like Abilities: 3/day–*fog cloud, gust of wind* (DC 15), *wall of ice* (DC 17). Caster level 11th.

Spells: Frisindia can cast spells as an 11th-level sorcerer.

Tail Sweep (Ex): As a standard action, Frisindia can sweep with her tail, affecting a half-circle with a radius of 30 feet extending from an intersection on the edge of her space in any direction. Each Small or smaller creature within the swept area takes 2d6+18 points of bludgeoning damage (Reflex DC 33 half).

Blindsense (Ex): Frisindia can pinpoint creatures within a distance of 60 feet. Opponents that she cannot actually see still have total concealment against her.

Cold Subtype: Frisindia is immune to cold damage, but she takes double damage from fire unless a saving throw for half damage is allowed. In that case, she takes half damage on a success and double damage on a failure.

Icewalking (Ex): This ability is always in effect. It works like the *spider climb* spell, but the surface Frisindia climbs must be icy.

Keen Senses (Ex): Frisindia sees four times as well as a human in shadowy illumination and twice as well in normal light.

Sorcerer Spells Known (6/7/7/7/6/4; save DC 13 + spell level or 14 + spell level for evocation spells): 0–*dancing lights, detect magic, detect poison, ghost sound, mage hand, mending, open/close, read magic, resistance;* 1st–*detect undead, endure energy, mage armor, protection from good, shield;* 2nd–*blur, bull's strength, cat's grace, fog cloud, invisibility;* 3rd–*dispel magic, halt undead, protection from energy, sleet storm;* 4th–*detect scrying, greater invisibility, ice storm;* 5th–*dominate person, major creation.*

*From the *DRAGONLANCE Campaign Setting*.

Fenalysten, the Red Flame

One of the dragonlords native to Ansalon, Fenalysten served in the red dragonarmy during the War of the Lance. Even then, his calculating brutality knew no bounds and was often directed at other dragons–a fact that served to alienate him from other reds. Fenalysten took particular joy in the use of his breath weapon, which earned him the nickname Cinder. As a dragonlord, Cinder has continued to earn the scorn and rancor of his clan-dragons by killing many a red dragon during the Dragon Purge.

Cinder's territory lies to the east of the Dargaard Mountains, south of Lorrinar's territory in Estwilde, and west of Neraka. Unlike most dragonlords, however, Cinder is not content with the current boundaries of his realm. He is particularly covetous of Lorrinar's wooded abode, if only so that he can add that mountainous environ to his property.

The only thing that previously kept Cinder in line was the constant threat of Malystryx. Now that she is dead, Cinder sees an opportunity to rise ascendant as Ansalon's most powerful and ferocious red dragon. His plans for expansion are nearing fruition, and he intends to burn Lorrinar's forested home to the ground within the next few years. He would have done so already, except for his realization that other dragons are watching–waiting for him to take severe damage in a battle so that they can take advantage of his weakened condition. So as to avoid following his adversary into death at the claws of such enemies, Cinder plans to wait until he has accumulated enough magic items to ensure a crushing victory over Lorrinar while minimizing the threat to himself.

Fenalysten (Cinder): Male great wyrm red dragon; CR 26; Colossal dragon (fire); HD 40d12+400; hp 660; Init +0; Spd 40 ft., fly 200 ft. (clumsy); AC 41, touch 2, flat-footed 41; Base Atk +40; Grp +73; Atk +50 melee (4d8+17, bite); Full Atk +50 melee (4d8+17, bite) and +45 melee (4d6+8, 2 claws) and +44 melee (2d8+8, 2 wings) and +44 melee (4d6+25, tail slap); Space/Reach 30 ft./20 ft. (30 ft. with bite); SA breath weapon (70-ft. cone of fire), crush 4d8+25, frightful presence, spell-like abilities, spells, tail sweep 2d8+25; SQ blindsense 60 ft., damage reduction 20/magic, darkvision 120 ft., fire subtype, immunities (fire, paralysis, sleep), keen senses, spell resistance 32;

AL CE; SV Fort +32, Ref +22, Will +30; Str 45, Dex 10, Con 31, Int 26, Wis 27, Cha 26.

Skills and Feats: Appraise +40, Bluff +53, Climb +33, Concentration +53, Diplomacy +16, Escape Artist +43, Gather Information +24, Hide –16, Intimidate +55, Jump +60, Knowledge (geography) +51, Listen +51, Search +51, Sense Motive +51, Spellcraft +29, Spot +51, Survival +26; Ability Focus (breath weapon), Cleave, Empower Spell, Enlarge Spell, Flyby Attack, Flyby Breath*, Great Cleave, Improved Sunder, Maximize Spell, Persuasive, Power Attack, Spell Focus (Evocation), Weapon Focus (bite), Weapon Focus (claw).

Breath Weapon (Su): Once every 1d4 rounds, Fenalysten can breathe a 70-foot cone of fire. Each creature within the cone must make a successful Reflex save (DC 42) or take 24d10 points of fire damage.

Crush (Ex): When flying or jumping, Fenalysten can land on Large or smaller opponents as a standard action, using his whole body to crush them. His crush attack affects a 30-foot-by-30-foot area. Each creature in the affected area must succeed on a Reflex save (DC 40) or be pinned, automatically taking 4d8+25 points of bludgeoning damage each round that it remains pinned.

Frightful Presence (Ex): Fenalysten can unsettle foes with his mere presence. This ability takes effect automatically whenever he attacks, charges, or flies overhead. Each creature within a radius of 360 feet that has fewer than 40 HD is subject to the effect. A potentially affected creature that succeeds on a Will save (DC 38) remains immune to Fenalysten's frightful presence for 24 hours. On a failure, a creature with 4 or fewer HD becomes panicked for 4d6 rounds, and one with 5 or more HD becomes shaken for 4d6 rounds. A panicked creature takes a -2 morale penalty on saving throws and must flee. A shaken creature takes a -2 morale penalty on attack rolls, checks, and saving throws. Fenalysten ignores the frightful presence of other dragons.

Spell-Like Abilities: 12/day–*locate object;* 3/day–*suggestion* (DC 21); 1/day–*find the path* (DC 24), *discern location.* Caster level 19th.

Spells: Fenalysten can cast spells as a 19th-level sorcerer.

Tail Sweep (Ex): As a standard action, Fenalysten can sweep with his tail, affecting a half-circle with a radius of 40 feet extending from an intersection on the edge of his space in any direction. Each Medium or smaller creature within the swept area takes 2d8+25 points of bludgeoning damage (Reflex DC 40 half).

Blindsense (Ex): Fenalysten can pinpoint creatures within a distance of 60 feet. Opponents that he cannot actually see still have total concealment against him.

Fire Subtype: Fenalysten is immune to fire damage but takes double damage from cold unless a saving throw for half damage is allowed. In that case, he takes half damage on a success and double damage on a failure.

Keen Senses (Ex): Fenalysten sees four times as well as a human in shadowy illumination and twice as well in normal light.

Sorcerer Spells Known (6/8/8/8/8/7/7/7/7/4; save DC 18 + spell level or 19 + spell level for evocation spells): 0–*arcane mark, dancing lights, daze, detect magic, flare, light, mage hand, read magic, resistance;* 1st–*alarm, identify, magic missile, ray of enfeeblement, Tenser's floating disk;* 2nd–*darkness, elemental dart*, flaming sphere, pyrotechnics, shatter;* 3rd–*explosive runes, fireball, Palin's pyre*, suggestion;* 4th–*bestow curse, fire shield, scrying, wall of fire;* 5th–*dominate person, stone shape, summon monster V, teleport;* 6th–*chain lightning, disintegrate, geas/quest;* 7th–*delayed blast fireball, fire storm, prismatic spray;* 8th–*horrid wilting, incendiary cloud, iron body;* 9th–*elemental swarm, meteor swarm.*

*From the *DRAGONLANCE Campaign Setting.*

Lorrinar, the Green Recluse

Possibly the most famous unseen dragon in Ansalon, Lorrinar (known to mortals as Fume) claims the Woods of Lahue and the slopes of the Astivar Mountains in Northern Ansalon as his domain. Initially, all he sought to do was find a place to keep out of the way of his fellow offworld dragons. As a matter of necessity during the Dragon Purge, however, he fought off those who challenged him for his choice of lair and more or less ended up carving out his realm by default.

Despite his reclusive nature, Lorrinar is neither ignorant nor uneducated about events in the world outside his wooded domain. He has his eyes and ears in several communities within his borders, and he pays strict attention to the movements of armies and other dragons, as well as political uprisings. One of his foremost spies is Gibrana Rentir (female human Fighter 3/Rogue 3/Steel Legionnaire 2) of the Legion of Steel, who feeds him information regularly and is one of the few mortals he permits to leave his presence alive. He has other, less entrenched agents as well, but most of them have never laid eyes on him.

Lorrinar's primary motivation is to stay as completely hidden and protected as possible. The red dragonlord Fenalysten ("Cinder") is a major threat to him, primarily because Fume's realm represents an obstacle to the red's expansion. Early in the Age of Mortals, Fume hoped to forge an alliance with the Green Overlord Beryl, but in the wake of the War of Souls, he is beginning suspect that his sheltered existence may soon fall apart. To safeguard himself from

this eventuality, he has stepped up his search for protective magic and is considering finding another location on Ansalon to hide.

When confronted by enemies, Lorrinar's first action is to make himself as difficult to see or target as he can manage. He is faster than many wyrms his size and very aware of his surroundings. As soon as he can be sure that the advantage is his, Fume uses his poisonous breath weapon to fell as many opponents as possible, then follows up with magical attacks. He avoids physical confrontation whenever he can, knowing that his kind are best suited to fighting with cunning and wits. But if he is pressed, his enemies typically find him to be quite vicious.

Lorrinar (Fume): Male great wyrm green dragon; CR 24; Colossal dragon (air); HD 38d12+304; hp 551; Init +5; Spd 40 ft., swim 40 ft., fly 200 ft. (clumsy); AC 40, touch 3, flat-footed 39; Base Atk +38; Grp +68; Atk +44 melee (4d8+14, bite); Full Atk +44 melee (4d8+14, bite) and +39 melee (4d6+7, 2 claws) and +39 melee (2d8+7, 2 wings) and +39 melee (4d6+21, tail slap); Space/Reach 30 ft./20 ft. (30 ft. with bite); SA breath weapon (70-ft. cone of acid gas), crush 4d8+21, frightful presence, spell-like abilities, spells, tail sweep 2d8+21; SQ blindsense 60 ft., damage reduction 20/magic, darkvision 120 ft., immunities (acid, paralysis, *sleep*), keen senses, spell resistance 30, water breathing; AL LE; SV Fort +29, Ref +24, Will +28; Str 39, Dex 12, Con 27, Int 22, Wis 24, Cha 20.

Skills and Feats: Bluff +45, Concentration +38, Diplomacy +50, Escape Artist +31, Gather Information +25, Hide +19, Intimidate +9, Knowledge (arcana) +36, Listen +49, Search +36, Sense Motive +51, Spellcraft +28, Spot +49, Survival +24, Swim +22, Use Magic Device +35; Alertness, Cleave, Flyby Attack, Great Cleave, Hover, Improved Initiative, Lightning Reflexes, Power Attack, Quicken Spell-Like Ability (*suggestion*), Skill Focus (Sense Motive), Snatch, Track, Wingover.

Breath Weapon (Su): Once every 1d4 rounds, Lorrinar can breathe a 70-foot cone of acid gas. Each creature within the cone must make a successful Reflex save (DC 37) or take 24d6 points of acid damage.

Crush (Ex): When flying or jumping, Lorrinar can land on Large or smaller opponents as a standard action, using his whole body to crush them. His crush attack affects a 30-foot-by-30-foot area. Each creature in the affected area must succeed on a Reflex save (DC 37) or be pinned, automatically taking 4d8+21 points of bludgeoning damage each round that it remains pinned.

Frightful Presence (Ex): Lorrinar can unsettle foes with his mere presence. This ability takes effect automatically whenever he attacks, charges, or flies overhead. Each creature within a radius of 360 feet that has fewer than 38 HD is subject to the effect. A potentially affected creature that succeeds on a Will save (DC 34) remains immune to Lorrinar's frightful presence for 24 hours. On a failure, a creature with 4 or fewer HD becomes panicked for 4d6 rounds, and one with 5 or more HD becomes shaken for 4d6 rounds. A panicked creature takes a -2 morale penalty on saving throws and must flee. A shaken creature takes a -2 morale penalty on attack rolls, checks, and saving throws. Lorrinar ignores the frightful presence of other dragons.

Spell-Like Abilities: 3/day–*suggestion* (DC 18), *dominate person* (DC 22); 1/day–*plant growth, command plants* (DC 21). Caster level 17th.

Spells: Lorrinar can cast spells as a 17th-level sorcerer.

Tail Sweep (Ex): As a standard action, Lorrinar can sweep with his tail, affecting a half-circle with a radius of 40 feet extending from an intersection on the edge of his space in any direction. Each Medium or smaller creature within the swept area takes 2d8+21 points of bludgeoning damage (Reflex DC 37 half).

Blindsense (Ex): Lorrinar can pinpoint creatures within a distance of 60 feet. Opponents that he cannot actually see still have total concealment against him.

Keen Senses (Ex): Lorrinar sees four times as well as a human in shadowy illumination and twice as well in normal light.

Water Breathing (Ex): Lorrinar can breathe underwater indefinitely and can freely use his breath weapon, spells, and other abilities while submerged.

Sorcerer Spells Known (6/8/7/7/7/7/6/6/4; save DC 15 + spell level): 0–*dancing lights, detect magic, detect poison, ghost sound, mage hand, mending, open/close, read magic, resistance;* 1st–*charm person, endure energy, identify, shield, true strike;* 2nd–*bear's endurance, blur, bull's strength, cat's grace, fog cloud;* 3rd–*dispel magic, haste, protection from energy, slow;* 4th–*confusion, detect scrying, greater invisibility, scrying;* 5th–*cloudkill, dominate person, summon monster V, teleport;* 6th–*disintegrate, greater dispelling, true seeing;* 7th–*greater scrying, sequester, spell turning;* 8th–*discern location, mass charm.*

Mohrlex, the Trickster Dragonlord

The black dragon Mohrlex (or "Pitch," as he is known to mortals) is an Ansalon native who rules over the Great Moors of Nordmaar. As black dragons go, Pitch is a fairly even-tempered creature. He spends the majority of his time lounging hedonistically within Nordmaar's verdant,

tropical swamps. When not in one of his slothful moods, however, Pitch actively seeks entertainment, be it through the usual cruelty and destruction associated with black dragons, or (surprisingly enough) through humorous and witty exchanges with other creatures. But woe to the dull-headed lummox who wanders through Pitch's domicile!

When he encounters such hapless adventurers, Pitch prefers to use silenced spells in a manner that both entertains him and humiliates his prey. All the while, he goads his victims into conversation so that he can judge their wit. Those who meet with his approval are allowed to live, and a rare few may even gain the favor of the dragonlord. But any victims who prove too dumb to interest him or who maintain silence throughout the battle are dealt with viciously, in a manner befitting a black dragon's prey.

Mohrlex's whimsical and prankish temperament drives other dragons away after a certain period of time. Any dragon who serves him invariably leaves after a few weeks, citing the dragonlord's eccentric behavior as the reason. Thus, Pitch's followers are limited to a few tribes of bakali under the command of a handful of powerful aurak sorcerers. Barathrutus, the leader of these auraks, acts as Pitch's agent and representative to the outside world.

Mohrlex (Pitch): Male wyrm black dragon; CR 20; Gargantuan dragon (water); HD 34d12+238; hp 459; Init +4; Spd 60 ft., swim 60 ft., fly 250 ft. (clumsy); AC 39, touch 6, flat-footed 39; Base Atk +34; Grp +58; Atk +42 melee (4d6+12, bite); Full Atk +42 melee (4d6+12, bite) and +37 melee (2d8+6, 2 claws) and +37 melee (2d6+6, 2 wings) and +37 melee (2d8+18, tail slap); Space/Reach 20 ft./15 ft. (20 ft. with bite); SA breath weapon (120-ft. line of acid), *corrupt water,* crush 4d6+18, frightful presence, spell-like abilities, spells, tail sweep 2d6+18; SQ blindsense 60 ft., damage reduction 20/magic, darkvision 120 ft., immunities (acid, paralysis, *sleep*), keen senses, spell resistance 26, water breathing; AL CE; SV Fort +26, Ref +19, Will +23; Str 35, Dex 10, Con 25, Int 18, Wis 19, Cha 18.

Skills and Feats: Bluff +22, Concentration +28, Diplomacy +44, Hide –12, Intimidate +40, Knowledge (history) +25, Listen +40, Perform (oratory) +16, Search +38, Sense Motive +41, Spellcraft +22, Spot +40, Survival +18, Swim +20; Alertness, Blind-Fight, Combat Casting, Flyby Attack, Improved Initiative, Maximize Spell, Power Attack, Quicken Spell-Like Ability (*darkness*), Silent Spell, Skill Focus (Sense Motive), Widen Spell, Wingover.

Breath Weapon (Su): Once every 1d4 rounds, Morhlex can breathe a 120-foot line of acid. Each creature within the area must make a successful Reflex save (DC 34) or take 22d4 points of acid damage.

***Corrupt Water* (Sp):** Once per day, Morhlex can stagnate 10 cubic feet of water, making it still, foul, and unable to support animal life. This ability spoils liquids containing water. A magic item (such as a potion) or an item in a creature's possession must succeed on a Will save (DC 31) or become fouled. This effect is the equivalent of a 1st-level spell, and its range is 330 feet. Caster level 13th.

Crush (Ex): When flying or jumping, Morhlex can land on Medium or smaller opponents as a standard action, using his whole body to crush them. His crush attack affects a 20-foot-by-20-foot area. Each creature in the affected area must succeed on a Reflex save (DC 34) or be pinned, automatically taking 4d6+18 points of bludgeoning damage each round that it remains pinned.

Frightful Presence (Ex): Morhlex can unsettle foes with his mere presence. This ability takes effect automatically whenever he attacks, charges, or flies overhead. Each creature within a radius of 330 feet that has less than 34 HD is subject to the effect. A potentially affected creature that succeeds on a Will save (DC 31) remains immune to Morhlex's frightful presence for 24 hours. On a failure, a creature with 4 or fewer HD becomes panicked for 4d6 rounds, and one with 5 or more HD becomes shaken for 4d6 rounds. A panicked creature takes a -2 morale penalty on saving throws and must flee. A shaken creature takes a -2 morale penalty on attack rolls, checks, and saving throws. Morhlex ignores the frightful presence of other dragons.

Spell-Like Abilities: 3/day–*darkness* (radius 110 ft.), *insect plague;* 1/day–*plant growth.* Caster level 13th.

Spells: Mohrlex can cast spells as a 13th-level sorcerer.

Tail Sweep (Ex): As a standard action, Morhlex can sweep with his tail, affecting a half-circle with a radius of 30 feet extending from an intersection on the edge of his space in any direction. Each Small or smaller creature within the swept area takes 2d6+18 points of bludgeoning damage (Reflex DC 34 half).

Blindsense (Ex): Mohrlex can pinpoint creatures within a distance of 60 feet. Opponents that he cannot actually see still have total concealment against him.

Keen Senses (Ex): Mohrlex sees four times as well as a human in shadowy illumination and twice as well in normal light.

Water Breathing (Ex): Mohrlex can breathe underwater indefinitely and can freely use his breath weapon, spells, and other abilities while submerged.

Sorcerer Spells Known (6/7/7/7/7/6/4; save DC 14 + spell level): 0–*arcane mark, dancing lights, daze, detect magic, ghost sound, mage hand, open/close, read magic, resistance;* 1st–*charm person, hypnotism, identify, reduce person, sleep;* 2nd–*blur, elemental dart*, Melf's acid arrow, Tasha's hideous laughter, web;* 3rd–*displacement, hold person, share animal's mind*, suggestion;* 4th–*confusion, crushing despair, lesser geas, polymorph;* 5th–*drown*, feeblemind, mind fog;* 6th–*disintegrate, geas/quest.*

*From the *Dragonlance Campaign Setting.*

About the Authors

Margaret Weis was born and raised in Independence, Missouri. In 1983, she moved to Lake Geneva, Wisconsin, to take a job as book editor at TSR, Inc., producers of the Dungeons & Dragons roleplaying game. At TSR, Weis became part of the Dragonlance design team. Her published fantasy works include the Dragonlance series (which has sold over twenty million copies worldwide), the Darksword trilogy, the Death Gate Cycle, *Rose of the Prophet,* and the Soverign Stone trilogy. Her science fiction works include her own series, *Star of the Guardian,* and the Mag Force 7 series. Weis is owner of Sovereign Press, the publisher of the Sovereign Stone RPG and the new Dragonlance d20 RPG products licensed from Wizards of the Coast, Inc. She is coauthor of the *Dragonlance Campaign Setting* (Wizards of the Coast, Inc., 2003) and of the *Dragonlance Age of Mortals* rulebook (published by Sovereign Press, 2003). Weis continues her work in Dragonlance with a new series of novels for Wizards of the Coast, Inc. titled Dark Disciple. Movie deals are being pursued on several of her works.

Cam Banks leads a quiet, pastoral life in central Pennsylvania with his wife, his son, and his enormous cat. He regularly interrupts this peaceful existence by creating horrible monsters and answering D&D trivia questions posed by random strangers.

André La Roche spends most of his time going to college in "sunny" Seattle, WA. He is a part of the Dragonlance Nexus's Whitestone Council, and he has made contributions to the *Dragonlance Campaign Setting,* Sovereign Press's *Age of Mortals,* and the upcoming *Bestiary of Krynn.*