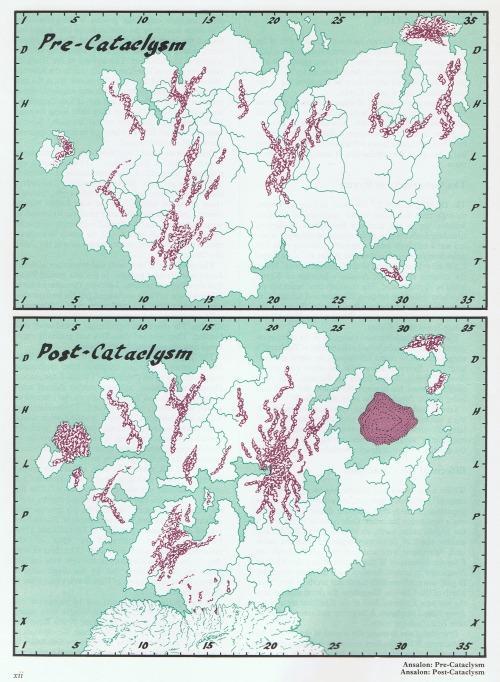
3d6



Map

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## RACES OF KRYNN

# **ELVES**

The elven races, once known collectively as Colinesti or "people of the morning," are now identified by their subracial names: Silvanesti, Qualinesti, Kagonesti, Dimernesti, and Dargonesti. The Silvanesti, or "High Elves," were the first to form a civilization in the Age of Dreams, led by Silvanos. They built the nation of Silvanesti to combat dragon raids and have endured over 3,000 years through various wars. Silvanesti society is highly stratified into castes, with House Royal at the top and House Servitor at the bottom, including slaves from conquered races.

The Qualinesti, originating from the western Silvanesti, gained independence due to internal conflicts and founded their own realm. They are more open and friendly, often trading with other races and building alliances, such as Pax Tharkas with the dwarves.

The Kagonesti, or "wild elves," live in harmony with nature and are regarded as lesser beings by their more civilized cousins. They were enslaved by the Silvanesti and indentured by the Qualinesti.

The sea elves, Dimernesti and Dargonesti, live in coastal and deep-sea environments. Dimernesti, or "shoal elves," have bluish skin and webbed fingers, while the Dargonesti, or "deep elves," have deep blue skin and large eyes. Both races had historical partnerships with the Silvanesti but later severed ties.

Dark elves are condemned criminals and exiled from their homelands. Being declared a Dark Elf is the worst punishment an elf can suffer: every elf sees the death penalty as anathema.

Include the high elven nation of Silvanesti and the Qualinesti kingdom. Ansalon is also home to the wild Kagonesti, and the water dwelling Dargonesti and Dimernesti. Qualinesti, Kagonesti and Silvanesti, use the racial features for elves found on page 22 of Classic Fantasy. The three have minor physical differences.

**Dimernesti and Dargonesti:** As other elves, except add the following:

**Aquatic:** Dimernesti and Dargonesti breathe water and begin to asphyxiate on the surface. Any Swim tests are 1 grade easier. Dimernesti and Dargonesti accumulate 1 grade of Fatigue for each 24 hours spent out of the water. Recovery begins after 24 hours spent in the water.

**Swimmer:** The creature automatically succeeds in everyday moving and manoeuvring whilst swimming, and need not roll their Swim skill unless attempting an unusually difficult task, such as swimming against a powerful tide or leaping up a waterfall. A swimmer may substitute the Swim skill for Athletics and Evade rolls whilst in water

**Alternate form:** Dimernesti may assume otter form. Change takes place over 5 actions and can be used 3/day. Dargonesti may assume dolphin form. Change takes place over 5 actions and can be used 3/day. Duration for both is indefinite.

**Dark Elves:** Dark elves are exiles punished for violating their people’s laws of conduct. Redemption may be obtained, but only on the word of the Speaker of the Sun, Stars or Sea.

**Half-Elves:** Half-Elves use the racial features found on page 25 of Classic Fantasy.

# **DWARVES**

Unless otherwise noted, all dwarves use the racial features for dwarves found on page 20 of Classic Fantasy. Hill Dwarves include the clans of Neidar and Klar, Mountain Dwarves the clans of Hylar and Daewar. Dwarven magic resistance prevents them from practicing arcane magic.

Dark dwarves comprise three different dwarven clans: Daegar, Theiwar, and Zhakar. They lack the magic resistance other dwarves have but can freely practise arcane magic.

**Gully Dwarves:** Gully dwarves have the following racial features, in addition to the ones for dwarves found in Classic Fantasy.

**Ability Score:**

Str: 12 (4d4+2), Con: 13 (2d6+6), Siz: 7 (2d4+1), Dex: 12 (4d4+2), Int: 13 (2d6+6), Pow: 8 (2d6+1), Cha: 8 (2d6+1)

**Survival Instinct.** You are driven to survive. Gully Dwarves wearing nothing more restrictive than light armour find Stealth tests 1 grade easier.

**Poison and Disease Resistance.** Endurance rolls relating to poisoning and diseases are 1 grade easier.

**Pitiable.** Gully dwarf diplomacy consists of begging, crying, grovelling, and pleading, and you have honed this ability to a fine art. Influence tests used to beg, plead, or grovel are 1 grade easier.

**Cowardly.** Willpower tests made to resist the effects of intimidation, non-magical and magical fear are 1 grade more difficult.

# **GNOMES**

Unless otherwise noted, all gnomes use the racial features for gnomes found on pages 23-24 of Classic Fantasy.

Tinker Gnomes: Guild Affiliation. Gnomes typically associate with specific guilds that govern the trinkets and machines they build and use.

Craft Guilds: Weavers, Potters, Leatherworkers, Smiths, Carpenters, Jewelers, Engineers, Architects, Tinkers.

**Life Quest.** You have a life quest that has been handed down to you from previous generations. This life quest informs every major (and even some minor) decision that you make. Your life quest is a long-term Passion that starts at (POW\*2)+40% automatically and may be used to augment your skills.

**Mad Gnomes:** Mad Gnomes are Tinker Gnomes that design and construct machines with a different philosophy: smaller and simpler is better. This makes them outcasts. They gain an additional Passion of “Efficient Inventor” that starts at (INT\*2)+30%, and caps the Life Quest Passion. Mad Gnomes live under constant stress with crazy creativity, capped by the need to build efficiently.

# **KENDER**

Kender are fearless, curious to a fault and eternally youthful. Kender use the Halfling write-up in Classic Fantasy, page 28, except as follows: Remove poison resistance and Exposure tolerance (feet). Add the following:

**Kender Taunt:** Kender may use the Influence skill to insult opponents, making them behave in an irrational and raging manner. Make an opposed roll versus the victim’s Willpower, if the kender wins, the insulted party will gain a Passion Hate (Kender) equal to the skill used by the kender. This lasts for the duration of the encounter. The Passion may become permanent, under certain conditions. This effect is the same as the Fanaticism Folk Magic spell in CRB, p. 126.

**Fearless:** Kender are immune to any magical and non-magical effects that cause fear.

# **OGRES**

Ogres are the firstborn of the gods of darkness. The ogres were once the most beautiful and intelligent creatures of Krynn.

**Minotaurs:** Minotaurs come from Mithas and Kothas islands in the Blood Sea. Hailing from an honour-bound, warrior society; they are raised from birth to be battle ready. Use stats for Minotaurs found on Mythras Core Rules, p. 259.

**Half-Ogres:** Half-Ogres have the same stats as Orogs in Classic Fantasy, p.251.

**Irda:** First-born and the most beautiful of the races, you make even the long-lived elves feel plain by comparison. Irda reach maturity around 30 and can live over 1000 years, or more. Irda often seem aloof and cold. Their society is one of order and a place in which emotional extremes are seen as vulgar. Irda are adept at keeping their passions in check and to isolate themselves from the world.

| **IRDA** | | **ATTRIBUTES** | |
| --- | --- | --- | --- |
| STR 3D6 (11) | | Action Points: 3 | |
| CON 3D6 (11) | | Damage Modifier: +0 | |
| SIZ 2D6+7 (14) | | Magic Points: 15 | |
| DEX 3D6 (11) | | Movement: 6 metres (20’) | |
| INT 2D6+8 (15) | | Initiative: 13 | |
| POW 2D6+8 (15) | | Armour: 0 | |
| CHA 1D6+14 (18) | | Average Lair: 1 or 20-200\*\* | |
|  | | Treasure Type: Bx3, (M, Cx20) | |
| Abilities: Shapechange at will (As Change Appearance spell, but changes are not illusory), Irda spell casters make their casting tests at 1 degree easier. | |
| 1d20 | Location | | AP/HP |
| 1-3 | Right Leg | | 0/6 |
| 4-6 | Left Leg | | 0/6 |
| 7-9 | Abdomen | | 0/7 |
| 10-12 | Chest | | 0/8 |
| 13-15 | Right Arm | | 0/5 |
| 16-18 | Left Arm | | 0/5 |
| 19-20 | Head | | 0/6 |

\*\* This represents a normal “village-sized” community. Irda do not typically group in large communities.

**HUMANS**

Humans use the same racial features found on page 18-19 of Classic Fantasy. In the Dragonlance setting many of these cultures are widely recognized but scores of smaller, less well-known societies exist as well. Below is a sample list of various cultures:

**Abanasinians (Civilized);** Following the Cataclysm, Abanasinia became home to refugees that mixed their cultures combined into their own unique one. The common language spoken is Abanasinian.

**Abanasinian Names**: (Male) Darvin, Dorn, Evendur, Gorstag, Grim, Helm, Malark, Morn, Randal, Stedd; (female) Arveene, Esvele, Jhessail, Kerri, Lureene, Miri, Rowan, Shandri, Tessele; (surnames) Amblecrown, Buckman, Dundragon, Evenwood, Greycastle, Tallsta

**Abanasinian Plains (Barbarian):** Found primarily on the Plains of Dust. They are noted for their tawny skin, dark hair, and brown eyes. Most plainsfolk speak a variant of Abanasinian.

**Desert Nomad Names**: (Male) Bardo, Cephi, Parlan, Tamas; (Female) Aliza, Liri, Morta, Talitha.

**Mountain Nomad Names**: (Male) Bosco, Hohbert, Mingo, Torben; (Female) Adelyn, Flora, Odila, Timona.

**Plains Nomad Names**: (Male) Arrowthorn, Hollowsky, Silverwolf, Treewhistle; (Female) Clearwing, Pale-fawn, Starflower, Tearsong.

**Ergothians (Civilized):** The Ergothians live in the islands of Northern and Southern Ergoth and are dark skinned and usually sculpturally muscular, as befits a culture of sailors and seamen. They typically have dark hair and grey, blue or deep green eyes. Ergothians speak Ergot.

**Ergothian Names**: (Male) Anton, Diero, Marcon, Pieron, Rimardo, Romero, Salaza¡ Umbero; (female) Balama, Dona, Faila,Jalana, Luisa, Marta, Quara, Selise, Vonda; (surnames) Agosto, Astorio, Calabra, Domine, Falone, Marivaldi, Pisacar, Ramondo

**Ice Folk (Barbarian):** The Ice Folk have fair skin, light coloured hair (often red), and blue eyes, of lean build and taller than average. Ice Folk speak their own unique language called Ice Folk.

**Icefolk Names**: (Male) Asmar, Grimur, Osvald, Valdor; (Female) Aesa, Enola, Marit, Teresa.

**Khurians (Nomadic):** Are noted for their bronze skin, black hair, and dark eyes. Khurians are usually of a lighter build than other human groups, which favours their exceptional riding skills. Most Khurians speak Khurish, which is a variant of the Istarian tongue and uses its alphabet.

**Nerakese (Civilized):** Nerakese men tend to be shorter and stockier than the average human, and the women tend to be somewhat taller than the men. They have tanned skin and dark hair and eyes. Green eyes, that are rare, are seen as a favour of the gods and spirits. The Nerakese speak Nerakese.

**Nerakese Names**: (Male) Borivik, Faurgar, Jandar, Kanithar, Madislak, Ralmevik, Shaumar, Vladislak; (female) Fyevarra, Hulmarra, Immith, Imzel, Navarra, Shevarra, Tammith, Yuldra; (surnames) Chergoba, Dyernina, Iltazyara, Murnyethara, Stayanoga, Ulmokina

**Solamnic (Civilized):** Solamnics are a mixed complexion folk who tend to be taller than average without standard hair or eye colour primarily due to their ancestry. Those of traditional Ergothian families tend to be of dark complexion. Those whose families mixed with the Istarian families of the mainland are usually bronze-skinned with brown, blonde or red hair. They favour the drooping moustache fashion, traditional in Solamnia. They speak Solamnic, which derives from Ancient Ergot. Some traditional Solamnic family names are as follows:

| Tallbow | Solamnus | Sancrinus |
| --- | --- | --- |
| Steele | Oakshield | Mordanus |
| Corilanus | Palatinus | Uth Wistan |
| Uth Matar | Crownguard | Brightblade |
| DiCaela | Soth | MarKenin |
| Justman | Trueheart | Vurtanus |

**Solamnic Names**: (Male) Ander, Blath, Bran, Frath, Geth, Lander, Luth, Malcer, Stor, Taman, Urth; (female) Amafrey, Betha, Cefrey, Kethra, Mara, Olga, Silifrey, Westra

## CHARACTER CREATION

# **PROFESSIONS**

Most of the professions from the Mythras CRB are available and can be used as described there, but some have minor changes. It is important to note that before the War of the Lance clerical magic was heavily restricted, if not outright unavailable.

### ALTERED PROFESSIONS

**Mystic:** Replace Folk Magic and Mysticism with the choice of: a) Piety and Channel, or b) Arcane Casting and Arcane Knowledge. If Arcane, may choose to specialise in a school of magic and/or to be in-line to become a Wizard of High Sorcery.

**Priest:** Replace Devotion, Folk Magic and Exhort, for Lore (Deity), Piety and Channel.

**Sorcerer:** Replace Folk Magic, Invocation and Shaping for Arcane Casting, Arcane Knowledge and Lore (Any). May choose to specialise in a school of magic and/or to be in-line to become a Wizard of High Sorcery.

# **ARCANE AND CLERICAL MAGIC**

**Magic Point Use and Recovery:** Follow Classic Fantasy, p. 115.

**Casting Cost, Magic Cost and Caster Rank:** Follow Classic Fantasy, p. 122. Renegade Wizards, Knights of Solamnia and Knights of Neraka are considered Semi-Spell Casters. Wizards of High Sorcery and Holy Order of the Stars cults are considered Pure spell casters.

**Creating Scrolls:** Follow Classic Fantasy, p. 131, but reduce the Arcane Knowledge /Piety minimum required to scribe the scroll from 100% to 80%.

### Arcane Spellcasters

**Cantrips:** A character knows 1/5 of Arcane Casting cantrips.

**Arcane Spell Caster:** It is a truism that arcane power increases as the Magic-User’s knowledge improves. A character can learn and cast spells of a maximum Rank = Arcane Knowledge/25. Arcane spells require precise gestures and movements and are impaired by Armour. See Classic Fantasy, p. 121 for specific information.

**Starting Spells:** An Arcane Spellcaster starts with a number of Rank 1 spells equal to 1/10th of Arcane Knowledge.

**Language of Magic:** Arcane Spellcasters need to speak, read and write in Magius, the language of Magic. The language is spoken only in the casting of spells and its written form is used for creating scrolls and spellbooks. Finally some wizards use it to write research notes and private messages meant to be read only by other wizards (or by those few non-spellcasters able to translate the language). Although a complete language, it is not used in casual conversation. As the Orders teach, “words have power, use them wisely.” Arcane Knowledge covers the reading and writing of it and Arcane Casting the spoken part.

**Learning new spells:** Follow the rules on Classic Fantasy, p. 118.

**Spells in Memory:** An Arcane Spellcaster may hold in memory up to INT/4 spells at any one time, regardless of the spell’s rank. See Chapter 8 of Classic Fantasy for details on Memorising spells. Also, see casting non-memorized spells in Classic Fantasy, p. 123.

**Memorise More Spells:** An Arcane Spellcaster may spend 3 experience rolls and spend 1 month in training to be able to hold 1 extra spell in memory. A character may never hold more spells in memory than their INT.

**Specialists:** See CF p. 52. Specialists have the following advantages and disadvantages:

* **Extra spells:** Specialists memorise 1 extra spell beyond those normally allowed, but at least 2 of their selection must come from their chosen school.
* **Increased Intensity and Magnitude:** Specialists cast spells of their school at +1 Magnitude and +1 Intensity, without incurring any extra cost in Magic Points.
* **Arcane Casting Proficiency:** Arcane Casting rolls of chosen specialty spells are made one grade easier.
* **Arcane Knowledge:** Rolls of Arcane Knowledge are one degree easier to identify, scribe, learn, etc. spells of their specialty school.
* **Arcane Resistance:** Specialists resist spells of their chosen schools at 1 degree easier.
* **Forbidden Schools:** Each school has a list of opposed schools of magic. A specialist cannot learn spells from those schools.

**Hide Magical Abilities:** Anyone that learns to cast Arcane Magic, may pay 2 Experience rolls and spend 1 month of training to learn how to hide their magical abilities. Renegades are experts at hiding and masking their abilities and knowledge, and it is highly recommended that they learn this ability:

The character can use their skills in a manner such that they can hide any somatic components and hush the verbal ones of the spells they cast. This is an opposed roll of an appropriate skill (Acting, Deceit, Conceal or Sleight are prime candidates) vs. any character that is looking at the casting mage. If the Caster wins the roll, any onlookers will assume that the action is different from spellcasting, unless obvious evidence is presented otherwise. The Caster must still provide any material components of the spell they cast.

### Divine Spellcasters

**Divine Spell Caster:** A character can learn and cast spells of a maximum Rank equal to the Rank they hold in their Cult. See Classic Fantasy, p. 121 for specific information.

**Starting Spells:** A Divine Spellcaster starts with a number of Rank 1 spells equal to 1/10th of Piety, unless a specific Cult says otherwise.

**Learning new spells:** Follow the rules on Classic Fantasy, p. 120.

**Spells in Memory:** Unless specified otherwise, a Divine Spellcaster holds in memory CHA/4 spells, +1 spell per rank attained, at any one time, regardless of the spell’s rank. See Chapter 8 of Classic Fantasy for details on Memorising spells. Also, see casting non-memorized spells in Classic Fantasy, p. 123.

**Medallion of Faith:** Divine Casters need a Medallion of Faith as a conduit to cast their spells. All Divine Spells have it as a Component, the Medallion must be in contact with the Caster at the time of spellcasting.

# **CULTS, GRIMOIRES AND BROTHERHOODS**

### ARCANE CULTS AND GRIMOIRES

# **Wizards of High Sorcery - Arcane Cult**

See Dragonlance Adventures, Tales of the Lance and Towers of High Sorcery for Mythos, History, Nature and Organization.

Wizards of High Sorcery have established themselves as the only group able to wield arcane magic responsibly and act as something of a guardian of access to powerful spells and potentially destructive magical devices. They screen, take in and test people with arcane magical talent, forcing them to take the Test and choose a Robe to take. The Wizards of High Sorcery are composed of three orders, the power-hungry Black Robes that follow Nuitari, the black moon. Self-centred Red robes that follow Lunitari, the red moon of Illusion. Altruistic and protector White Robes who follow Solinari, represented by the white moon.

### JOINING THE WIZARDS OF HIGH SORCERY

The first step in becoming a Wizard of High Sorcery is to gain a sponsor. The sponsor must be a member in good standing with one of the three Orders of High Sorcery. Once a wizard has mastered a few cantrips and some rudimentary spells (typically 1st-rank spells), your sponsor may recommend the candidate for the Test of High Sorcery. If the candidate succeeds at the Test, he may join one of the three orders.

### THE TEST OF HIGH SORCERY

The Test of High Sorcery is a rigorous trial that tests:

• Three challenges will test your knowledge of magic and require you to cast every spell you know.

• Three challenges will be presented that cannot be solved with magic to test your ingenuity.

• Your Test will be used to determine your dedication to magic above all else. You will be required to face an ally who opposes you and your magic.

• During your Test, you’ll be required to face a more powerful foe.

• Failure means death or a prohibition enforced by the Conclave to never use Magic again.

**Passion Requirements:**

White Robe Wizards: Love Magic (Use to protect others) 30%+(POW\*2)

Red Robe Wizards: Love Magic (Protect magic from outside forces) 30%+(POW\*2)

Black Robe Wizards: Love Magic (Use for self-interest) 30%+(POW\*2)

**Cult Skills:** Arcane Casting, Arcane Knowledge, Insight, Literacy (Any), Lore (Astronomy)**,** Willpower.

**Order Of The White Robes** The members of this order follow the paths of knowledge, wisdom, and the magic of protection. Beyond magic, White Robe Wizards are focused on the cause of using magic as a tool to improve the quality of life of people.

| Specialist Schools | Divination, Abjuration |
| --- | --- |

**Order Of The Red Robes** The Order of the Red Robes draws its power from the moon Lunitari. The members of this order follow the paths of knowledge, change and illusion. The Red Robe Mages are said to have the ultimate loyalty to magic.

| Specialist Schools | Illusion, Alteration |
| --- | --- |

**Order Of The Black Robes** The Order of the Black Robes draws its power from the moon Nuitari. Members of this order are knowledgeable and ambitious, usually power hungry and self-serving, seeking the quickest route possible to satisfy their hunger for magic and power.

| Specialist Schools | Enchantment, Necromancy |
| --- | --- |
| In Classic Fantasy, Enchantment and Necromancy are signalled as being opposed schools. As an exception, Black Robed Wizards do not consider them as such. In effect, Black Robed Specialists may cast spells from either school without restriction. | |

# **Wizard of High Sorcery:**

| **Rank** | **Title** | **Prerequisites** |
| --- | --- | --- |
| 0 | Student | - |
| 1 | Initiate | 5 skills at 50% / May take the test. |
| 2 | 8th Order | 5 skills at 70% / Must have taken the test |
| 3 | 4th Order | 4 skills at 90% |
| 4 | 1st Order | 3 skills at 100% |
| 5 | Master | 2 skills at 110% |

**Gifts and Magic**

**Free, after taking the test of High Sorcery:**

1. **Tower Resources:** A Wizard of High Sorcery gains full admission to any operational Tower of High Sorcery and its resources for spell research and the creation of magical items. Also, the character may request a Mentor to supervise the training. Discuss the NPC creation for this character with your GM. As a rule of thumb, a character can access training for Cult skills for free and research spells. Unless the GM rules otherwise, assume the teacher’s degree of difference in the trained skill is 100%-Character’s trained skill, and that the teacher has a teaching skill of 50%. For spells, a character has access to research spells of his currently attained Rank, even if he can cast higher ranked spells. Finally, each time a character attains a Rank, he gains 1 spell of said Rank above and beyond the spell granted by slow research, per Classic Fantasy, p. 118.
2. **Spell Restriction:** Wizards of High Sorcery are restricted to learn spells up to their currently attained Rank. Spells of a higher rank may still be learned independently by the character, if they fulfil the prerequisites (although the wizard must keep his knowledge a secret). Breaking this restriction can be punished depending on the Rank of the spell learned, whether it was used and how it was used, as it is seen as a renegade action. Punishments may go from a minor hand slap to execution and a Conclave-led hunt.
3. **Moon Magic:** All Wizards of High Sorcery have their magic influenced by the moons. Use the table to track their position in the sky. Each Moon affects Magic-Users of the Order it represents. Furthermore, the effects of the Moons are amplified when there is a 2 moon or 3 moon conjunction. When the latter happens during a High Sanction for the three Moons, it is called a Night of the Eye, and is the time when magic is at its most powerful. Add the effects of Conjunctions as signalled below, to the Moon Position, to determine the effects on Magic.

| MOON POSITION | EFFECT |
| --- | --- |
| HIGH SANCTION | +1 Intensity and +1 Magnitude |
| WAXING | - |
| WANING | - |
| LOW SANCTION | -1 Intensity and -1 Magnitude |

**2 Moon Conjunction:** +1 Intensity and +1 Magnitude to the relevant orders.

**3 Moon Conjunction:** +1 Intensity and +1 Magnitude to all orders. Arcane Casting is 1 grade easier.

**Rank 2:**

Pay 2 Experience rolls and 1 month of training:

1. **Arcane Focus: (Non-Specialist)** A Wizard of High Sorcery who was not already a specialist wizard **MUST** choose a specialty school from one of those favoured by his Order. He will follow all the rules for specialist Magic-Users, including having prohibited access to some schools, and can never again learn spells from the prohibited school(s), though the prohibited spells he knew prior to picking this ability remain usable to him, including allowing the use of items.

**(Specialists**) If the wizard was already a specialist in one of the two favoured schools of his order, his specialisation **MUST BE** enhanced. Pick one of the options below:

1. He may deepen his studies in his chosen school, doubling the benefits for that school he gained from his specialisation. His prohibited schools will be those of the other school his Order specialises in (e.g. Raistlin Not-Majere the Red Robed Wizard specialised in Alteration. Upon reaching rank 2 he decides to focus further into the Alteration school, gaining the prohibited schools for Illusion. Since Necromancy and Abjuration were already prohibited, he simply notes Evocation and cannot learn new Evocation spells.). Any prohibited spells he knew prior to picking this ability remain usable to him, including allowing the use of items.
2. He may specialise in the other school his Order focuses on. Use the same rules as exposed for Non specialists and is considered a specialist for both schools his Order focuses on and he gains the forbidden schools for his new specialisation.

**Rank 3:**

**Apprentice:** May gain an NPC Ally as an apprentice. Speak with your GM to know how to build the NPC. NPC will be friendly and must obey the character’s orders and instructions. The character is responsible for the NPC’s welfare. Master and Apprentice relationship often lasts even after the latter takes the Test.

**Call of the Conclave:** One year after reaching Rank 3 a character will be offered ascension to the twenty-one member council of wizards. They must demonstrate a dedication to the Orders of High Sorcery by having their Passion (Love Magic) be at least 90%. Nomination is for life and demands that at least 50% of the time is dedicated to the cult, however this brings a direct connection to some of the most powerful wizards in Krynn. Characters may voluntarily decline the offer at the Conclave. If declined, they will be asked again only once again, after they attain Rank 4. If they refuse a second time they may not become Head of their Order or the Conclave, although the character may continue advancing normally. A Master of a Tower that is a member of the Conclave can consider the time dedicated to either role as fulfilling the requisite of the other.

**Rank 4:**

**Mastery of a Tower:** The character will be in line to be offered the position of Tower Master. In selecting a Master for one of the Towers of High Sorcery, candidates from each order are traditionally presented before the Conclave, who based their selection not only on a wizard’s skill and dedication, but on considerations of the community surrounding a Tower and the likely interaction between the Tower’s Master and the populace. Each Master has complete control over the Tower of High Sorcery under his command, and each makes certain sacriﬁces to this end. Discuss this with your GM, to better see how it affects play. At the absolute minimum, a Tower Master must dedicate at least 50% of their time to Tower business.

**After achieving Rank 4 and spending 1 Year in the Conclave:**

**Head of the (Color) Robes:** The character can challenge the current Head of his Order. If victorious, he gains the Title and significant resources derived from his new position. In exchange they must devote 90% of their time to Order business, but they will have access to incredible resources. All Heads of an Order belong to the Conclave. A Head of the Order that is a Master of a Tower, can consider the time dedicated to either role as fulfilling the requisite of the other.

**After 1 Year as Head of the (Color) Robes:**

**Head of the Conclave:** The character may, during a meeting of the Conclave, be put to the test and may be chosen as Head of the Conclave if he attains the unanimous vote of the Heads of the Three orders. As the character is Head of an Order, his vote is excluded. Congratulations: The character now presides over the Conclave and directs the policies of the Wizards of High Sorcery. You have access to incredible resources.

| **CHANGING ROBE ALLEGIANCE**  Changing allegiance is a delicate matter. Mechanically try to make it as simple as possible. The character will simply continue his studies under the new order, treating the new schools as his favoured ones. As he levels, his Focus can “move” his specialisation towards being a generalist (losing a specialist benefits and prohibitions, for example) and then focusing again on the new schools. This can be accomplished by spending 1 month and 2 experience rolls. Once robe allegiance changes, his magic will be affected by the new moon. |
| --- |

# **Of Dreamshapers, Griffon Mages, Kingfishers, Renegade Hunters, Sylvan Mages and others.**

These are variations for Wizards of High Sorcery, but instead of including individual cults with minor differences, these can be addressed directly by players choosing specific skills, spells and passions that emulate these characters. We will discuss briefly what each of these do and present some examples of how to emulate them:

**Dreamshapers:** Dreamshapers are always Red Robe mages. Lunitari’s wizards will be developing their skills as dreamshapers seeking more knowledge regarding the nature and purpose of dreams and the Ethereal Plane. The Orders of High Sorcery rely heavily on these mages, as it is their power to reach into the subconscious of apprentices that creates the waking dream that is the Test of High Sorcery. The restoration of Silvanesti from the ravages of the Nightmare will be aided in part by the assistance of dreamshapers.

* **Favoured Skills:** Arcane Knowledge**,** Insight, Lore (Ethereal Plane), Lore (Dreams),Willpower.
* **Robe Allegiance:** Red Robes. However, it is not unreasonable to think of a Dreamshaper that changes allegiance, but retains his acquired knowledge.
* **Favoured Schools and Spells:** Illusion / Lesser and Greater Invisibility, Greater Illusion, Illusionary Terrain, Phantasmal Terror.

**Griffon Mages:** The elves of Ansalon have long maintained a strong relationship with griffons, whose valour, speed, and magical nature make them ideal mounts. Throughout the ages, especially in the lands of Silvanesti, elven mages have worked to develop a deeper connection with these noble beasts. Since they ride griffons it is important to discuss with your GM how to obtain one and come to terms with it.

* **Favoured Skills:** Animal Training, Ride, Survival.
* **Robe Allegiance:** White Robes. Elves are elitists as to which colour their mages wear after taking the Test of High Sorcery. Some exceptional elves declared Dark Elves could retain their loyal mounts after their exile.
* **Favoured Schools and Spells:** Abjuration and Alteration / Familiar, Featherfall, Levitate, Protection from Evil, Fly, Polymorph Self.

**Kingfishers:** The Kingfishers are an organisation of White Robe wizards who, with the blessing of the Conclave, have submitted to a Knight’s Trial and taken the appropriate oaths required of any member of the Solamnic Auxiliary. Their first loyalty is to magic, as it is with any wizard of High Sorcery. Outside the realms of wizardry, however, they have agreed to follow the strictures of the Oath and the Measure and they have a place in the hierarchy of the Knighthood. They follow the Measure of the Crown and the precepts of Generosity, Loyalty and Obedience.

* **Favoured Skills:** Combat Style (any), Lore (The Measure), Ride.
* **Favoured Passions:** Oath (The Oath): 30% +(POW\*2), Oath of Fealty (The Measure): 30%+POW+INT.
* **Robe Allegiance:** White Robes. Knights of Solamnia would not consider any other colour to add to their ranks. Change of robe allegiance would cause dismissal from the order.
* **Favoured Schools and Spells:** Abjuration and Evocation / Protection from Evil, Shield, Fireball, Web, Wall of Fire and Wall of Ice.
* **Special:** Kingfishers are considered Squires of the Knights of the Crown and may even be paired with a Knight of appropriate rank to serve as such.

**Renegade Hunters:** Keeping arcane magic out of the hands of those who would abuse it (and punishing those who do) is a charge that the Orders of High Sorcery take very seriously. Across Ansalon, those who carry out the task of locating and dealing with defiance of the Conclave are the renegade hunters. Working alone or in small groups, armed with tightly held rituals of power designed to counter or eliminate the threat of rogue wizards, renegade hunters fulfil their responsibilities to the Conclave with a measure of dedication (zeal?) that few other Wizards of High Sorcery can match.

* **Favoured Skills:** Deceit,Insight, Influence, Tracking.
* **Robe Allegiance:** Any, however most Renegade Hunters are Black Robed Wizards.
* **Favoured Schools and Spells:** Abjuration / Shield, Charm Being, Detect Invisibility, Dispel Magic, Hold Person, Suggestion, Read Thoughts, Lesser Sphere of Invulnerability, Wizard Sight.

**Sea Mages:** Many of those born with a talent for magic and raised with a love for the oceangoing life take up the role of the sea mage. While they learn how to adapt their arcane power to shipboard life, sea mages further refine the skills that a life on the water has given them — at one with the secrets of wind and wave.

* **Favoured Skills:** Athletics, Brawn,Boating, Lore (Astronomy), Navigation, Seamanship, Swim.
* **Robe Allegiance:** Any.
* **Favoured Schools and Spells:** Conjuration / Affect Normal Fires, Disk of Burden, Know Languages, Breathe Water, Dimension Door, Hail/Ice Storm, Monster Summoning.

**Spell Broker:** The closest thing the arcane community has to a merchant class, spell brokers are the definitive artisans of magic, interacting closely with the general populace as professionals and entrepreneurs. While some spell brokers view magic merely as a means to amass wealth, many others use their skills in the service of magic, providing wizards and sorcerers alike with the supplies and components they need. Spell brokers will

most often be found in large cities or towns, selling their wares or running workshops in arcane craftwork.

* **Favoured Skills:** Arcane Knowledge (to scribe scrolls must be 80% or higher), Bureaucracy, Commerce, Courtesy, Craft (Any), Influence, Insight, Language (Any), Literacy (Any).
* **Robe Allegiance:** Any.
* **Favoured Schools and Spells:** Enchantment / Detect Magic, Friendship, Identify, Know Languages, Secure Portal, Dispel Magic, Tongues, Unlock (R), Enchant Weapon, Lesser Creation, Shape Stone.

**Sylvan Mages:** The natural world holds a particular fascination for some wizards, who hold the arcane powers of its more elusive inhabitants in high regard. Almost all sylvan mages are wizards who have chosen to specialise in wilderness and nature related skills. Though they represent a clear departure from the usual path of High Sorcery, most sylvan mages remain members in good standing of their Orders.

* **Favoured Skills:** Endurance, Swim, Perception, Navigation, Survival, Track.
* **Robe Allegiance:** Any.
* **Favoured Schools and Spells:** Alteration / Affect Normal Fires, Familiar, Breathe Water, Fly, Locate Object (R), Lesser Monster Summoning and Monster Summoning, Web, Charm Monster, Illusionary Terrain, Plant Growth, Polymorph Self, Polymorph Other, Shape Stone.

# **Renegades- Arcane Grimoire**

Strict guidelines were laid down for the use of magic, as well as to protect the wielders of the arcane arts. Renegades are individuals who wield magic outside of these guidelines or who betray the Orders of High Sorcery. Every renegade has a different motive for wielding arcane magic outside of the Orders of High Sorcery and all of them are eventually persecuted by the Conclave. How the Renegade is dealt with is dependent on the Order that finds him, how much the renegade resists any attempts to be brought to justice and whether he willingly submits to take a test of High Sorcery. Renegade Magic-Users are not affected by the effects from the Moons of Magic. Renegades may be specialist wizards. Also, for all effects and purposes a Renegade is anyone who learns how to cast magic, outside the rules of the Orders of High Sorcery; magic does not discriminate, though, and through study anyone can learn to cast spells.

**Skills:** Acting**,** Arcane Casting, Arcane Knowledge, Deceit, Conceal, Insight, Literacy (Any), Sleight, Willpower.

Renegades learn spells and use magic without the restrictions set by the Orders of High Sorcery

**Gifts and Magic:**

1. **Joining the Wizards of High Sorcery:**  A Renegade that is captured and offered a chance to take the Test, may do so. If successful, he will join one of the Orders and be assumed to be Rank 1, regardless of previous skill. The Renegade may rise through the Ranks, but must stay at each Rank for at least one month, before rising to the next one.

## KNIGHTS OF SOLAMNIA

The Knights of Solamnia arose during the Age of Dreams. The three Orders of the Knighthood emerged from the remnants of the Ergothian Empire to become the most enduring military and political force on Ansalon.

Solamnia is a prominent region in Ansalon. It is governed by a unique system that combines elements of militaristic socialism and senatorial oversight. The governing structure is anchored by the Assembly of Knights, which serves as the highest legislative and administrative body. This Assembly comprises members from the three major orders of knights: the Knights of the Crown, the Knights of the Sword, and the Knights of the Rose. Each order has a representative leader, and together they elect the Grand Master.

The Grand Master holds significant authority commanding all military forces within Solamnia. This position is for life, but it comes with stringent ethical and moral obligations, as the Grand Master must adhere to the Measure and the Oath—core principles that guide knightly conduct. Any violation of these principles may result in the loss of the Grand Master’s position.

Economically, Solamnia operates under a state-directed welfare system. The government provides extensive support to its citizens, ensuring access to healthcare, food, and military training. This social aspect ensures that some basic needs are met, fostering a strong and healthy population ready for defence and service. However, the state does not prioritise formal and academic education, viewing it as secondary to other needs.

Historically, the region's founding figure, Vinas Solamnus, was a revolutionary who led a successful rebellion against the oppressive regime of the Empire of Ergoth in the Age of Dreams. This legacy endures within Solamnic culture, where the Orders uphold the principle that rebellion against unjust rule is honourable and legitimate. This ethos minimises the risk of tyranny and fosters a sense of justice and righteousness among the knights and citizens.

Despite its noble ideals, Solamnia's bureaucratic apparatus can be somewhat intrusive, a reflection of its militaristic and welfare-focused nature.

See Dragonlance Adventures, Tales from the Lance and Knightly Orders of Ansalon for Mythos, History, Nature and Organization.

# **Order of the Crown**

*“Perunde Ocadever”* (Obedience Unto Death)

-Knights of the Crown Oath

The Measure of the Crown states that honour begins with the precepts of Generosity, Loyalty and Obedience, and a Knight of the Crown exemplifies these three traits in every action and thought. Generosity is a Knight’s willingness to share their material wealth and benefits with others. Loyalty is a Knight’s commitment to a higher authority. Justly given loyalty is virtuous. Obedience is the practical application of loyalty. A Knight obeys those to whom he is loyal, regardless of his own welfare or opinion. Knights of the Crown form the backbone of the Solamnic Military, serving as officers and elite troops.

Knights of the Crown have Habbakuk as their patron.

# **Order of the Sword**

*“Veritus Fortitudo Oth Sacrificum” (Bravery and Sacrifice are One)*

-Knights of the Sword Oath

The Measure maintains that the next components of honour are Heroism, Courage, and Spirituality. This is the Measure of the Sword. Spirituality is represented by maintaining faith in the patron deities of the Knighthood. Courage is the will to stand up against adversity, Heroism is doing so in defence of the weak and unfortunate, no matter what the personal cost.

The Order of the Sword encourages their knights to adventure, to serve as international diplomats and ambassadors and to lead specialist teams in enemy territory, while the other orders tend to focus much more on domestic and internal solamnic affairs. Almost all of the adventuring knights people meet, come from the Order of the Sword. They are also some of the best and most tolerant team players, as they learn to work with others, especially those of differing views, in their adventuring life.

The Order of the Sword’s patron is Kiri-Jolith.

# **Order of Clerists**

While a Knight of the Sword must pay homage to Kiri-Jolith and the other gods of Light each day, a Clerist must spend one day a week fasting with prayer to Kiri-Jolith at sunrise, noon, and sunset. Clerists are the spiritual arm of the knighthood and are in charge of leading the Order of the Sword, as the High Clerist must come from this order. On Ansalon the Order of Clerists serve as the Holy Order of Kiri-Jolith for all practical purposes.

# **Order of the Rose**

*“Sapientia Perenoth Onfeneta” (Wisdom and Purity Without Limits)*

-Knight of the Rose Oath

According to the Measure, the final components of honour are Wisdom and Justice. These are the ideals embraced by the Knights of the Rose. Wisdom is the ability to combine knowledge, experience, understanding, and common sense and apply it to practical matters. Justice is applying that wisdom to what is written in the Measure and using it to solve conflicts peacefully. The wise Knight is a beacon of reason and solutions in the darkness of ignorance and injustice.

He is to fight for justice without regard to personal safety or comfort and be willing to sacrifice all in the name of honour. Knights of the Rose preside over legal courts in Solamnia. They also automatically receive a seat in the Solamnic Senate.

The patron of the Order of the Rose is Paladine.

# **Knight of Solamnia - Brotherhood**

**Passion Requirements:**

Oath: 30%+(POW\*2): May choose the Oath of the Knights of Solamnia or take the individual Oaths of the Order the Knight is in.

Oath of Fealty (The Measure): 30%+POW+INT

**Brotherhood Skills:** Brawn, Combat Style (Knight of Solamnia), Endurance, Lore (Strategy and Tactics), Lore (The Measure), Ride

# **Knights of the Crown**

| **Rank** | **Title** | **Prerequisites** |
| --- | --- | --- |
| 0 | Squire | All Squires and Knights of Solamnia must tithe 10% of all earnings to the Knighthood |
| 1 | Knight of Crown\* or Novice of Swords | 5 skills at 50% |
| 2 | Shield Knight | 5 skills at 70% |
| 3 | Lord of Crown | 4 skills at 80% |
| 4 | Lord Warrior | 3 skills at 90% |
| 5 | High Warrior | 2 skills at 100% |

**Abilities and Gifts:**

**Rank 1:**

1. **Hospitality:** As the Cavalier ability, Classic Fantasy, p. 42. Knights of Solamnia may also draw coin, equipment, and request healing and aid from Circles they visit. Use the table on Dragonlance Adventures, p. 128 for this. The Knight can choose gear up to what is available, but limited by their (Rank\*2). If Knight is of equal or higher rank than the Ranking Authority, he may request to use all the resources of said circle, under his responsibility and authority. Finally, the knight may request training in Brotherhood skills. Unless the GM rules otherwise, assume the teacher’s degree of difference in the trained skill is 100%-Character’s trained skill, and that the teacher has a teaching skill of 50%.
2. **Weapon Specialist:** A Knight may spend 3 Experience rolls and spend 1 month of training, to add a weapon or add a new trait to a known combat style. A Combat Style may never have more than 1/10th its Rating in traits and weapons in total.

**Rank 2:**

1. **Squire:** May gain an NPC Ally as a Squire. Speak with your GM to know how to build the NPC. The NPC will be friendly and must obey the character’s orders and instructions. The character is responsible for the NPC’s welfare. Knight and Squire relationship often lasts even after the latter becomes a Knight.

**Rank 3**

Pay 2 Experience rolls and 1 month of training:

1. **Strength of Honor:** When you augment your Brawn or Endurance skills with your Oath passion, the effect is doubled and lasts for an entire scene.

**Rank 4**

Pay 2 Experience rolls and 1 month of training:

1. **Crown of Knighthood:** When you are following orders or defending your personal honour and you augment your Willpower with your Oath passion, the effect is doubled and lasts for an entire scene.

**Rank 5**

1. Access to request use of all resources in any given circle, except those of ranking Lord of Swords or Lord of Roses Knights.

# **Knights of the Sword and Order of Clerists**

**Additional Brotherhood Skills:** Piety, Channel, Willpower

| **Rank** | **Title** | **Prerequisites** | **Brotherhood Prerequisite Skills** | **Order of Clerists Prerequisite skills** |
| --- | --- | --- | --- | --- |
| 2 | Knight of Swords or Knight Clerist\* or Novice of Roses\* | 5 skills at 70%  Knights of the Sword donate all wealth except mounts, weapons and armour to the Knighthood | Brawn, Combat Style, Endurance, Piety, Lore (The Measure), Ride | Channel, Insight, Combat Style, Lore (The Measure), Piety, Willpower |
| 3 | Bladeknight or Elder of Swords | 4 skills at 80% |
| 4 | Lord of Swords or Lord Clerist | 3 skills at 90% |
| 5 | High Clerist | 2 skills at 100% |

To become a Knight of Sword a Candidate must be a rank 1 Knight in the Order of the Crown, apply to become a Knight of the Sword, fulfil all prerequisites and complete a Quest of Virtue:

1. Must petition before a council of three presiding knights, one of which must be an Elder of Swords, who pass judgement on the candidate’s honour.
2. Journey of no less than 500 miles and 30 days.
3. Three tests of Wisdom.
4. One test of Generosity.
5. One test of Compassion.
6. Restoration of something that was lost.
7. Single combat with a powerful enemy, determined by the knighthood: victory must be attained honourably and courageously.
8. Help can be recruited, but they must abide by the Measure. Knight is responsible for their behaviour and faults.

**Abilities and Gifts Knight of the Sword:**

**Rank 2:**

Pay 2 Experience rolls and 1 month of training:

1. **Defend the Weak:** You can pledge to defend another person. When you do so, your Combat Style is augmented by your Oath Passion, with double the usual effect. This will last for a whole scene.

**Rank 3**

1. **Soul of Knighthood:** The Hospitality benefit extends to churches and temples of Habbakuk, Kiri-Jolith and Paladine, regardless of the Nation they are located in. The GM may treat them as if they were a Knightly Circle.

Friendly nations also extend the knight hospitality and may even offer help to the questing Knight, but are not under any obligation to provide equipment or coin.

1. **Squire:** May gain an NPC Ally as a Squire. Speak with your GM to build the NPC. The Squire will be friendly and must obey the character’s orders and instructions. The character is responsible for the NPC’s welfare. A Knight and his Squire’s relationship often lasts even after the latter becomes a Knight.

**Rank 4**

Pay 2 Experience rolls and 1 month of training:

1. **Aura of Courage:** The Knight is immune to magical and mundane Fear, and can clearly think no matter the situation he is in: Penalties caused by distractions are reduced by one step. Allies fighting near the Knight receive the Fear immunity if they stay within 20m.

**Rank 5**

1. Access to request the use of all resources in any given circle, except those of ranking Lord Rose Knights.

| Abilities and Talents: Order of Clerists Clerists are Knights of the Sword who have dedicated themselves to Kiri-Jolith, beyond what is required of all Sword Knights. In exchange for this worship, the Bison of Heaven grants Clerists the ability to cast divine spells, much as a cleric does. Clerists are the guiding hand of the Order of the Sword, and all High Clerists are required to belong to the Order of Clerists. Finally, Clerists may never rise to the Order of the Rose and includes Vows of Celibacy.  Knights of the Order of Clerists have the same gifts and benefits of a regular Knight of the Sword, but they can also cast Divine Spells. They follow Divine Casting rules, except as outlined here:  **Rank 2:**  At a Cost of 3 Experience rolls and 1 month of training:  Cast Cleric Spells:  *Starting Spells:* Clerists receive 1 Rank 1 Spell, and may learn other spells following the usual rules.  *Spellcasting Rank:* Your perceived Spellcasting rank is 1 rank lower than you are currently. Therefore, a Rank 2 Clerist may not cast spells of a higher Rank than 1.  *Spells in memory:* You may hold in memory Cha/6 spells.  *Prayer Day:* You choose one day of the week in which you pray to recover your spells. You can only do so once per week and on that specific holy day.  *Clerist Spheres of Influence:*  All, Combat, Divination, Healing (Minor) and Protection |
| --- |

# **Knights of the Rose**

**Additional Brotherhood Skills:** Bureaucracy,Courtesy, Willpower

| **Rank** | **Title** | **Prerequisites** | **Prerequisite Skills** |
| --- | --- | --- | --- |
| 3 | Knight of Heart | 4 skills at 80%  Knights of the Rose donate all wealth except mounts, weapons and armour to the Knighthood | Combat Style, Courtesy, Endurance, Ride, Lore (The Measure), Willpower |
| 4 | Lord of Roses | 3 skills at 90% |
| 5 | High Justice | 2 skills at 100% |

To become a Knight of the Rose, a Candidate must be a rank 2 Knight of the Sword in the Order of the Sword, apply to become a Knight of the Rose, fulfil all prerequisites and complete a Quest of Virtue:

1. Must petition before a council of six presiding knights, one of which must be a Lord of Swords or Lord Clerist, and another must be a Lord of Roses, who pass judgement on the candidate’s honour.
2. Journey of no less than 500 miles and 30 days.
3. One test of Wisdom.
4. Three tests of Generosity.
5. Three tests of Compassion.
6. Restoration of something that was lost.
7. Single combat with a powerful enemy, determined by the knighthood: victory must be attained honourably and courageously. Foe must not be killed, but must be defeated.
8. Help can be recruited, but they must abide by the Measure. Knight is responsible for their behaviour and faults.

**Abilities and Gifts Knight of the Rose:**

**Rank 3**

1. **Justice of the Measure:** The Hospitality benefit extends to churches and temples of Habbakuk, Kiri-Jolith and Paladine, regardless of the Nation they are located in. The GM may treat them as if they were a Knightly Circle. Inside Solamnia, the Knight is considered a Judge that can impart civil and criminal justice, review local decisions and pass judgement on any person, except on equal or higher-Ranking Knights. Knights of the Rose are considered higher ranking over Sword and Crown knights of the same rank.
2. **Squire:** May gain an NPC Ally as a Squire. Speak with your GM to build the NPC. The Squire will be friendly and must obey the character’s orders and instructions. The character is responsible for the NPC’s welfare. A Knight and his Squire’s relationship often lasts even after the latter becomes a Knight.

Pay 2 Experience rolls and 1 month of training:

1. **Wisdom of the Measure:** Any Lore (The Measure) rolls are 1 grade easier. Lore (The Measure) can be used as a special augment that provides double the usual bonus to: Bureaucracy, Courtesy, Lore (Strategy and Tactics) and Willpower rolls.

**Rank 4**

1. Access to request use of all resources in any given circle except those held by the Knight’s Grand Master

**Rank 5**

Pay 2 Experience rolls and 1 month of training:

1. **Knighthood’s Flower:** As far as everyone is concerned, you are the living embodiment of all that the Knights of Solamnia stand for: honour, wisdom, and justice. Any social rolls are one grade easier.

## Knights of Neraka

Of all the knightly orders of Ansalon, none are as feared as the Dark Knights of Neraka. Born from the vision of a Prophet after the fire mountain sank Istar, the Knights of Neraka stand in the pages of history as one of the greatest organized military forces to ever walk the face of Krynn.

The Knights of Neraka, founded shortly after the Cataclysm, governed their lands with a tyrannically benevolent dictatorship. This regime is characterised by an iron-fisted approach that prioritises security and order above all else. While they espouse ideas of honour and service similar to the Knights of Solamnia, the Knights of Neraka place collective safety far above personal liberties, ensuring a society that is both tightly controlled and highly regimented.

Their governance yields several benefits. Security and stability are hallmarks of their rule, as the Knights’ stringent control keeps crime rates extremely low. Citizens live in a safe environment where banditry and lawlessness are virtually nonexistent. Additionally, the Knights’ efficient management of infrastructure and resources leads to well-maintained roads, bridges, and public buildings, facilitating trade and improving the quality of life. The Knights of the Thorn, as master divinators, drive technological and magical advancements that benefit agriculture, medicine, and defence, further enhancing societal well-being.

However, this strict regime also brings significant drawbacks. Personal freedoms are severely suppressed, with strict control over freedom of speech, assembly, and movement. Dissent is not tolerated, creating an oppressive atmosphere where fear stifles individuality and creativity. The Knights of the Skull, serving as inquisitors, enforce the law with brutal methods, often imposing severe punishments for even minor infractions, which fosters a culture of fear and repression. Furthermore, economic inequality is rampant; those directly serving the Knights, especially within higher ranks, enjoy significant privileges and wealth, while common citizens often struggle with poverty and limited opportunities for social mobility.

The laws underpinning this regime reflect its authoritarian nature. Absolute obedience to authority is mandatory, with insubordination met with immediate and severe punishment. Every able-bodied individual is required to serve in the military or contribute to state infrastructure projects for a specified period, ensuring a constant supply of manpower for the Knights’ endeavours. A strict curfew is enforced, with citizens required to be indoors after sunset unless they have explicit permission from the Knights, and violations are met with harsh penalties. Surveillance is widespread, and citizens are coerced into reporting suspicious activities or disloyal behaviour. The state maintains complete control over the allocation and distribution of resources, including food, water, and medical supplies, with unauthorised distribution or hoarding considered serious crimes punishable by imprisonment or worse.

Under the rule of the Knights of Neraka, society is orderly and secure, but this comes at the significant cost of personal freedom and social equality. The benefits of safety, infrastructure, and technological advancement are overshadowed by the oppressive control and economic disparities that define life in their realm.

The Knights of Neraka are divided into three orders. The Knights of the Lily are the physical body of the Knighthood, warriors trained to fight in single and mass combat, as infantry, cavalry and dragon-riders. The Knights of the Skull are the spiritual body, guiding them by channeling the Vision and interpreting it. They also serve as inquisitors and police force, for the Dark Knights tolerate no insubordination. The Knights of the Thorn are, arguably, Krynn’s most proficient divinators, using their magical skills to strengthen the tight hold they have on their conquests.

### THE CODE

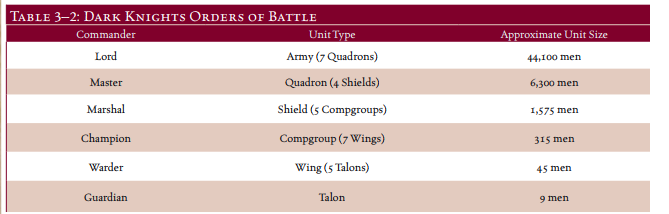
The Code is the set of laws designed to deal with both military situations and the lives of each member of the Knighthood. The Code borrows from the Measure of the Knights of

Solamnia, but it has been adapted to the vision of the Knights of Neraka. Strict adherence to the Code is required, though each case is decided on its own merits and exceptions can be made. The Code is divided into several basic precepts, which guide each Order of the Dark Knights:

Order of the Lily: Independence breeds chaos. Submit and be strong.

Order of the Skull: Death is patient. It flows both from without and from within. Be vigilant in all and skeptical of all.

Order of the Thorn: One who follows the heart finds it will bleed. Feel nothing but victory.



# **Knight of Neraka**

See The Second Generation and Knightly Orders of Ansalon for Mythos, History, Nature and Organization.

Knights of Takhisis (Neraka) are actually three different organisations working under one ideal: Submission and pacification of Ansalon. The Knights of the Lily are a Brotherhood, the Knights of the Skull a Clerical Cult and the Knights of the Thorn an Arcane Cult.

**Passion Requirements:**

Loyalty (The Code): 30% +(POW\*2)

Oath (The Vision): 30%+POW+INT

**Skills for any of the Orders:** Combat Style (Knight of Neraka), Endurance, Lore (Strategy and Tactics), Lore (The Code), Willpower

# **Order of the Lily- Brotherhood**

**Brotherhood Skills:** Brawn, Ride, Oratory

| **Rank** | **Title** | **Prerequisites** |
| --- | --- | --- |
| 0 | Novice | - |
| 1 | Night Warrior | 5 skills at 50% |
| 2 | Warder of the Lily | 5 skills at 70% |
| 3 | Marshal of the Lily | 4 skills at 80% |
| 4 | Master of the Lily | 3 skills at 90% |
| 5 | Lord of the Lily | 2 skills at 100% |

**Abilities and Gifts:**

**Rank 1:**

**Free abilities:**

1. **Hospitality and Requisition Gear:** Knights of the Lily may draw coin, equipment, and request healing and aid from the Order, nobles from Neraka or nations under the control of the Knights. Finally, the knight may request training in Brotherhood skills. Unless the GM rules otherwise, assume the teacher’s degree of difference in the trained skill is 100%-Character’s trained skill, and that the teacher has a teaching skill of 50%.
2. **Strength in Submission:** Knights of the Lily are the best soldiers in Ansalon. In a fight they pursue the team’s goal, beyond personal benefit. If they must sacrifice themselves to accomplish their mission, then so be it. Whenever there are 2 or more knights fighting together, or a knight and their dragon mount, they can both benefit from the Formation Fighting trait and apply it to any Combat Style they may have. Typically, this benefits the Talons the Knights are assigned to, which are units of 9 men.

**Rank 2:**

Pay 2 Experience rolls and 1 month of training:

1. **Blood Oath Archer:** Knights of the Lily also learn to use a bow to maximise the impact on the battlefield. Incorporating techniques of mounted and mobile cavalry archers, they can include the Recurve Bow into one of their Combat Styles. By spending an additional 2 Experience rolls and 1 month of training, they may also incorporate the Ranged Marksman trait into that Combat Style.

**Free ability:**

1. **Compgroup Commander:** Knights of Rank 2 or higher can be assigned command of a Compgroup, a unit composed of 315 men.

**Rank 3:**

1. **Exotic Mount (Wyvern or Dragonnel):** If the Knight has a Passion of Oath (The Vision) at 70% or more, and a Ride skill of 70% or more, they are assigned a Wyvern or Dragonnel to become the Knight’s companion. Aerial knights are the Elite of the knights and are often assigned key missions.
2. **Shield Commander:** Knights of Rank 3 or higher can be assigned command of a Shield, a unit composed of 1575 men.

**Rank 4:**

1. **Change Exotic Mounts (Wyvern or Dragonnel), for Exotic Mounts (Blue Dragon):** Especially talented and strong-willed knights are paired with true blue dragons. These men are usually the cream of the Order and prove the ability to operate independently and far from friendly forces. If the Knight has a Passion of Oath (The Vision) at 80%, a Willpower skill of 70% and a Ride skill of 80% or more, he may apply to be paired with one. A knight and a dragon’s bond is unique and permanent. If the dragon dies, the knight may not be assigned another.
2. **Master Commander:** Knights of Rank 4 or higher can be assigned command of a Quadron, a unit composed of 6300 men.

**Rank 5:**

1. **Lord Commander:** Knights of Rank 5 can be assigned command of an Army, a unit composed of 44100 men.
2. **Unity of the Vision:** A Knight of Rank 5 may augment the Combat Style skill of any troops under their command, as well as their own, using their Oath (The Vision) Passion. This is a special augment that provides double the usual bonus to said skill and lasts for a whole scene (i.e. a whole battle).

# **Order of the Skull – Clerical Cult**

**Cult Skills:** Bureaucracy, Insight,Perception,Piety, Channel

| **Rank** | **Title** | **Prerequisites** | **Prerequisite Skills** |
| --- | --- | --- | --- |
| 0 | Novice | - |  |
| 1 | Bone Clerist | 5 skills at 50% | Piety, Channel, Lore (The Code) |
| 2 | Warder of the Skull | 5 skills at 70% | Lore (The Code) |
| 3 | Marshal of the Skull | 4 skills at 80% | Lore (The Code) |
| 4 | Master of the Skull | 3 skills at 90% | Lore (The Code) |
| 5 | Lord of the Skull | 2 skills at 100% | Lore (The Code) |

**Abilities and Gifts:**

**Rank 1:**

1. **Hospitality and Requisition Gear:** Knights of the Skull may draw coin, equipment, and request healing and aid from the Order, nobles from Neraka or nations under the control of the Knights. Finally, the knight may request training in Brotherhood skills. Unless the GM rules otherwise, assume the teacher’s degree of difference in the trained skill is (100%-Character’s trained skill), and that the teacher has a teaching skill of 50%.
2. **Divine Spell Caster:** Knights of the Skull can cast spells of healing, defence, and protection to aid their allies. Clerical Divine spellcasting is not hindered by the wearing of armour.
3. **Spheres of Influence:** All, Combat, Creation (Minor), Healing (Minor), Protection.
4. **Spellcasting Rank:** Knights of the Skull can cast Divine Spells of a Rank equal to the one they have attained.
5. **Extra Spells:** A Knight of the Skull holds in memory an extra 2 spells, which must be chosen from the Combat and Protection Spheres of Influence.
6. **Specialist Resistance:** Knights of the Skull resist spells of the Combat, and Protection Spheres at one level easier.
7. **Specialist Caster:** When casting spells of the Combat and Protection Spheres they have an additional level of Intensity without any additional cost in Magic Points.

**Rank 2:**

Pay 2 Experience rolls and 1 month of training:

1. **Adjudicator of the Code:** You are considered a judge of Knights and an adjudicator in the lands your Order controls. You may pass judgement on civilians (the Orders define these as “any who are not Knights”. Knights of Solamnia *are* Knights under this definition) and solve conflicts. When dealing with Knights you cannot accuse those of higher Rank than you, but you may pass judgement if another Knight with authority accuses them before you. Any passed judgement is final. Misuse of this ability is treated with the utmost severity.

**Free ability:**

1. **Talon Commander:** A Knight of Rank 2 may lead a Talon, which are units of 9 men.

**Rank 3:**

Pay 2 Experience rolls and 1 month of training:

1. **Deadly Interrogator:** You are an expert in drawing out information out of people. Whether using soft or hard skills, magic and even other more unsavoury forms: your social rolls made to obtain information, draw information or determine whether you are being lied to, are made at one grade easier.

**Free ability:**

1. **Compgroup Commander:** A Knight of Rank 3 may lead a Compgroup, which are units of 315 men.

**Rank 4:**

Pay 2 Experience rolls and 1 month of training:

1. **Determination in the Code:** You may substitute your Passion Loyalty (The Code) for Willpower or Endurance rolls to resist control, maintain consciousness and resist fatigue.

**Free ability:**

1. **Shield Commander:** A Knight of Rank 4 may lead a Shield, which are units of 1575 men.

**Rank 5:**

1. **Lord Commander:** Knights of Rank 5 can be assigned command of an Army, a unit composed of 44100 men.
2. **Exotic Mount (Wyvern or Dragonnel):** If the Knight has a Passion of Oath (The Vision) at 80% or more, and a Ride skill of 70% or more, they are assigned a Wyvern or Dragonnel to become the Knight’s companion. Aerial knights are the Elite of the knights and are often assigned key missions.

# **Order of the Thorn – Arcane Cult**

**Cult Skills:** Arcane Casting, Arcane Knowledge, Literacy (Any), Lore (Astronomy), Lore (The Vision)

| **Rank** | **Title** | **Max Spell Rank** | **Prerequisites** | **Prerequisite Skills** |
| --- | --- | --- | --- | --- |
| 0 | Novice | Rank 0 Cantrips | - |  |
| 1 | Blood Apprentice | Rank 0 Cantrips/ Rank 1 Divinations | 5 skills at 50% | Arcane Casting, Arcane Knowledge, Oath (The Vision) |
| 2 | Warder of the Thorn | Rank 1 Arcane /Rank 2 Divinations | 5 skills at 70% | Arcane Casting, Arcane Knowledge, Oath (The Vision) |
| 3 | Marshal of the Thorn | Rank 2 Arcane /Rank 3 Divinations | 4 skills at 80% | Oath (The Vision) |
| 4 | Master of the Thorn | Rank 3 Arcane /Rank 4 Divinations | 3 skills at 90% | Oath (The Vision) |
| 5 | Lord of the Thorn | Rank 4 Arcane/Rank 5 Divinations | 2 skills at 100% | Oath (The Vision) |

**Magic and Gifts:**

**Rank 1:**

1. **Hospitality and Requisition Gear:** Knights of the Thorn may draw coin, equipment, and request healing and aid from the Order, nobles from Neraka or nations under the control of the Knights. Finally, the knight may request training in Brotherhood skills. Unless the GM rules otherwise, assume the teacher’s degree of difference in the trained skill is 100%-Character’s trained skill, and that the teacher has a teaching skill of 50%.
2. **Diviner Specialists:** Knights of the Thorn are Diviner Specialists and have the following advantages and disadvantages:

* **Extra spells:** Specialists memorise 1 extra spell beyond those normally allowed, but at least 2 memorised spells must come from the Divination school.
* **Increased Intensity and Magnitude:** Specialists cast spells of their school at +1 Magnitude and +1 Intensity, without incurring any extra cost in Magic Points.
* **Arcane Casting Proficiency:** Arcane Casting rolls of chosen specialty spells are made one grade easier.
* **Arcane Knowledge:** Rolls of Arcane Knowledge are one degree easier to identify, scribe, learn, etc. spells of their specialty school.
* **Arcane Resistance:** Specialists resist spells of their chosen schools at 1 degree easier.
* **Forbidden Schools:** Each school has a list of opposed schools of magic. Knights of the Thorn cannot learn spells from the school of Conjuration.

1. **No Moon Magic:** Thorn knights are unaffected by the Moons of Magic, both for beneficial and detrimental effects.
2. **Restricted Learning:** Thorn Knights have a restriction to the Rank of spells they can learn, as the table shows. This is a hard limit and replaces the usual limit established by Arcane Knowledge/25.

**Rank 2:**

Pay 2 Experience rolls and 1 month of training:

1. **Armored Casting:** Knights of the Thorn train to cast magic in armour and have achieved a greater proficiency than others. They increase Casting Time per 5 points of Initiative Penalty, instead of the usual 3.

**Rank 3:**

1. **Squire-Apprentice:** May gain an NPC Ally as a Squire. Speak with your GM to build the NPC. The Squire will be friendly and must obey the character’s orders and instructions. The character is responsible for the NPC’s welfare.

Pay 2 Experience rolls and 1 month of training:

1. **Nothing But Victory:** You gain a Passion Love (Victory) at POW\*2+30% that can be used to augment your skills when overcoming opponents and enemies. This is a very broad passion, makes you quite competitive, but also pushes you to accomplish your goals. It also means that you might stray from the knightly path, and Knights of the Thorn have cautionary tales about those that forsake honour to win.

**Rank 4:**

1. **Compgroup Commander:** A Knight of Rank 4 may lead a Compgroup, which are units of 315 men.

Pay 2 Experience rolls and 1 month of training:

1. **Oracle of the Vision:** Your ability to use Divinations and predictions reaches its height. You may research and learn clerical spells of the Sphere of Divination and add them to your spellbook. You treat these spells as Arcane and of the School of Divination for all purposes.

**Rank 5:**

1. **Lord Commander:** Knights of Rank 5 can be assigned command of an Army, a unit composed of 44100 men.
2. **Exotic Mount (Wyvern or Dragonnel):** If the Knight has a Passion of Oath (The Vision) at 80% or more, and a Ride skill of 70% or more, they are assigned a Wyvern or Dragonnel to become the Knight’s companion. Aerial knights are the Elite of the knights and are often assigned key missions.

## HOLY ORDERS OF THE STARS

Becoming a priest is not a decision to be made lightly. It means a lifetime commitment of servitude to a singular path. Often, there are strict rules pertaining to all aspects of life: clothing, food, assigned or proscribed weapons, and other strict rules of behaviour. Why would anyone willingly place themselves into a life of servitude and rules? The answer to that is: it depends on the point of view of the person entering the priesthood.

The level of organisation in a church depends on the god and the person that god chooses as their High Priest. Kiri-Jolith and Sargonnas have regimented and rigid churches, where Branchala’s and Zeboim’s churches are loosely structured. Regardless of the role, or roles, churches play in the politics of the mortal realm, they are the most effective way for the gods to exert their will and accomplish their goals

# **GODS OF LIGHT**

**Paladine:** Paladine’s clergy are very prim and proper. They serve in protocol, politics, and diplomacy. Their temples usually serve as embassies, as the headquarters for socially and politically charged causes, looking to defend, protect and help those less fortunate. They also help maintain a certain status quo where they work, trying to avoid social conflict as much as possible.

Sins: (Minor) Failing to act in a good, noble, or righteous fashion. (Major) Failing to render aid to the Children of Paladine [Elves, Metallic Dragons], unless their motivations are suspect. (Mortal) Allowing the repressed and enslaved to remain so.

**Kiri-Jolith:** Think gunslingers, righters of wrongs and itinerant judges. Think Jedi knights who blow into town and take on the bad guys because it’s the right thing to do. The heroic knight is the epitome and exemplar devotee of Kiri-Jolith. The righteous cohorts, as lay members are called, are sent to the front lines of battle, typically serving as elite professional troops. The officiating priests in Ansalon are Order of the Sword Clerists, preaching camaraderie, integrity, brotherhood and unswerving loyalty. A few chosen devotees of Kiri-Jolith are called Paladins and are an extremely rare sight in Ansalon.

Sins: (Minor) Showing cowardice on the battlefield. (Major) To act in any way that violates the notion of honour—you can still suspect the betrayal of others and plan around it if warranted. (Mortal) Damage the unity between comrades through lies, rumour-mongering, betrayal, etc.

**Majere:** Cryptic and plain, speaking softly and only when they have something of great importance to say. Kane from Kung-Fu is a good example of a Majerean. They wander the land, teaching people about peace and contemplation, but also righting wrongs-they are natural companions to Kiri-Jolithians, acting as the tempering conscience when the bison-god's followers might act hastily.

Sins: (Minor) Showing a lack of discipline. (Major) Not putting yourself at risk for the sake of knowledge. (Mortal) Hindering the free-thinking or decision-making of any group or individual.

**Mishakal:** Albert Schweitzer, Florence Nightingale; they are the doctors without borders folks, travelling far and wide, healing any that need it, regardless of who it is. They are also big into crop fertility, and often work with priests of Chislev and Habbakuk to rebuild ravaged areas of the land.

Sins: (Minor) Fail to ease the suffering of those in need. (Major) Fail to put the healing of those in need over your own wellbeing. (Mortal) Intentionally harm an natural being, unless defending one’s self from harm—unnatural creatures such as undead are abominations and should be mercifully destroyed whenever encountered.

**Habbakuk:** Greenpeace activists and Buddhists-they live a spartan, simple life, but get fired up when the sea is threatened or used irresponsibly. Like this legendary creature, the phoenixes of Habbakuk, many followers and priests are born-again believers, brought back from the brink of oblivion or darkness. They see themselves as living on borrowed time, doing what they can to bring swift action against opposing forces, knowing that they have had another chance given to them. They are of a similar mindset to Zeboim’s followers, but not as violent or unforgiving- they prefer to educate rather than punish.

Sins: (Minor) Intentionally corrupting water. (Major) Failing to preserve the natural world over yourself. (Mortal) Preventing the rebirth or struggle of anyone or anything towards a greater good.

**Branchala:** They see the world in musical tones, and are typically very moody, up one minute, down the next. They are always talking of inspiration and jotting things down, be it lyrics or song notes. They are true lovers of music, believing in its power so fervently that they wish to share it with everyone and have everyone develop their talents. This can be troublesome at times, such as when they convince a budding talent to give up a stable life for a musical life. Branchala’s clergy are entertainers at heart, if not by trade. Her message is carried along the roads of Krynn by minstrels and merrymakers, players, and performers.

Sins: (Minor) Failing to laugh at a good joke, admire a beautiful song, or stop to appreciate a talented performer—unless an emergency prevents you from doing so. (Major) Failing to aid and support talented artists and entertainers. (Mortal) Wanton destruction of the people or places dedicated to music and entertainment.

# **GODS OF TWILIGHT AND DAWN**

**Gilean:** Academics, absent-minded professors, with at times obsessive mindsets when they get onto a topic. They are always seeking information, sometimes at the worst possible time. As libraries and schools are seen as temples and volumes of historical and mystical importance are sacred, it becomes Gilean’s scholarly clerics who are bound to recover, copy, and protect them.

Sins: (Minor) Disorganization and/or sloppy record keeping. (Major) Failing to place one’s self in harm’s way to protect books or the written word. (Mortal) Intentionally destroying books or other written records, also censoring the written word.

**Reorx:** Very guildlike, or unionlike in actions and organisation. They typically control shipping. The priests of Reorx are known as forgers, especially among the dwarves that place the Smith God foremost in their reverence. They tend to behave very much like protestant-ethics, blue-collared workers that never shirk from what needs to be done. They are also incredibly pragmatic.

Sins: (Minor) Cowardice. (Major) Slothful behaviour, though carousing and gambling are perfectly fine in the eyes of Reorx. (Mortal) Deliberately harming a forge, workshop, or other space related to creation.

**Sirrion:** Very artistic and moody, unpredictable in actions, though fire becalms them. Artists, poets, lovers, and activists, who form the bulk of his priesthood, are good examples of this god’s hotheaded followers. They are very tactile, rubbing surfaces with their fingers, to learn what they are made of. A small group may even be more chemists than artists, studying fire and its processes in great depth, muttering about combustion points, etc.

Sins: (Minor) Not showing deference or respect for sacred fires: those that are naturally-made or dedicated to Sirrion. (Major) Destroying an artistic creation. (Mortal) Refusing to allow your passions to guide you or advising others to ignore their passions.

**Shinare:** These priests often run charities and markets etc. They are looking for ways to get the most wealth to the most people. To them, life is full of opportunities for gain, and they are not at the expense of others. While most think of Shinare as the goddess of merchants, her faithful are very commonly mercenaries and sellswords in eras where her worship is practised. In fact, professional mercenaries are some of the most ardent followers of Shinare as she blesses every contract made in good faith, and this is no less true of the contract between a mercenary soldier and his employer.

Sins: (Minor) Avoid negotiating for goods and/or services. (Major) To cheat or lie to anyone, especially when it’s a matter of money. (Mortal) To disrupt or restrain the practice of honest business or trade.

**Chislev:** They are usually solitary, horse whisperers or other people of the wild who are few of words, passionate in their love of nature and willing to defend it at almost any cost. Chislev is nature incarnate, and her priests embrace all aspects of her realm in their role as Krynn’s custodians, protectors, and defenders. When nature is threatened or despoiled, Chislev relies on her Druids to seek out and respond to these assaults. Druids take the forms of wild animals, plants, and even elementals. Tom Berenger’s character in "Shoot to Kill” is a good example, as is Redford in “The Horse Whisperer”.

Sins: (Minor) To not use every part of a hunted animal, felled tree, etc. Anything taken from nature must be respected. (Major) To not preserve nature over oneself. (Mortal) Wanton destruction of animals or natural space.

**Zivilyn:** The River of Time flows unhindered for the most part, watched over by the prescient eyes of Zivilyn, the God of Wisdom. His priesthood contemplates and studies the lessons of past choices and decisions yet to be made, and at Zivilyn’s shrines his chosen seers, known as the alluvial oracles, bring these observations to the people. Zivilyn’s calm and measured nature is reflected in his oracles, who will observe rather than act on events. They typically live in secluded monasteries, avoiding any intervention in the world, looking for enlightenment.

Sins: (Minor) Being ruled by emotions and attachments. (Major) Refusing to offer counsel or advice when asked. (Mortal) Doing harm to the River of Time.

# **GODS OF DARKNESS**

**Takhisis:** The Queen of Darkness drew countless thousands to her service through the ages, with promises, threats, and bargains. Each time, Her Dark Majesty has attracted dedicated individuals with an intense desire to rule, obtain power for themselves, overthrow, and eliminate those who stand in their way. Takhisis is a goddess of great ambition and huge enterprises: Conquerors, tyrants, empires and repressive utopian visionaries do her work. Her dark pilgrims use whispered subterfuge and cloaked murder, justifying their deeds by a supposed unified greater good, where individual views would be crushed for the whole of the group. Tyrants like Stalin, Putin, or even Alexander the Great are excellent examples of the kind of people she attracts.

Sins: (Minor) Freeing slaves, or any other altruistic act for the sake of it. (Major) Harming the children of Takhisis [Ogres, Chromatic Dragons]—you can certainly put them in their place. (Mortal) Fail to support the rule of tyrants and powerful rulers.

**Zeboim:** Eco-terrorists- they sink fishing boats, destroy villages that are dumping garbage in the waters and burn down plantations that destroy the forests to make way for agriculture. Also, Zeboim’s followers are pirates, pillagers, and ravagers; skilled sailors and mariners, using the gifts their goddess has granted them to raid, pillage, and uproot settlements and send ships and other vessels to the bottom of Zeboim’s domain. To Zeboim’s followers, the greatest ritual sacrifices are the sinking of vessels captured in combat along with whatever cargo they have.

Sins: (Minor) Restraining violent impulses in others. (Major) Restraining violent impulses in one’s self. (Mortal) Disrupting the process of predator and prey or undermining the rule of the strong over the weak.

**Chemosh and Morgion:** These are hard to characterise, as they usually operate in cults behind the scenes. In mindset, they could be very dispassionately academic: seeing disease and death as a part of the natural world. Some might even be innocent about their worship, believing they perform a valuable essential service in the renewal of maturity and life, while others are obsessed with the decay of all things mortal. Dark elves often worship them, since they can see the cyclic nature of existence, and the need for death/disease. They are typically cold and distant, viewing everything through the paradigm that all life is fleeting, and nothing is worth getting attached to, for all is ultimately doomed. They are weirdly mystical in that mindset, in some ways not so much evil as alien.

Chemosh Cleric Sins: (Minor) Failing to give false hope to those who are suffering. Not committing murder when it would benefit the Cult of Chemosh. (Major) Eschewing the personal transformation into a state of undeath, even when it puts you at risk. (Mortal) To harm the undead, except in self-defense, or harm the process of anyone seeking a state of undead immortality.

Morgion Cleric Sins: (Minor) Not fostering the plague or disease wherever it dwells. (Major) Ignoring an opportunity to increase or prolong the suffering of those who are misery, sick, or injured. (Mortal) Participating in any effort to cure someone or enhance their healthy in a permanent fashion—healing someone with an illness in an effort to prolong his/her suffering is acceptable.

**Sargonnas:** Similar to Kiri-Jolith, but harsh and unbending, sentences pronounced and carried out immediately. They do right wrongs they encounter, but often times, the cure is worse than the disease. As is frequently the case with zealots, Sargonnas’s wrathful avengers tend to set aside their reason and compassion in their pursuit of anybody they see as guilty.

Sins: (Minor) Forgive a slight against you/your honor. (Major) Reject the offer of a duel or trial by combat. (Mortal) Refuse to seek revenge against one that has seriously harmed you or your kin/friends/lovers/etc

**Hiddukel:** Obsessed with wealth, they are often found in money lending operations, gambling houses and other, darker, enterprises. The world is full of opportunity for them, they are usually quite joyous. They know there really is a sucker born every minute, and they want to be the midwife. They are also interested in influence, in tempting and collecting souls for their god, through dark bargains and promises of power. Al Pacino’s character John Milton in the “Devil's Advocate” is a good example of a Hiddukel follower.

Sins: (Minor) Refuse to steal or take advantage of someone when you will not risk getting caught. (Major) Tell the truth when it does not benefit you in some fashion. (Mortal) To give charity to anyone, especially when you could achieve power by holding back or demanding compensation.

# **Cults of Darkness**

# **Dark Pilgrim of Takhisis- Clerical Cult**

See Dragonlance Adventures, Tales of the Lance and Holy Order of the Stars for Mythos, History, Nature and Organization.

The Church of Takhisis preaches that the Strong rule over the Weak and bring order and submission, so that all may prosper. They are Tyrants, Warlords and Preachers offering a life of plenty in exchange of free will and a passive life. Her Dark Majesty’s clerics are ambitious, capable individuals willing to corrupt, overthrow, and eliminate those who stand in their way. Sent out into the world to do her work, these dark pilgrims use whispered subterfuge and the ability to command dragons to accomplish their goals.

**Passion Requirements:**

Love Power (Achieve own ambitions) 30%+(POW\*2)

Devotion (Takhisis) 30%+(POW\*2)

**Cult Skills:** Channel, Combat Style (Dark Pilgrim or Dragonlord Ravager), Deceit, Influence, Insight, Lore (Takhisis), Lore (Dragons) Piety,Willpower.

**Cult Weapons and Armour:** The Cult of Takhisis does not restrict its priests to any kind of weapons and armour.

**Possessions:** Initiates must renounce any and all worldly wealth and assets to the Church. After initiating into the secrets of Takhisis any wealth obtained can be used personally by the cleric. These possessions are jealously guarded and to steal or threaten them is a personal offence against the cleric. Priests refer to these possessions as “The Hoard”.

# **Dark Pilgrim of Takhisis- Clerical Cult**

| **Rank** | **Title** | **Prerequisites** |
| --- | --- | --- |
| 0 | Initiate | Must renounce all earthly possessions and dedicate them to the Cult. |
| 1 | Adept | 5 skills at 50% |
| 2 | Pilgrim | 5 skills at 70% |
| 3 | Dark Pilgrim | 4 skills at 80% |
| 4 | Nightmaster | 3 skills at 100% |
| 5 | Nightlord | 2 skills at 110% |

**Abilities and Gifts:**

**Rank 1:**

1. **Requisition Gear:** Dark Pilgrims may demand coin, equipment, and request healing and aid from commoners and nobles from Neraka or nations under the control of the Dragon Armies or the Church. This demand may be refused by the strong or the fool, but to do so is to challenge the Dark Pilgrim personally.
2. **Divine Spell Caster:** Clerical Divine spellcasting is not hindered by the wearing of armour.
3. **Spheres of Influence:** All, Charm, Combat, Elemental, Necromancy, Protection, Summoning, Sun (Reversed).
4. **Spellcasting Rank:** Dark Pilgrims can cast Divine Spells of a Rank equal to the one they have attained.
5. **Command Dragons:** As Turn Undead, Classic Fantasy p. 44, but affects dragons, draconians, dragonnels, wyverns and other dragon-kind, instead of undead. Assume that true dragons have an intensity of (2+their age category), dragonnels and wyverns have an intensity of 4. Draconians have an intensity of 3 for this purpose. If in doubt, use POW/4 to determine a creature’s intensity. All are considered sapient creatures.

**Rank 2:**

1. **Dragon’s Tongue:** Dark Pilgrim’s of Takhisis are some of the most convincing and seductive individuals anyone on Krynn can know. Any social rolls to intimidate or tempt someone are made at one grade easier.

**Rank 3:**

1. **Dragon Lord:** Dark Pilgrims remove any caps based on intensity for their Command Dragons ability.

# **Wrathful Avenger of Sargonnas- Brotherhood**

See Dragonlance Adventures, Tales of the Lance and Holy Order of the Stars for Mythos, History, Nature and Organization.

Wrathful avengers are individuals who have given their souls to the Red Condor in order to do his bidding in the world, exacting vengeance and punishing the weak and the cowardly for their affronts. As is often the case with zealots, Sargonnas’s wrathful avengers tend to set aside their reason and compassion in their pursuit of anybody they see as guilty. Sometimes people look up to the claims of revenge that devotees of Sargonnas pass for justice, making these fanatics look like champions of justice. Personal affronts and grievances are relieved by these self-appointed judges, juries and executioners. Wrathful Avengers have a very loose organisation, coming together only to celebrate important rituals or to proclaim a Horned Hunt against larger groups. When the Horned Hunt is called, as many Wrathful Avengers as possible come together and very little tends to remain afterwards.

**Passion Requirements:**

Vengeance (On someone) 30%+(POW\*2)

Devotion (Sargonnas) 30%+(POW\*2)

**Oath:**

Avenge and Hate (Responsible for wrongdoing) 30%+(POW\*2)

**Cult Skills:** Athletics, Brawn, Channel, Combat Style (Any), Endurance, Evade, Influence, Insight, Lore (Strategy & Tactics), Lore (Law), Piety.

**Cult Weapons and Armour:** Sargonnas does not restrict its followers to any kind of weapons and armour. However, the double-headed axe is an important ritual item and many use it as their weapon.

# **Wrathful Avenger of Sargonnas- Brotherhood**

| **Rank** | **Title** | **Prerequisites** |
| --- | --- | --- |
| 0 | Initiate | The candidate must have suffered an assault,  betrayal, unjust punishment, or deceit in the past that  resulted in the candidate being injured, imprisoned, or  losing a close friend or family member. |
| 1 | Avenger | 5 skills at 50% |
| 2 | Horned Warrior | 5 skills at 70% |
| 3 | Wrathful Avenger | 4 skills at 80% |
| 4 | Lord of Condors | 3 skills at 100% |
| 5 | Horned Master | 2 skills at 110% |

**Abilities and Gifts:**

**Rank 1:**

1. **Weapon Specialist:** A Wrathful Avenger may spend 3 Experience rolls and spend 1 month of training, to add a weapon or add a new trait to a known combat style. A Combat Style may never have more than 1/10th its Rating in traits and weapons in total.
2. **Sworn Enemy:** At Rank 1, and every rank thereafter, the Wrathful Avenger may choose a Sworn Enemy. This is a species, group or organisation that the Avenger can blame for some wrongful act (perceived or true). Each additional species, group or organisation chosen after the first requires the expenditure of 2 Experience Rolls and 1 month of training. The Wrathful Avenger has dedicated himself to fighting against a chosen enemy and knows their habits, tactics, culture, and right where to hit them to cause maximum effect. You may simulate this by adding 20% of your oath to all skills that involve the designated enemies. This can include your Combat Style when both attacking and defending, as well as skills such as Track, if attempting to follow a trail; Perception, for spotting an ambush; or Lore, if attempting to discern a specific piece of information. Wrathful Avengers will try their best to destroy any sworn enemies, taking risks and making sacrifices if necessary: they are relentless.

**Rank 2:**

1. At a Cost of 3 Experience rolls and 1 month of training:

**Cast Cleric Spells:**

*Starting Spells:* Wrathful Avengers receive 4 Rank 1 Spells, and may learn other spells following the usual rules.

*Spellcasting Rank:* Your perceived Spellcasting rank is 1 rank lower than you are currently. Therefore, a Rank 2 Wrathful Avenger may not cast spells of a higher Rank than 1.

*Spells in memory:* You may hold in memory Cha/6 spells.

*Wrathful Avenger Spheres of Influence:*  All, Combat, Divination and Protection

**Rank 3:**

1. **Enemy of Weakness:** Wrathful Avengers fight with abandon and with recklessness. They are some of the most dangerous foes anyone will face. When you fight you:
   1. Increase your Damage Modifier by 1 step for every 3 ranks you have attained (+1 Step at Rank 3 and 4, +2 steps at Rank 5).
   2. The Size of your weapon counts as 1 step larger for the purpose of penetrating parries.
   3. All Endurance and Willpower rolls that, if successful, will allow your character to remain in combat are 1 grade easier.
   4. All Brawn rolls are 1 grade easier.
   5. All attempts to Parry or Evade are 1 step more difficult.

# **Cults of Twilight and Dawn**

# **Alluvial Oracle of Zivilyn- Mystical Cult**

See Dragonlance Adventures, Tales of the Lance and Holy Order of the Stars for Mythos, History, Nature and Organization.

The River of Time flows unhindered for the most part, watched over by the prescient eyes of Zivilyn, the God of Wisdom. His priesthood contemplates and studies the lessons of past choices and decisions yet to be made, and at Zivilyn’s shrines his chosen seers, known as the Alluvial Oracles, observe all branching options. Zivilyn’s calm and measured nature is reflected in his oracles, patient and pragmatic as the River of Time itself; they keep shrines to Zivilyn and answer questions to those who travel and bring offerings of wisdom. Alluvial Oracles do not interfere in matters of the world, knowing that looking away from their Divinations can make them miss a step in the infinite and ineffable causality of branching time.

**Passion Requirements:**

Devotion (Zivilyn) 30%+(POW\*2)

Indifference 30% +(POW+INT)

**Oath:**

Do Not Interfere 30% +(POW\*2)

Alluvial Devotees have no restrictions on owning items, but their very indifference for material things typically means they own very little.

**Cult Skills:** Craft (Any), Evade, Insight, Investigation, Language (Any), Lore (History), Lore (Any), Literacy, Perception, Meditation, Mysticism.

**Cult Weapons and Armour:** Alluvial Oracles may learn and use any weapon and armour, but, again, they do not interfere with the world, so why would they even bother?

**Possessions:** Typically Alluvial Oracles only keep records (in any form: clay tablets, wall paints, texts) as important objects to be protected. However their filing system would put a tinker gnome’s library to shame (they do not care any ease to find the information. Just that it is there and kept. Some even say that their powers of Divination allow them to use systems that are infinitely more complex and efficient than any mere mortal might understand).

# **Alluvial Oracle of Zivilyn- Mystical Cult**

| **Rank** | **Title** | **Prerequisites** |
| --- | --- | --- |
| 0 | Aspirant | - |
| 1 | Disciple | 5 skills at 50% |
| 2 | Oracle | 5 skills at 70% |
| 3 | Alluvial Oracle | 4 skills at 80% |
| 4 | Master of Time | 3 skills at 100% |
| 5 | Archmaster | 2 skills at 110% |

**Abilities and Gifts:**

**Rank 1:**

1. **Mysticism:** Mysticism is the implementation of phenomenal abilities by the force of one’s willpower via contemplative concentration or suppressing strong passions. The effects of mysticism can be great if used wisely. The path of mysticism encourages a philosophy of self improvement, as it augments the natural skills and capabilities of the user. Alluvial Oracles have access to Meditation and Mysticism abilities, per MCB, p.154.
   1. **Starting Talents:** You may choose a number of talents equal to Mysticism/20 from the following list:
2. **Augment Skills (Each skill is a different talent):** Evade, Insight, Investigation, Lore (Any), Perception
3. **Life Sense:** In tune with the rhythms of nature, the Alluvial Oracle can determine the vitality of any living thing by touch alone. If the mystic touches another he learns of the target’s current injuries, Fatigue level, and whether it is currently afflicted by any poison or disease. The Alluvial Oracle is also aware of any form of life within a number of metres equal to his Willpower skill, which may make Stealth difficult to accomplish.
   1. After play begins, you may pay 2 Experience Rolls and spend 1 month of training to learn any Rank 1 Talent.

**Rank 2:**

Pay 3 Experience Rolls and 1 month of training to learn any of the following Talents:

1. **Spirit Sense:** Similar to Life and Magic Sense, but the Alluvial Oracle’s senses are attenuated specifically to the activity of spirits and the spirit plane. The Oracle can sense what spirits are active within a radius equal to his Willpower in metres and, if he succeeds in an Insight roll, can gauge the general intensity of the spirit entities. Spirit Sense confers no other powers or protection when dealing with spirits.
2. **Magic Sense:** Permits the Alluvial Oracle to detect magical emanations over distance. If the mystic touches another he learns of the target’s current magic points, carried enchantments, and active spells.

**Rank 3:**

Pay 3 Experience Rolls and 1 month of training to learn:

1. **Immunity (Disease):** The Alluvial Oracle is completely immune to damage caused by disease when this power is invoked.
2. **Timeline Projection:** The Allu can project an invisible and ethereal image of himself to a distance in kilometres and/or years combined equal to his Meditation skill. The Timeline Projection acts as a conduit for the Oracle to observe a distant location and even different timeline, but he cannot physically interact with it. At this Rank, he can only project into the Present or Past. This allows the Oracle to study variations of the River of Time.

**Rank 4:**

Pay 3 Experience Rolls and 1 month of training to learn:

1. **Indomitable:** The Alluvial Oracle is utterly immune to attempts at mind control or domination, including spells and spirit possession.
2. **Improved Timeline Projection:** The improved version of the talent allows the Oracle to project into the future as well, seeing events as they will unfold. His vision happens in “real time”, meaning that each second spent in the future means a second elapses in the Oracle’s Timeline as well.

**Rank 5:**

Pay 3 Experience Rolls and 1 month of training to learn:

1. **Denial (Age)** The Alluvial Oracle can deny the effects of aging and could even become immortal, as long as he suffers no physical trauma.
2. **Timeline Navigator:** The final version of the talent allows the Oracle to project into the River of Time and navigate it freely. While he navigates he may witness events while no time elapses in his branch of time.

1. **Augment Skills (Meditation):** The Alluvial Oracle may augment his Meditation skill. For Timeline Projection and Timeline Navigator effects, he can consider his Meditation skill as effectively augmented to extend the distance and time he can travel to. For these effects only, each intensity of augmentation increases by 20 his Meditation skill.

# **Coinsword of Shinare- Clerical Cult**

See Dragonlance Adventures, Tales of the Lance and Holy Order of the Stars for Mythos, History, Nature and Organization.

Shinare is the goddess of merchants, contracts and good-faith. Her followers are typical among mercenaries and sellswords in eras where her worship is practised. Shinare blesses contracts made in good-faith, including those between a mercenary and the employer. Coinswords are either devotees that bless these contracts and serve mercenary companies as chaplains and leaders, or that set up mercantile organisations and barrister services to those willing to pay their fees. Shinare devotees are known to never render free services.

**Passion Requirements:**

Love (Riches) 30%+(POW\*2)

Devotion (Shinare) 30%+(POW\*2)

**Cult Skills:** Channel, Customs, Commerce, Combat Style (Any with a sword), Influence, Literacy (Any), Lore (Shinare), Lore (Strategy and Tactics), Lore (Contract Law), Piety.

**Cult Weapons and Armour:** The Cult of Shinare does not restrict its followers' choice of weapons. Typically there are some that serve as soldiers and mercenaries for the highest bidder, others serve as contract lawyers that are respected in the land. The first are the violent arm of the church.

# **Coinsword of Shinare- Clerical Cult**

| **Rank** | **Title** | **Prerequisites** |
| --- | --- | --- |
| 0 | Aspirant | - |
| 1 | Disciple | 5 skills at 50% |
| 2 | Contractor | 5 skills at 70% |
| 3 | Coinsword | 4 skills at 80% |
| 4 | Contract Lord | 3 skills at 100% |
| 5 | Coinmaster | 2 skills at 110% |

**Abilities and Gifts:**

**Rank 1:**

1. **Divine Spell Caster:** Clerical Divine spellcasting is not hindered by the wearing of armour.
2. **Spheres of Influence:** All, Charm, Combat, Divination (Only: Detect Lie, Locate Object and Tongues spells).
3. **Spellcasting Rank:** Coinswords can cast Divine Spells of a Rank equal to the one they have attained.
4. **Bless Contract:** Coinswords of Shinare can bless contracts between consenting parties. In order to enact this ability the contract must be in writing and include conditions of time, way and place of fulfilment. The Coinsword deposits the contract at the Temple and it becomes in effect an Oath for the parties involved that can be used to augment any skill to fulfil their part. The Coinsword, in turn, also gains the Oath (Enforce the Contract). This Oath can also be used to enhance rolls to fulfil it. Breaking a sword contract is a violation of the Coinsword’s duties. A Coinsword can be a party to a blessed contract, in such a case he will be also bound by the Oath of enforcement. Coinswords consider themselves contract judges and often end up delivering themselves, by their own hand.

**Rank 3:**

1. **Sly Negotiator:** Coinswords of Shinare are sharp negotiators, Commerce and Influence rolls made to negotiate an agreement are made at one grade easier.

# **Cults of Light**

# **Austere Devotee of Majere- Mystical Cult**

See Dragonlance Adventures, Tales of the Lance and Holy Order of the Stars for Mythos, History, Nature and Organization.

Even more so than other faithful, these priests maintain an ascetic lifestyle in isolated communities, only rarely venturing forth into the world to further their divine patron’s goals. Known as the austere devotees, they have earned a reputation as being highly skilled and focused, all of it much deserved. On occasion, an austere devotee might travel to a Circle of Knights of Solamnia, usually alone to share revelations and bond with a Knight of the Sword. These travelling companions emulate the relationship between Kiri-Jolith and Majere and are seen with particular respect in Solamnia.

**Passion Requirements:**

Devotion (Majere) 30%+(POW\*2)

Self-Improvement 30% +(POW+INT)

**Oath:**

Oath to the Monastery 30% +(POW+INT)

Austere Devotees forego owning items. They must renounce any and all worldly wealth and assets to the Church of Paladine, Kiri-Jolith or, in Solamnia, given to the Knights of Solamnia. The Church of Majere has no worldly items and simply keeps the monasteries belonging to the aforementioned institutions.

**Cult Skills:** Acrobatics, Athletics, Combat Style (Austere Devotee), Endurance, Evade, Lore (Any), Literacy, Meditation, Mysticism,Willpower.

**Cult Weapons and Armour:** Austere Devotees exert violence as a last resort and prefer to use non-lethal methods to bring down any opponents. Deadly force is used as a last measure in self-defence or to protect immediately threatened and defenceless beings. They do not use armour.

**Possessions:** Initiates must renounce any and all worldly wealth and assets to the Church of Paladine, the Church of Kiri-Jolith or the Knights of Solamnia. Any riches they attain are held by the individual, but renounced as soon as possible. An individual may be entrusted with the use and guard of a particular item.

# **Austere Devotee of Majere- Mystical Cult**

| **Rank** | **Title** | **Prerequisites** |
| --- | --- | --- |
| 0 | Initiate | Must renounce all earthly possessions. |
| 1 | Brother | 5 skills at 50% |
| 2 | Austere Devotee | 5 skills at 70% |
| 3 | Master of the Mind | 4 skills at 80% |
| 4 | Master of the Stars | 3 skills at 100% |
| 5 | Grand Master | 2 skills at 110% |

**Abilities and Gifts:**

**Rank 1:**

1. **Mysticism:** Mysticism is the implementation of phenomenal abilities by the force of one’s willpower via contemplative concentration or suppressing strong passions. The effects of mysticism can be great if used wisely. The path of mysticism encourages a philosophy of self improvement, as it augments the natural skills and capabilities of the user. Austere Devotees have access to Meditation and Mysticism abilities, per MCB, p.154.
   1. **Starting Talents:** You may choose a number of talents equal to Mysticism/20 from the following list:
2. **Augment Skills (Each skill is a different talent):** Acrobatics, Athletics, Endurance, Evade, Literacy, Lore (Any), Willpower.
3. **Formidable Weapons**
4. **Pain Control**
   1. After play begins, you may pay 2 Experience Rolls and spend 1 month of training to learn any Rank 1 Talent.

**Rank 2:**

**Knightly Friendship:** At this Rank it is common for the Austere Devotee to travel and bond with a Knight of the Sword to adventure with. Discuss with your GM whether this is an NPC or a PC. Your relationship will be of loyalty, but as any couple you may have a friendly rivalry, a deep respect or even an (un)explored romance.

Pay 3 Experience Rolls and 1 month of training to learn any of the following Talents:

1. **Arrowcut:** The Austere Devotee is able to Parry and deflect projectiles (arrows, darts, spears, and so forth) using bare hands or weapons not normally permitted to perform such feats, such as swords or whips.
2. **Life Sense:** In tune with the rhythms of nature Autere Devotee can determine the vitality of any living thing by touch alone. By touching another he learns of the target’s current injuries, Fatigue level, and whether it is currently afflicted by any poison or disease. The Austere Devotee is also aware of any form of life within a number of metres equal to his Willpower skill, which may make Stealth difficult to accomplish.
3. **Immunity (Poisons):** The Austere Devotee is completely immune to damage caused by poisons when this power is invoked.

**Rank 3:**

Pay 3 Experience Rolls and 1 month of training to learn:

1. **Enhance Attribute (Fatigue):** Each point of Intensity negates a level of Fatigue. This attribute can be enhanced pre-emptively in anticipation of becoming fatigued.At the conclusion of the task any negated levels of fatigue return, potentially causing the mystic to collapse into unconsciousness.
2. **Immunity (Disease):** The Austere Devotee is completely immune to damage caused by disease when this power is invoked.

**Rank 4:**

Pay 3 Experience Rolls and 1 month of training to learn:

1. **Indomitable:** The Austere Devotee is utterly immune to attempts at mind control or domination, including spells and spirit possession.
2. **Denial (Food & Drink):** The Austere Devotee can deny the effects of not eating or drinking, and as long as the power is maintained can forego completely the need for them.

**Rank 5:**

Pay 3 Experience Rolls and 1 month of training to learn:

1. **Enhance Attribute (Healing Rate):** The Austere Devotee can enter a healing trance that increases the speed at which Healing Rate works. Each level of intensity improves the speed of recovery by one step as follows

* Combat Rounds
* Minutes
* Hours
* Days
* Weeks
* Months

An Austere Devotee may remain in a healing trance for as long as it takes to fully recover. However he may perform no other tasks during this time.

# **Bright Warden of Paladine- Clerical Cult**

See Dragonlance Adventures, Tales of the Lance and Holy Order of the Stars for Mythos, History, Nature and Organization.

A bright warden chooses Paladine to embody that god’s attributes of light and protection. Paladine’s bright wardens go where others fear to go, snatch the innocent from the jaws of despair, and champion the cause of their god wherever and whenever possible. They tend to be paternalistic and somewhat patronising, but always good-meaning. They believe that justice is served only with the staunchest belief in good-faith and that people will behave naturally altruistic. If somewhat candid, it is no secret that they inspire people to perform at their best and to act as their best.

**Passion Requirements:**

Defend and Uphold (The defenceless and downtrodden) 30%+(POW\*2)

Devotion (Paladine) 30%+(POW\*2)

**Cult Skills:** Channel, Customs, Endurance, Influence, Insight, Literacy, Lore (Paladine), Lore (Law), Oratory, Piety,Willpower.

**Cult Weapons and Armour:** The Cult of Paladine prefers to avoid violence and would rather use diplomatic methods and negotiations to achieve their ends. They can use weapons that do not shed blood (bludgeoning) and may use whatever armour they wish, however it is rare for a priest of Paladine to train for battle.

# **Bright Warden of Paladine- Clerical Cult**

| **Rank** | **Title** | **Prerequisites** |
| --- | --- | --- |
| 0 | Initiate | - |
| 1 | Revered Son/Daughter | 5 skills at 50% |
| 2 | Prefect | 5 skills at 70% |
| 3 | Elder | 4 skills at 80% |
| 4 | Bright Warden | 3 skills at 100% |
| 5 | Chosen Prophet | 2 skills at 110% |

**Abilities and Gifts:**

**Rank 1:**

1. **Divine Spell Caster:** Clerical Divine spellcasting is not hindered by the wearing of armour.
2. **Spheres of Influence:** All, Charm, Combat (Minor), Guardian, Protection, Sun (Non-Reversed only).
3. **Spellcasting Rank:** Bright Wardens can cast Divine Spells of a Rank equal to the one they have attained.
4. **Turn Undead:** As a Cleric of their rank, see Classic Fantasy, p. 44.
5. **Words of Freedom:** Bright Wardens can counter the effects of control and charm of monsters and magic. Using Oratory and Influence, and winning an opposed roll against the charm or control effect, they can suppress the effects for 1 scene, assuming you keep performing during that time. Those affected must be within 18 m.

**Rank 2:**

1. **Inspiration:** Bright Wardens can inspire others to succeed against all odds. With empathic words and carefully worded speeches performed over 2 rounds those affected decrease the difficulty of all rolls by one grade, for one scene. You must use Oratory or Customs to achieve the result. Those affected must be within 18m; you are unaffected by the result of the inspiration. Activation of this ability requires the expenditure of 3 magic points.

**Rank 3:**

1. **Words of Freedom:** You extend your area of effect to 60m and the effects are not simply suppressed, but completely dispelled. Any new effects that come into the area will be automatically countered (roll the opposed check).

**Rank 4:**

1. **Inspirational Words of Freedom:** Using Oratory you can combine the effects of **Inspiration** and **Words of Freedom** into a single effect. You must still fulfil the conditions for the effects invoked.

# **Healing Hand of Mishakal- Clerical Cult**

See Dragonlance Adventures, Tales of the Lance and Holy Order of the Stars for Mythos, History, Nature and Organization.

Mishakal’s priests ﬁnd themselves marching alongside armies, tending to the sick and the wounded. Certain Mishakite clerics take their healing arts a step further, learning to channel even more sacred energy into their work and conduct themselves with conﬁdence in the thick of battle. Always the pacifists, they are always ready to help a fallen soldier or heal the wounds of innocents caught in the conﬂict that surrounds them. They are usually welcome everywhere they go.

**Passion Requirements:**

Love (Compassion) 30%+(POW\*2)

Devotion (Mishakal) 30%+(POW\*2)

**Oath:**

Pacifism 30%+(CHA+POW) (She is forbidden to take a life, cause the death of another or be an instrument or accessory to the death of another. For the purposes of this oath, the following creatures are exempt: constructs, elementals, oozes, plants, undead, and vermin. As part of this oath, Healing Hands eat vegetarian diets that do not include eggs of any sort. Milk and cheese are fine.)

**Cult Skills:** Channel, Endurance, First Aid, Healing, Influence, Insight, Lore (Mishakal), Lore (Herbalism), Lore (Alchemy), Piety,Willpower.

**Cult Weapons and Armour:** The Cult of Mishakal does not believe in violence and will not wear armour. Their Clerics will only use staves as their weapons and then only as a last measure in self-defence or to protect immediately threatened and defenceless beings.

**Possessions:** Initiates must renounce any and all worldly wealth and assets to the Church. Any riches they attain are the Cult’s property, although a particular cleric may be entrusted with their use or administration.

# **Healing Hand of Mishakal- Clerical Cult**

| **Rank** | **Title** | **Prerequisites** |
| --- | --- | --- |
| 0 | Initiate | Must renounce all earthly possessions and dedicate them to the Cult. |
| 1 | Adept | 5 skills at 50% |
| 2 | Curate | 5 skills at 70% |
| 3 | Healing Hand | 4 skills at 80% |
| 4 | Apostle | 3 skills at 100% |
| 5 | Matriarch | 2 skills at 110% |

**Abilities and Gifts:**

**Rank 1:**

1. **Divine Spell Caster:** Clerical Divine spellcasting is not hindered by the wearing of armour.
2. **Spheres of Influence:** All, Creation, Divination, Healing, Protection, Summoning.
3. **Spellcasting Rank:** Healing Hands can cast Divine Spells of a Rank equal to the one they have attained.
4. **Extra Spells:** A Healing Hand holds in memory an extra 2 spells, which must be chosen from the Healing and Protection Spheres of Influence.
5. **Magic Resistance:** Healing Hands resist all spells at one level easier.
6. **Specialist Caster:** When casting spells of the Healing Sphere they have an additional level of Intensity without any additional cost in Magic Points.

# **Cults of Nature (Habbakuk, Zeboim and Chislev) - Animist Cult**

See Dragonlance Adventures, Tales of the Lance and Holy Order of the Stars for Mythos, History, Nature and Organization.

The cults of Habbakuk, Chislev and Zeboim form a triplet of gods of nature that regulate the cycle of life. Even if sometimes they oppose each other, the animist vision sees them all as necessary and part of the cycle of life. Together they are the Druidic Cults, a form of primitive and primal worship of nature’s spirits that becomes relatively common in barbarian societies and rural populations. The Seawolves of Zeboim, Wildfuries of Chislev and Phoenixes of Habbakuk belong to the same Cult Structure.

**Passion Requirements:**

Devotion (Chislev, Habakkuk or Zeboim) 30%+(POW\*2)

**Oath:**

The Old Ways 30%+(CHA+POW)

Protection of woodland areas and animals from the encroachment of civilisation. They hold the sun, the moons, and the trees and plants (particularly, oak, ash and kelps) as sacred representatives of the divine.

Druids are the caretakers of plants and animals, and while they condone the hunting of woodland creatures and the cutting of trees as necessary for the survival of civilised species, they are intolerant of wasteful exploitation. In these cases, druids can be patiently devious in their revenge on those who would profit at the expense of nature. Mistletoe and kelp are used by druids in their rituals, woven into intricate wreaths. Druids are uneasy in civilised areas and prefer the solitude of their small log and stone cottages and sacred groves deep within the wilder regions.

How each Druid protects the land depends on the specific cult: followers of Habbakuk encourage the rebirth of what was destroyed and the protection of newborns. They represent fire and the spring, birth and new life. Chislev’s followers are the protectors of ecosystems without any emotional attachment for those who would damage those. They represent summer and autumn, fertility and growth, maturity and abundance of life. Zeboim’s followers are ecoterrorists and raiders that actively destroy those who would damage nature and, specially, the seas. They represent death and winter, the ending of the cycle and the snow and storm.

**Special Ranks and Organization:** There are only nine Rank 2 druids within any one geographical region. A region may consist of a mountain range, sea, large forested tract of wilderness, and so on, and an individual continent may possess several such regions. You may not attain Rank 2 until a position opens among the Nine (However it is common for a region to lack enough candidates to fill all positions). At this point, a new druid is appointed from the pool of likeliest candidates by a majority vote. If a candidate wishes he may challenge one of the Circle of Nine to step down or to change their vote if rejected. If the challenger wins the duel, the loser must step down allowing the winner to take their place as one of the Circle of Nine or, if enough posts are open, the winning challenger may simply take his place on the Circle.

The challenger then gains Rank 2 and may begin to learn Rank 2 talents. Regardless of the outcome, neither may challenge the other again for the purpose of advancement for at least a year and a day. Another member of the Nine may be challenged, however. Upon winning the challenge, you are granted the official title of druid. When becoming one of the Nine, you will be served by three Rank 0 Lay Members.

If the player wishes to build them as characters, follow the normal procedure, however, and spend no more than 50 Skill Points when purchasing class skills. These Lay Members would never ‘adventure’ with you, instead staying behind and overseeing more mundane affairs and running errands in your absence.

Within a geographical region, there will only be three Rank 3 Arch Druids. To become an Arch Druid requires that there be a vacant position, or a druid may challenge a current member to a magical duel as noted above. If the challenger wins, they become Rank 3 and may begin to learn Rank 3 talents. The rank of Arch Druid grants no additional followers.

A geographical region will have only one Rank 4 Great Druid and this position must be vacant or won through a magical duel. The ascendance of a new Great Druid is a time of chaos as this creates a highly contested opening in the ranks of the Arch Druids.

Finally, there is the Grand Druid, the highest ranking of the hierarchy, and while there is one Great Druid per region, there is only ever a single Grand Druid in all of a single continent. The position of Grand Druid is not won in combat, but instead appointed by the current Grand Druid to be his or her successor. The Grand Druid is served by nine other Arch Druids subject to him or her alone, which stand outside the hierarchy of the different regions. These nine serve as his messengers and agents.

**Cult Skills:** Animal Training, Binding, Boating, Locale, Lore (Plants), Lore (Animals), Navigation, Perception, Trance, Seamanship, Survival, Swim, Track, Willpower.

**Cult Weapons and Armour:** Druids will only wear armour made of natural construction, eschewing metal parts. Typically they use light armors only. Weapons are restricted to the following: club, dagger, dart, hammer, sickle, scimitar, shield (wooden), sling, spear, staff, staff sling, trident and whip. Breaking the Oath is considered a sin and the impure Druid must atone or risk angering the spirits.

**Possessions:** Initiates must renounce any and all worldly wealth and assets to Nature. This means abandoning them completely in a secluded place. Properties must be left to be overgrown and reclaimed by nature, often angering the families of those who take on the blue, brown or green and red robes.

# **Druid- Animist Cult**

| **Rank** | **Title** | **Prerequisites** |
| --- | --- | --- |
| 0 | Initiate | Must renounce all earthly possessions. |
| 1 | Shaman | 5 skills at 50% |
| 2 | Phoenix / Wild Fury / Seawolf (Druid) | 5 skills at 70% |
| 3 | Archdruid | 4 skills at 80% |
| 4 | Great Druid | 3 skills at 100% |
| 5 | Grand Druid | 2 skills at 110% |

**Abilities and Gifts:**

**Rank 1:**

1. **Language (Druids’ Cant):** You know a secret form of communication limited to only dealing with nature and other natural events. This is known as druids’ cant. It cannot be used to convey more detailed information about other subjects. This jealously guarded language is never taught to outsiders. Like all languages, it is a Professional Skill and starts at Base Level +40%.
2. **Trance:** You may interact with the Spirit World using the Trance skill. In Krynn you may not project yourself into the Spirit World nor travel in it. It is but an immaterial and symbolic reflection of the world where spirits inhabit while they are not manifested. Some theorise it is the boundary between the Ethereal Plane and the Material Plane. Interaction is as follows:

| RANK | Observe Spirits | Converse with Spirits | Draw Spirit |
| --- | --- | --- | --- |
| Shaman | 1 HOUR | N.A | N.A |
| Druid | 1 MINUTE | 1 HOUR | N.A |
| Archdruid | 1 ROUND | 1 MINUTE | 1 HOUR |
| Great Druid | 1 ACTION | 1 ROUND | 1 MINUTE |
| Grand Druid | 1 TURN | 1 ACTION | 1 ROUND |

Interacting directly with the Spirit Plane takes time, normally requiring that a ritual be performed to enter a trance-like state. The amount of time required depends on the ability being used (see Trance Preparation Timetable), and costs a single Magic Point.

If the skill check is successful then the animist can perform the following, dependent on his cult rank:

* Spirit Worshipper - Can observe and identify spirits within range, using their natural senses.
* Druid - Can converse with spirits within range, via empathic communication.
* Archdruid - They can also draw a spirit into the material world (or expel a spirit possessing a mortal) for a time equal to their POW in minutes. Spirits unwilling to manifest (or depart) may resist using their Willpower in an opposed roll against the Trance skill of the druid.

1. **Spirits:** You may Summon Spirits and Engage in Spirit Combat, per MCR. p.137. You also begin play with access to:
   1. 5 individual spirits which are friendly to the tradition (Phoenices, Wild Fury or Seawolf).
   2. Knowledge of how to locate a further 2 types of spirit that are neutral with regards to the tradition.

The maximum number of spirits a druid can hold in bondage depends on cult rank:

* Shaman: ¼ of CHA
* Druid: half of CHA
* Archdruid: ¾ of CHA
* Great Druid: All CHA

Phoenices of Habbakuk have access to the following Spirits:

| **FRIENDLY** | **NEUTRAL** | **HOSTILE** |
| --- | --- | --- |
| Ancestors, Guardian, Nature, Allied Fetch (Ancestor Guide), Death | Animal, Predator, Elemental | Bane, Sickness, Undeath, Curse |

Wild Furies of Chislev have access to the following Spirits:

| **FRIENDLY** | **NEUTRAL** | **HOSTILE** |
| --- | --- | --- |
| Animal, Nature, Predator, Fetch (Any), Shape-Shifting, Death | Guardian, Ancestors, Sickness, Elemental, Death | Bane, Sickness, Undeath, Curse |

Seawolves of Zeboim have access to the following Spirits:

| **FRIENDLY** | **NEUTRAL** | **HOSTILE** |
| --- | --- | --- |
| Elemental, Predator, Nature, Death, Fetch (Allied Elemental) | Ancestors, Animal, Guardian | Bane, Sickness, Undeath, Curse |

**Rank 2:**

1. **Woodland Languages:** You gain comprehension of the language of 2 different woodland species at Base Level +40%. From this point, every increase in rank grants you 2 additional languages. You may choose a language from among the following: centaur, dryad, elvish, faun, gnome, dragon, hill giant, lizardman, manticore, nixie, pixie, sprite, and treantish.

Pay 3 Experience Rolls and 1 month of training to learn:

1. **Pass without a Trace:** You are granted the ability to pass without a trace. This allows you to move through overgrown natural areas at a normal movement rate without leaving a discernible trail (brambles, wooded, kelp jungles, etc.)

**Rank 3:**

Pay 3 Experience Rolls and 1 month of training to learn:

1. **Phoenix of Habbakuk: Flames of Rebirth:** If the phoenix himself is slain, this ability functions automatically upon him. The phoenix of Habbakuk is consumed by blue flames, which destroy any and all non-magical combustible items he might be carrying and reducing his body to ashes. One day later, his body reforms naked from the ashes, fully healed. Each time he is brought to life, the Phoenix ages 20% of his maximum age. Once the Phoenix dies of old age, he cannot come back to life ever again.

**Wild Fury of Chislev: Shape Change:** You gain the ability to shape change into a reptile, bird, or mammal at no cost in Magic Points. Each animal form (reptile, bird, or mammal) may only be used once per day. You may choose any natural animal from as small as SIZ 1 up to SIZ 25. The magic transforms you into an average example of the new species. You adopt the physical characteristics (STR, CON, SIZ and DEX) of the creature assumed, plus whatever inherent attacks and modes of locomotion it possesses. You may use the creature’s base skills or your own, if they are better. Magical or supernatural abilities are not granted, nor are any of the mental characteristics. Clothes and items do not convert. They may be ripped or can even trap the transforming druid, so they usually activate this ability when naked.

**Seawolf of Zeboim:** You may pick and learn any of the following:

1. **Aspect of the Shark:** You are granted the ability to breathe and move freely in water. You gain the Swimmer (MCR. 217) quality and cannot drown in water.
2. **Aspect of the Dragon Turtle:** You gain 2 points of natural armour in all hit locations.
3. **Aspect of the Kraken:** Your damage modifier is recalculated based on STR+SIZ+POW

### COMBAT STYLES OF ANSALON

# **STYLES BY LOCATION, CULTURE AND RACE**

**ABANASINIA**

* TRIBESMAN HUNTER

Standard (Bow, Spear, Hatchet)

* TRIBAL DEFENDER

Professional -Cautious Fighter- (Axe, Shortspear, Club, Dagger, Target Shield)

**DRACONIAN**

* DRACONIAN TROOPER

Professional (Claws and Fangs, Short Sword, Great Sword, Short spear, Target Shield, Buckler)

**DWARVES**

* HILL CLAN RANGER

Professional -Knockout Blow- (Light Crossbow, Club, Short spear, Target Shield)

* DWARF HEAVY INFANTRY

Professional -Shield Wall- (Battle Axe, Knife, Light Crossbow, Hoplite Shield)

* DWARF SHIELDBREAKER

Professional -Shield Splitter- (Great Hammer, Battle Axe, Halberd, Knife)

**ELVES**

* SILVANESTI KIRATH

Professional -Cautious Fighter- (Shortspear, Quarterstaff, Longbow, Dagger)

* KAGONESTI WOODSTALKER

Professional -Shield Splitter- (Club, Hatchet, Longbow, Javelin -Atlatl-)

* OAKLORD SWORDMAGE

Professional -Swashbuckling- (Broadsword, Shortsword, Dagger, Shortbow)

* SEA ELF REEFMASTER

Professional -Water Combat- (Net, Light crossbow, Trident, Short spear)

**ERGOTH**

* ERGOTHIAN CREWMEMBER

Standard (Club, Dagger, Falchion)

* ERGOTH IMPERIAL MARINE

Professional -Excellent Footwork, Siege Warfare or Water Combat- (Knife, Falchion, Hatchet, Club)

* ERGOTHIAN CAVALIER

Professional -Shield Splitter- (Battle Axe, Mace, Falchion, Lance, Kite shield)

* URBAN URCHIN

Standard (Club, Dagger)

**HOLY ORDERS OF THE STARS**

* DARK PILGRIM

Standard (Whip, Mace, Target Shield)

* AUSTERE DEVOTEE

Professional -Unarmed Prowess or Daredevil- (Quarterstaff, Longspear, Club, Unarmed)

**KENDER**

* WANDERLUSTY EXPLORER

Standard (Staffsling, Quarterstaff, Knife)

* “YOU CANNOT HIT ME! NEENAH-NEENAH-NEENAH”

Professional -Daredevil- (Quarterstaff, Staffsling, Bolas, Knife)

* KENDER STONE SNIPER

Professional -Knockout Blow- (Staffsling, Quarterstaff, Stone/Rock, Shortspear)

**KHUR**

* MOUNTED ARCHER

Professional -Mounted Combat- (Recurve bow, Hatchet, Javelin)

* NOMAD RAIDER

Professional -Skirmisher- (Recurve bow, Sabre, Hatchet)

**NERAKA**

* KNIGHT OF NERAKA

Professional -Shield Wall or Trained Beast- (Longsword, Xyston, Shortspear, Heater Shield)

* BLOOD ARCHER

Professional -Ranged Marksman- (Longbow, Recurve bow, Longsword, Heater Shield)

* DRAGONLORD RAVAGER

Professional -Mounted Combat or Intimidating Scream- (Xyston, Greatsword or Shortspear, Mace, Whip)

**MYTHAS AND KOTHAS**

* MINOTAUR WARRIOR

Professional -Formation Fighting- (Great Axe, Shortspear, Greatsword, Gore)

* GLADIATORIAL CHAMPION

Professional -Do or Die- (Short sword or Battle Axe, Trident, Net, Gore)

* HOOFED SAILOR

Professional -Excellent Footwork- (Battle Axe, Falchion, Great Club, Gore)

* HORN LEGIONNAIRE

Professional -Formation Fighting- (Battle Axe, Pike, Greatsword, Gore)

**SOLAMNIA**

* SOLAMNIC MILITIA

Standard (Shortspear, Dagger, Heater Shield)

* KNIGHT OF SOLAMNIA

Professional -Mounted Combat or Defensive Minded- (Long Sword or Great Sword, Lance, Mace, Hoplite Shield)

* SOLAMNIC LANCER

Professional -Beast Back Lancer or Trained Beast- (Xyston, Longspear, Javelin, Hoplite shield)

* TALLBOW ARCHERY

Professional -Ranged Marksman- (Longbow, Long Sword, Dagger, Buckler)

**WIZARDS OF HIGH SORCERY**

* Traditionalist Mage

Standard (Quarterstaff, Dagger, Sling)

* Conclave Inquisitor

Professional -Mancatcher- (Net, Bolas, Quarterstaff, Dagger)

* Griffon Mage

Professional -Mounted combat or Trained Beast- (Quarterstaff, Javelin, Shortsword, Dagger)

* Kingfisher

Professional -Defensive Minded or Mounted Combat- (Quarterstaff, Longsword, Sling, Dagger)

## MAGICAL ITEMS AND SPECIAL EQUIPMENT

**MAGICAL ITEMS**

**AXE OF FRIENDSHIP AND SWORD OF BROTHERHOOD:** During the Dwarfgate wars these weapons represented competition prizes that fostered teamwork between dwarves and humans sharing in the same army. The Sword of Friendship is a *Longsword +3* and the Axe of Brotherhood is a *Battle Axe +2*. The Sword of Friendship enchantments grants it a +1 size category bonus with regards to bypassing defences.Magnitude 15.

| **Sword of Friendship** | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Hd** | **Damage** | | | | | | **Size** | | | | | | **Reach** | | | | | | **ENC** | | | | | | **AP/HP** | | | | | | **Traits/Effects** | | | | | | | | | | | |
| 1H | 1D8 | | | | | | M | | | | | | L | | | | | | 0 | | | | | | 21/18 | | | | | | Bleed, Impale | | | | | | | | | | | |
| 2H | 1D10 | | | | | | L | | | | | | L | | | | | | 0 | | | | | | 21/18 | | | | | | Bleed, Impale, Sunder | | | | | | | | | | | |
| **Axe of Brotherhood** | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| **Hd** | **Damage** | | | | | | **Size** | | | | | | **Reach** | | | | | | **ENC** | | | | | | **AP/HP** | | | | | | **Traits/Effects** | | | | | | | | | | | |
| 1H | 1D6+1 | | | | | | M | | | | | | M | | | | | | 0 | | | | | | 14/14 | | | | | | Bleed, Sunder | | | | | | | | | | | |
| 2H | 1D8+1 | | | | | | L | | | | | | M | | | | | | 0 | | | | | | 14/14 | | | | | | Bleed, Sunder | | | | | | | | | | | |

**BROOCH OF IMOG:** These elven crafted protective brooches are made of gold and use woven plant patterns as decoration. First developed by House Mystic Silvanesti wizards, these were offered as gifts and special recognition to those that offered a service to the elven nation. When activated the Brooch generates a Lesser Sphere of Invulnerability, per CF.p.157, that extends to 3 meters radius around the user. The spell has a Magnitude of 10 and can be used only once per day.

**BRIGHTBLADE:** The Brightblade is a beautiful long sword crafted by dwarves over 2000 years ago. The shining and silvery blade is engraved with dwarven runes of protection and honour and remains bright and untarnished by scratch and rust even after severe use. The Brightblade is a *Longword +3* with enhanced resistance to damage. Thanks to its enchantment the Brightbade is considered one size category larger to bypass defenses (M to L, L to H). During battle, the blade shines as if a *Light* spell is cast on it (Duration up to 3 hours, Magnitude 15, Intensity 3), finally the blade will repair itself daily as if a *Repair* cantrip is automatically cast on it. The Brightblade’s Magnitude is 16.

| **Brightblade** | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Hd** | **Damage** | | | | | | **Size** | | | | | | **Reach** | | | | | | **ENC** | | | | | | **AP/HP** | | | | | | **Traits/Effects** | | | | | | | | | | | |
| 1H | 1d8 | | | | | | M | | | | | | L | | | | | | 1 | | | | | | 21/18 | | | | | | Bleed, Impale | | | | | | | | | | | |
| 2H | 1d10 | | | | | | L | | | | | | L | | | | | | 1 | | | | | | 21/18 | | | | | | Bleed, Impale, Sunder | | | | | | | | | | | |

**BLUE CRYSTAL STAFF:**

**CROWN OF POWER:**

**DISKS OF MISHAKAL:**

**DRAGONARMOR:** Dragonarmor consists of padded tunic and leggings, with a high-quality plate breastplate and heavy shoulder guards. The thighs and shins can be additionally protected with modular plates. The characteristic horned helmet is a masterpiece of armour, offering prime protection to the head and limiting perception as little as possible. This armour is the pinnacle of design for dragonrider protection. It is custom fitted to each user and is coloured to match the army the user is attached to.

These armours are typically enchanted at +3 bonus, also giving +15% to Endurance and Evade rolls. Dragonarmours have a Magnitude of 13. These suits serve as *rings of feather fall* and, when using the under padding, grant the wearer immunity to mundane cold; against magical sources of cold the armour absorbs 10 points of damage per attack. Finally these armours grant the wearer immunity to the breath weapon associated with the dragon he rides (Blue-Lightning, Green- Poison, Red-Fire, etc).

These are high-quality steel armours fitted to the user, giving additional comfort when wearing it. It will only fit someone of the same size, sex and frame as the original user and, even then, it must be adapted by an armourer to avoid an additional armour penalty of -5. The effective weight reduction is reflected in the table below:

| **DRAGONARMOUR** | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Location** | | | | | | | **Piece** | | | | | | | **Armour** | | | | | | | **Encumbrance** | | | | | | | **Armour Penalty** | | | | | | | | | | | | | |
| **Head** | | | | | | | Articulate Plate | | | | | | | 8 (11) | | | | | | | 5 | | | | | | |
| **Chest & Abdomen (x2)** | | | | | | | Half Plate | | | | | | | 5 (8) | | | | | | | 3 each | | | | | | |
| **Legs (x2)** | | | | | | | Lamellar over Silk Gambeson | | | | | | | 4 (7) | | | | | | | 2 each | | | | | | |
| **Arms (x2)** | | | | | | | Silk Gambeson | | | | | | | 2 (5) | | | | | | | 0 each | | | | | | |
| **Whole Suit** | | | | | | | | | | | | | | | | | | | | | **Worn:** 8 **Carried:** 15 | | | | | | | 3 (0 Due to enchantment) | | | | | | | | | | | | | |

**DRAGONLANCE:** Dragonlances are the ultimate dragon slaying weapons. First created at the end of the early Dragon Wars and used to defeat the dragons that served Takhisis. There are two types of Dragonlances: mounted and footman's. The head is sharpened to a fine edge, and small barbs protrude from the sides. How well the lance was made and under what conditions determines how the lance performs in battle. The ideal conditions for forging a lance require that it be forged by a man with a Silver Arm of Ergoth and a Hammer of Kharas. Dragonmetal is also necessary for the process of crafting the best lances. Legends say that only lances forged like this can work properly, but only part of it is true. Lances crafted using one the ingredients are considered +1, those crafted with two are +3 weapons and those that use the Silver Arm, the Hammer and Dragonmetal are +5 weapons.

For Combat Style Purposes Footment lances are considered Longspears and Javelins, depending on whether they are used as melee or ranged weapons. Mounted Dragonlances are considered Xystons for all purposes. Their special design grants Dragonlances the Sunder trait.

| **DRAGONLANCES BASE STATS** | | | | | |
| --- | --- | --- | --- | --- | --- |
| **TYPE** | **DAMAGE** | **SIZE** | **REACH** | **COMBAT EFFECTS/TRAITS** | **AP/HP** |
| Footman’s Lance | 1D10+1 | L | VL | Impale, Sunder, Set, Thrown (10/20/50) | 4/10 |
| Mounted Lance | 1d10 | H | VL | Set, Sunder, Double Ended | 4/10 |

A Dragonlance’s Magnitude depends on its quality: Roll (1d4+13)+Magic Bonus.

A Dragonlance gains extra AP and HP depending on its enchantment. AP is improved by +5 and HP by +2 per magic bonus.

A Dragonlance +3 increases its Size by one category for the purpose of overcoming parries. A +5 lance, does so by 2 categories. Against dragons the lance’s Size is considered 3 categories larger. Use the Classic Fantasy table on p. 208 to resolve any Size increases. Mounted lances also stack this bonus when used on a charge.

Furthermore, all Dragonlances increase the user’s damage bonus by three steps when used against dragons. Mounted lances may stack this bonus with the charge damage step addition when used on a charge.

Mounted Dragonlances also gain the ability to enhance the breath weapon of the dragon companion of the wielder: Any dice rolled as breath weapon damage are increased by one step (4d6 become 4d8, 2d10 become 2d12). Breath weapons thus enhanced ignore damage immunities and magical protections, as long as the Magnitude of the Dragonlance is higher than that of the defence. Resolve any doubt in favour of the Dragonlance.

**HAMMER OF KHARAS:** The Hammer of Kharas was created during the First Dragon War. Even though, according to legend, it is the only hammer that can forge a dragonlance, the truth is that the Dwarven kingdoms of old produced these items to create the finest metal items Krynn has ever seen. The hammer is twice the size of a normal war hammer, but is easily wielded in one hand and perfect to forge any metal item. The name of these Hammers obtained comes from the great dwarven hero Kharas who fought in the Dwarfgate Wars after the Cataclysm. One of these hammers was given to him by the Kayolin dwarves in recognition of his deeds on their behalf. These Hammers have the same powers and abilities as the *Hammer of Thunder* (CF. 304). For all effects and purposes the Silver Arms serve as the *Gauntlets of Ogre Might* used to activate the increased abilities described there. However, the Hammer’s best use is to produce and forge metal items. Effectively, these items reduce all Craft rolls related to metal working by two steps. This is cumulative with the Silver Arm bonus, described below. It also reduces any crafting interval to a third of the regular time (If a roll to craft a sword would take three months, with the hammer it will be reduced to one). Magnitude 22.

**KINGSWORD:**

**MANTOOTH:** Mantooth is a *Broadsword of Slaying Magic-Using and Enchanted Creatures*. This weapon functions in all ways as a normal +1 weapon. However, when fighting magic-using or enchanted creatures, it does +2 damage. This includes magically summoned or created creatures and all spell casters. It does not include creatures that have gained one or more temporary magical abilities through the use of an item. Mantooth can reflect incoming magic aimed at the target or his equipment, redirecting it back at the original caster, depending on their relative Magnitudes. It does not have any effect on spells that are already affecting the target, or spells the wielder casts upon himself. If Mantooth’s Magnitude is higher than the incoming spell, it is reflected to the caster. Otherwise, the spell takes normal effect. Mantooth can also cut through any magical barrier or ward: roll weapon regular damage and each point of damage adds a 1% chance to break and dispel the barrier. Magnitude 20.

| **Mantooth** | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Damage** | | | | | | **Size** | | | | | | **Reach** | | | | | | **ENC** | | | | | | **AP/HP** | | | | | | **Traits/Effects** | | | | | | | | | | | |
| 1d8 | | | | | | M | | | | | | M | | | | | | 2 | | | | | | 16/16 | | | | | | Bleed, Impale | | | | | | | | | | | |

**NIGHTBRINGER:** Nightbringer is an ancient mace, designed during the Third Dragon War as a weapon to arm dragonriders. It was enchanted in the Tower of Ergoth, by Black Robed Wizards and presented as a gift to the Church of Takhisis. It has served the Dragon Queen ever since.

Nightbringer is a special kind of weapon: It uses the Halberd/Poleaxe stats, is made from the highest-quality steel available, but is designed as a blunt weapon (a two handed mace) with a spike on one end. It is enchanted to cause blindness upon hitting an opponent. Any opponent hit and damaged by Nightbringer, must make a resistance roll using Willpower against the attack. Failure means the victim is blinded for 2d6 rounds. Nightbringer has also been enchanted to +3, and thus its size is considered to be one step higher than other similar weapons. Magnitude: 15.

| **Nightbringer** | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Damage** | | | | | | **Size** | | | | | | **Reach** | | | | | | **ENC** | | | | | | **AP/HP** | | | | | | **Traits/Effects** | | | | | | | | | | | |
| 1d8+2 | | | | | | L | | | | | | VL | | | | | | 3 | | | | | | 4/10 | | | | | | Bash, Stun Location, Set, Impale, Double Ended | | | | | | | | | | | |

**SHIELD OF HUMA:** Huma’s Shield is a Hoplite Shield engraved with the symbols of the Knights of the Crown. It functions as a normal shield +5. The Shield can bypass any dragon parries as if the Shield is always 2 sizes larger than the parrying weapon size. It also protects the wielder against any Breath Weapon adding +50% to the defence roll and if successful no effect or damage is suffered. If failed, only half the effect takes place. Magnitude: 30.

| **Shield of Huma** | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Damage** | | | | | | **Size** | | | | | | **Reach** | | | | | | **ENC** | | | | | | **AP/HP** | | | | | | **Traits/Effects** | | | | | | | | | | | |
| 1D4 | | | | | | H | | | | | | S | | | | | | 0 | | | | | | 30/20 | | | | | | Bash, Parry Any Size, +25% to Parries, Parry Missiles, Passive: 4 Locations | | | | | | | | | | | |

**SILVER ARM OF ERGOTH:** These arms were created during the First Dragon War. The magic and technologies behind them have been lost, but could be replicated with enough time and research. These items are used to create Dragonlances as they improve the forging abilities of the user and allow the manipulation of Dragonmetal. Each arm is designed to replace the right or left arm of a humanoid creature that lost it. The magical arm grafts itself to the character and becomes a normal arm for all common tasks and serves effectively as *Gauntlets of Ogre Might* (See CF. p.280), including a natural armour of 7 for the limb. The Arm will also make all Craft checks one degree easier, as long as they are associated with any kind of metalworking. Finally, it works as a *Periapt of Wound Closure* as well (See CF. p. 282). When used with the Hammer of Kharas, however, the silver arm has the power to properly forge Dragonlances from Dragonmetal. Magnitude 20.

**SOLAMNIC PLATE:** This armour is granted to a Knight when he first attains the title of Lord. It consists of breastplate, shoulder plating, greaves and vambraces, the traditional horned or winged helmet, shield and spurs. Each suit is engraved with the symbols of the Knight’s order and, in the case of Sword and Rose Knights, any Knighthoods held previously by the Knight. The traditional armour of the Knights of Solamnia is also, typically, held by families and ceremoniously passed to the next generation as valued heirlooms.

These armours are typically enchanted at +1 bonus, also giving +5% to Endurance and Evade rolls. The Solamnic Plate and Shields have a Magnitude of 10. They are usually fitted for human-sized wearers (Roll 2d6+6, it will fit medium or heavy frames within 1 point of size of result). These high-quality steel armours are built for the battlefield, rather than mere ceremony, although they are beautifully engraved. This effective weight reduction is reflected in the table below:

| **SOLAMNIC PLATE** | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Location** | | | | | | | **Piece** | | | | | | | **Armour** | | | | | | | **Encumbrance** | | | | | | | **Armour Penalty** | | | | | | | | | | | | | |
| **Head** | | | | | | | Open face | | | | | | | 6 (7) | | | | | | | 4 | | | | | | |
| **Chest & Abdomen (x2)** | | | | | | | Plated Mail | | | | | | | 7 (8) | | | | | | | 5 each | | | | | | |
| **Legs (x2)** | | | | | | | Mail | | | | | | | 6 (7) | | | | | | | 4 each | | | | | | |
| **Arms (x2)** | | | | | | | Mail | | | | | | | 6 (7) | | | | | | | 4 each | | | | | | |
| **Whole Suit** | | | | | | | | | | | | | | | | | | | | | **Worn:** 15 **Carried:** 30 | | | | | | | 6 (5 Due to enchantment) | | | | | | | | | | | | | |
| **Solamnic Shield** | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| **Damage** | | | | | | **Size** | | | | | | **Reach** | | | | | | **ENC** | | | | | | **AP/HP** | | | | | | **Traits/Effects** | | | | | | | | | | | |
| 1d4 | | | | | | H | | | | | | S | | | | | | 2 | | | | | | 11/17 | | | | | | Bash, Stun Location, Ranged Parry, Passive Blocks 4 locations. +5% to Combat Style when used to Parry | | | | | | | | | | | |

**PLATE OF SOLAMNUS:** There were several Knights whose armour was designed specifically for them using the best artisans and techniques available to the Knighthood. These suits are the finest in all the land and offered as very special gifts for legendary deeds. As Knights allow the inheritance of weapons and armour, these are passed to the next generations as a show of love and honour. The Plates of Solamnus consists of leg protection (shoes, greaves and cuishes) worn over mail, a mail hauberk covered by a breast and backplate. Vambraces and rerebraces protect the arms and upper arms and a helm with a visor that can be closed (closed-face), traditionally with horns or decorative wings, covers the head and back neck. These suits are made for adventuring knights. This means this armour is comfortable enough to be worn over long periods of time and to be modular, so as to allow the use of necessary pieces only. All pieces are beautifully engraved with the markings of all three Solamnic orders. When the armour is commissioned the symbols of the Order the Knight belongs to at the time, are engraved prominently on the breastplate.

These Plate suits are typically enchanted at +5 bonus, also giving +25% to Endurance and Evade rolls. These Plates have a Magnitude of 17. They are usually fitted for human-sized wearers (Roll 2d6+6, it will fit medium or heavy frames within 1 point of size of result). As it is designed for adventuring and the heavy wear and tear of travel, Plates of Solamnus are 50% lighter than usual, high-quality steel armours of similar characteristics. This effective weight reduction is reflected in the table below:

| **PLATE OF SOLAMNUS** | | | | |
| --- | --- | --- | --- | --- |
| **Location** | **Piece** | **Armour** | **Encumbrance** | **Armour Penalty** |
| **Head** | Closed face | 8 (13) | 3 |
| **Chest & Abdomen (x2)** | Plated Mail | 7 (12) | 2 each |
| **Legs (x2)** | Half Plate | 5 (10) | 0 each |
| **Arms (x2)** | Half Plate | 5 (10) | 0 each |
| **Whole Suit** | | | **Worn:** 4 **Carried:** 7 | 1 (0 due to enchantment) |

**WARBRINGER:** Warbringer is a *Great Sword +3* in the design of the Knights of Solamnia weaponsmiths. It was used by the Half-Ogre Steel-Toe during the Age of Despair. The weapon’s enchantments grants it a +1 size category bonus with regards to bypassing defences. Magnitude 15.

| **Warbringer** | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Damage** | | | | | | **Size** | | | | | | **Reach** | | | | | | **ENC** | | | | | | **AP/HP** | | | | | | **Traits/Effects** | | | | | | | | | | | |
| 2d8 | | | | | | H | | | | | | L | | | | | | 1 | | | | | | 21/18 | | | | | | Bleed, Impale, Sunder | | | | | | | | | | | |

**WYRMSBANE AND WYRMSLAYER:** These are similarly enchanted weapons of high quality elven manufacture. Both are *Longswords +2 of Slaying Dragons.* This weapon functions in all ways as a normal +2 weapon. However, when fighting dragons, the weapon functions as +4; gaining a +1 size category bonus with regards to bypassing defences.

Wyrmslayer is designed to kill any true dragons and draconians. Against these creatures , the user’s damage bonus increases by 3 categories. Wyrmslayer rattles and hums when brought near a True Dragon. Wyrmslayer gives the user +15% to any defensive roll against dragon and draconian breath weapons and spells (Parries included).

Wyrmsbane is designed to kill black dragons and sea dragons. Against these creatures , the user’s damage bonus increases by 3 categories. Wyrmsbane can cast *Locate Object*, 3 times per day, at Intensity 6, as the Classic Fantasy Spell, p. 148.

These weapons never get stuck in a Baaz Draconian death throes. Magnitude 18.

| **Wyrmsbane and Wyrmslayer** | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Hd** | **Damage** | | | | | | **Size** | | | | | | **Reach** | | | | | | **ENC** | | | | | | **AP/HP** | | | | | | **Traits/Effects** | | | | | | | | | | | |
| 1H | 1d8 | | | | | | M | | | | | | L | | | | | | 1 | | | | | | 16/16 | | | | | | Bleed, Impale | | | | | | | | | | | |
| 2H | 1d10 | | | | | | L | | | | | | L | | | | | | 1 | | | | | | 16/16 | | | | | | Bleed, Impale, Sunder | | | | | | | | | | | |

**SPECIAL EQUIPMENT OF ANSALON**

**Hoopak**

**Soris**

## MONSTERS

**DRAGONNEL**

Dragonnels use the Wyvern/Wyrm stat block from Mythras CRB, p.273, but replace Frenzy with a colour/metal appropriate breath weapon (Line of Fire, Acid, Frost or Lightning) that does 2d6+1 points of damage (See Classic Fantasy, p. 201-203). Green dragonnels use the Acid breath weapons. They are not immune to elemental attacks that match their breath weapon.

These creatures form the backbone of the Dragon Armies aerial forces, as True Dragons are treated like high-ranking officers and staff, instead of being wasted as mere troops and mounts. Metallic dragonnels become the staunchest companions of Solamnic Knights at the end of the War of the Lance and after. These creatures are loyal, highly trainable and sociable, which does not mean they are neessarily friendly. Think of very high drive and intensity protection dogs.

**DRACONIANS**

**AURAK**

| **AURAK** | | **ATTRIBUTES** | |
| --- | --- | --- | --- |
| STR 4D6 (14) | | Action Points: 3 +1 Parry/Evade | |
| CON 2D6+6 (13) | | Damage Modifier: +1D4 | |
| SIZ 3D6 (11) | | Magic Points: 17 | |
| DEX 2D6+6 (13) | | Movement: 6 metres (20’) | |
| INT 2D6+6 (13) | | Initiative: 13 | |
| POW 3D6+6 (17) | | Armour: Scaly Hide | |
| CHA 3D6 (11) | | Average Lair: 1-2 | |
| Weapons & Combat Style:  Arcane Casting for Energy Blasts (80%), Unarmed (80%), Daredevil cpmbat trait.    Claws & Bite: (size) S (reach) T (dmg) 1d4 (AP/HP) Per Location  Energy Blasts (dmg) 1d8+1, (dmg mod) No (firing rate) 2, (load) 0, Cauterizing, Incendiary, Drop Foe.  Spells: Cantrips: Magic Tricks, Deflect, Calculate, Magnify; Rank 1: Change Appearance, Lesser Invisibility, Rank 2: Detect Invisible, Read Thoughts, Suggestion, Lightning Bolt, Rank 3: Dimensional Door, Polymorph self. | | Treasure Type: C, E, (K) | |
| Abilities: Scaly Hide (Ap 1 in locations not covered by armour), Magic Resistance (30%), Infravision 20 metres, Domination (The victim is allowed an Opposed Willpower roll to resist; if the resistance fails, the target is mentally under the control of the Draconian. New resistance is allowed if something harmful or against passion is ordered), **Death Throes (Berserk spell), upon death green ball of flame, explosion and damage to objects (WIP)**  Skills: Arcane Casting 80%, Arcane Knowledge: 80%, Athletics 70%, Brawn 65%, Endurance 65%, Evade 75%, Languages 67%, Local 60%, Perception 61%, Survival 56%, Willpower 60% | |
| 1d20 | Location | | AP/HP |
| 1-3 | Right Leg | | 1/6 |
| 4-6 | Left Leg | | 1/6 |
| 7-9 | Abdomen | | 1/7 |
| 10-12 | Chest | | 1/8 |
| 13-15 | Right Arm | | 1/5 |
| 16-18 | Left Arm | | 1/5 |
| 19-20 | Head | | 1/6 |

**BOZAK**

| **BOZAK** | | **ATTRIBUTES** | |
| --- | --- | --- | --- |
| STR 2D6+9 (16) | | Action Points: 2 | |
| CON 2D6+6 (13) | | Damage Modifier: +1D4 | |
| SIZ 2D6+9 (16) | | Magic Points: 13 | |
| DEX 3D6 (11) | | Movement: 6 metres (20’), 12 metres (36) if flapping wings | |
| INT 2D6+6 (13) | | Initiative: 12 | |
| POW 2D6+6 (13) | | Armour: Scaly Hide + Leather on chest, abdomen and head | |
| CHA 2D6 (7) | | Average Lair: 2-20 (patrol) or 20-200 | |
| Weapons & Combat Style:  Draconian Trooper (60%) & Unarmed (70%)    Short Sword: (size) M (reach) S (dmg) 1d6 (AP/HP) 6/8, Bleed, Impale  Claws & Bite: (size) S (reach) T (dmg) 1d4 (AP/HP) Per Location  Spells: Cantrips: Deflect, Warmth, Ignite, Rank 1: Flaming Hands, Magic Missile, Shield, Lesser Invisibility | | Treasure Type: A, (I) | |
| Abilities: Scaly Hide (Ap 1 in locations not covered by armour), Magic Resistance (20%), Explode upon death (3 metre radius, roll Evade or suffer 1d4 damage in 3 locations. Armour protects.), Casts Spells as Rank 1 Magic-User.  Skills: Athletics 50%, Brawn 60%, Endurance 60%, Arcane Casting: 52%, Arcane Knowledge: 52%, Evade 42%, Languages 57%, Local 50%, Perception 61%, Survival 56%, Willpower 52% | |
| 1d20 | Location | | AP/HP |
| 1-3 | Right Leg | | 1/6 |
| 4-6 | Left Leg | | 1/6 |
| 7-9 | Abdomen | | 3/7 |
| 10 | Chest | | 3/8 |
| 11-12 | Right Wing | | 1/6 |
| 13-14 | Left Wing | | 1/6 |
| 15-16 | Right Arm | | 1/5 |
| 17-18 | Left Arm | | 1/5 |
| 19-20 | Head | | 3/6 |

**BAAZ**

| **BAAZ** | | **ATTRIBUTES** | |
| --- | --- | --- | --- |
| STR 2D6+9 (16) | | Action Points: 2 | |
| CON 2D6+6 (13) | | Damage Modifier: +1D4 | |
| SIZ 2D6+9 (16) | | Magic Points: 11 | |
| DEX 3D6 (11) | | Movement: 6 metres (20’), 12 metres (36) if flapping wings | |
| INT 2D6+4 (11) | | Initiative: 11 | |
| POW 3D6 (11) | | Armour: Scaly Hide + Leather on chest, abdomen and head | |
| CHA 2D6 (7) | | Average Lair: 2-20 (patrol) or 20-200 | |
| Weapons & Combat Style:  Draconian Trooper (57%) & Unarmed (70%)    Shortspear: (size) M (reach) L (dmg) 1d8+1 (AP/HP) 4/10, Impale  Target Shield: (size) L (reach) S (dmg) 1d3+1 (AP/HP) 4/9, Bash, Impale, Block 3, M.Parry  Short Sword: (size) M (reach) S (dmg) 1d6 (AP/HP) 6/8, Bleed, Impale,  Claws & Bite: (size) S (reach) T (dmg) 1d4 (AP/HP) Per Location | | Treasure Type: B, E, (J) | |
| Abilities: Scaly Hide (Ap 1 in locations not covered by armour), Magic Resistance (20%), Turn to Stone on death for 1-4 rounds (Roll attacker Evade (Hard), if failed weapon is trapped).  Skills: Athletics 50%, Brawn 60%, Endurance 60%, Evade 42%, Languages 57%, Local 50%, Perception 61%, Survival 56%, Willpower 42% | |
| 1d20 | Location | | AP/HP |
| 1-3 | Right Leg | | 1/6 |
| 4-6 | Left Leg | | 1/6 |
| 7-9 | Abdomen | | 3/7 |
| 10 | Chest | | 3/8 |
| 11-12 | Right Wing | | 1/6 |
| 13-14 | Left Wing | | 1/6 |
| 15-16 | Right Arm | | 1/5 |
| 17-18 | Left Arm | | 1/5 |
| 19-20 | Head | | 3/6 |

**KAPAK**

| **KAPAK** | | **ATTRIBUTES** | |
| --- | --- | --- | --- |
| STR 3D6+3 (14) | | Action Points: 2 | |
| CON 2D6+6 (13) | | Damage Modifier: +1D4 | |
| SIZ 3D6+6 (17) | | Magic Points: 13 | |
| DEX 2D6+6 (13) | | Movement: 6 metres (20’), 12 metres (36) if flapping wings | |
| INT 3D6 (11) | | Initiative: 12 | |
| POW 3D6 (11) | | Armour: Scaly Hide + Leather on chest, abdomen and head | |
| CHA 2D6 (7) | | Average Lair: 2-20 (patrol) or 20-200 | |
| Weapons & Combat Style:  Draconian Trooper (60%) & Unarmed (70%)    Short Sword: (size) M (reach) S (dmg) 1d6 (AP/HP) 6/8, Bleed, Impale  Buckler: (size) M (reach) S (dmg) 1d3 (AP/HP) 6/9, Bash, Stun, Block 2, M.Parry  Claws & Bite: (size) S (reach) T (dmg) 1d4 (AP/HP) Per Location | | Treasure Type: B, D, (I) | |
| Abilities: Scaly Hide (Ap 1 in locations not covered by armour), Magic Resistance (20%), Poison (Application: Injected, Potency: 35%, Resistance: Endurance, Onset time: 1 round, Duration: 2d6 rounds, Conditions: Paralysis. Victim is unable to move. Antidote/Cure: waiting for the effect to end), Pool of Acid on death (3 metre radius, Strong Acid: 1d4 dmg./rnd In locations in contact with acid, for 2 rounds).  Skills: Athletics 50%, Brawn 60%, Endurance 60%, Evade 72%, Languages 57%, Local 50%, Perception 61%, Survival 56%, Stealth 60%, Willpower 52% | |
| 1d20 | Location | | AP/HP |
| 1-3 | Right Leg | | 1/6 |
| 4-6 | Left Leg | | 1/6 |
| 7-9 | Abdomen | | 3/7 |
| 10 | Chest | | 3/8 |
| 11-12 | Right Wing | | 1/6 |
| 13-14 | Left Wing | | 1/6 |
| 15-16 | Right Arm | | 1/5 |
| 17-18 | Left Arm | | 1/5 |
| 19-20 | Head | | 3/6 |

**SIVAK**

| **SIVAK** | | **ATTRIBUTES** | |
| --- | --- | --- | --- |
| STR 3D6+7 (18) | | Action Points: 3 | |
| CON 2D6+6 (13) | | Damage Modifier: +1D6 | |
| SIZ 3D6+7 (18) | | Magic Points: 13 | |
| DEX 2D6+6 (13) | | Movement: 6 metres (20’), 12 metres (36) if flapping wings | |
| INT 2D6+6 (13) | | Initiative: 13 | |
| POW 2D6+6 (13) | | Armour: Laminated on arms and legs, splint on chest, abdomen and head | |
| CHA 3D6 (11) | | Average Lair: 2-20 (patrol) or 20-200 | |
| Weapons & Combat Style:  Draconian Trooper (75%) & Unarmed (80%)    Great Sword: (size) H (reach) L (dmg) 2D8 (AP/HP) 6/12, Bleed, Impale, Sunder  Dagger: (size) S (reach) S (dmg) 1d4+1 (AP/HP) 6/8, Bleed, Impale, Thrown  Claws & Bite: (size) S (reach) T (dmg) 1d4 (AP/HP) Per Location | | Treasure Type: A, G, (K) | |
| Abilities: Scaly Hide (Ap 1 in locations not covered by armour), Magic Resistance (20%), Shapechange into equal or smaller size victims that were killed (As Change Appearance spell, but changes are not illusory, mimics victim exactly) and at death shapechange into killer for 3 days, then turns to soot.  Skills: Athletics 70%, Brawn 65%, Endurance 65%, Evade 45%, Languages 57%, Local 50%, Perception 61%, Survival 56%, Willpower 60% | |
| 1d20 | Location | | AP/HP |
| 1-3 | Right Leg | | 4/7 |
| 4-6 | Left Leg | | 4/7 |
| 7-9 | Abdomen | | 6/8 |
| 10 | Chest | | 6/9 |
| 11-12 | Right Wing | | 1/7 |
| 13-14 | Left Wing | | 1/7 |
| 15-16 | Right Arm | | 4/6 |
| 17-18 | Left Arm | | 4/6 |
| 19-20 | Head | | 6/7 |

**HORSES**

Several kinds of horses are used in Ansalon. In a fantasy setting a horse would be a very inadequate mount, especially when more fantastic beasts could do a better job. In Dragonlance, the emblematic knightly steed is better suited to do battle and serve as companions. They are also much braver, and for whatever unknown reason, they are completely immune to dragonfear. This makes the usually skittish beasts a great and useful companion, once dragons return to Ansalon.

**Courser:** Fast and enduring horses. The best courses come from khurish stock. These animals are used for hunting and also fully able to withstand combat. Coursers have a reputation for dropping any riders:

* **Khurish Bloodmanes:** These animals develop an intense bond with their riders. They famously have stood their ground and defended their riders to the last breath in a field of battle. The elegance and fast stride of these horses amazes the most cynical of viewers. These horses are palomino coloured. Khurish Bloodmanes can use their Passion Loyal (Rider) instead of Willpower to resist fear when he or she is at risk.

**Destrier:** Specialised combat horses, bred specifically for battle, fully able to carry comfortably an armoured knight, barding, adventuring gear and still charge ahead: only consider half of all of this encumbrance as if it was armour. They are also brave and sometimes even vicious. Destriers are much braver than other horses and, for whatever unknown reason, they are completely immune to dragonfear. Varieties exist, adapted to specialist activities:

* **Solamnic Crownswords:** Bred by the knights of Solamnia specifically for their loyalty and high spirits. These are, arguably, some of the best companions a Knight of the Sword can ever get. Able to subsist on campaign for months at a time without specialised feed and not lose their spirit or strength, they are worth a prince’s ransom. Solamnic Crownswords are either chestnut or roan coloured and those with black socks on their four hooves are seen as the purest and most sought after specimens, as these come from ancient lines of horses that fought in the past dragon wars.
* **Nerakese Thorners:** Knights of Neraka favour smaller destriers but much more agile and sure-footed than Solamnic Crownswords. These animals are incredibly adept at moving in the mountainous terrain that their breeders are based in. Thorners are solid black and some have a stark white pattern on their faces. Experts call these “Lillies” when they have a star-shaped pattern, “Skulls” when the pattern is rounder and “Thorns” when they are blazes. Some people say Thorners are a cross between a goat and a horse, from the animal’s climbing ability (Gains Skill: Climb 45%)

**Palfrey:** Horses prized for their gaits and the comfort of riding them. Elegant and easy-going. The best Palfreys are calm and hard to startle, being perfect for novice riders. Palfreys have the widest range of colours, second only to rounceys.

* **Ergothian Palfrey:** Bred from parade horse lines, they are perfect for riding in a cheering crowd. Capable of standing loud noises and startling sights without losing their cool.

**Rouncey:** These bay horses are what most people represent when they think about a horse. Loyal, happy and friendly, they are used by the people of Ansalon.

**Sumpter:** Packhorses and some of the best breeders for mules. These animals are slow and lazy but also sure-footed and perceptive. These are great for supply trains for armies as they can stand hardships other pack animals would not. In Ansalon, sumpters are better than asses and mules as pack animals. For whatever reason they can survive 10 days without feed and water.

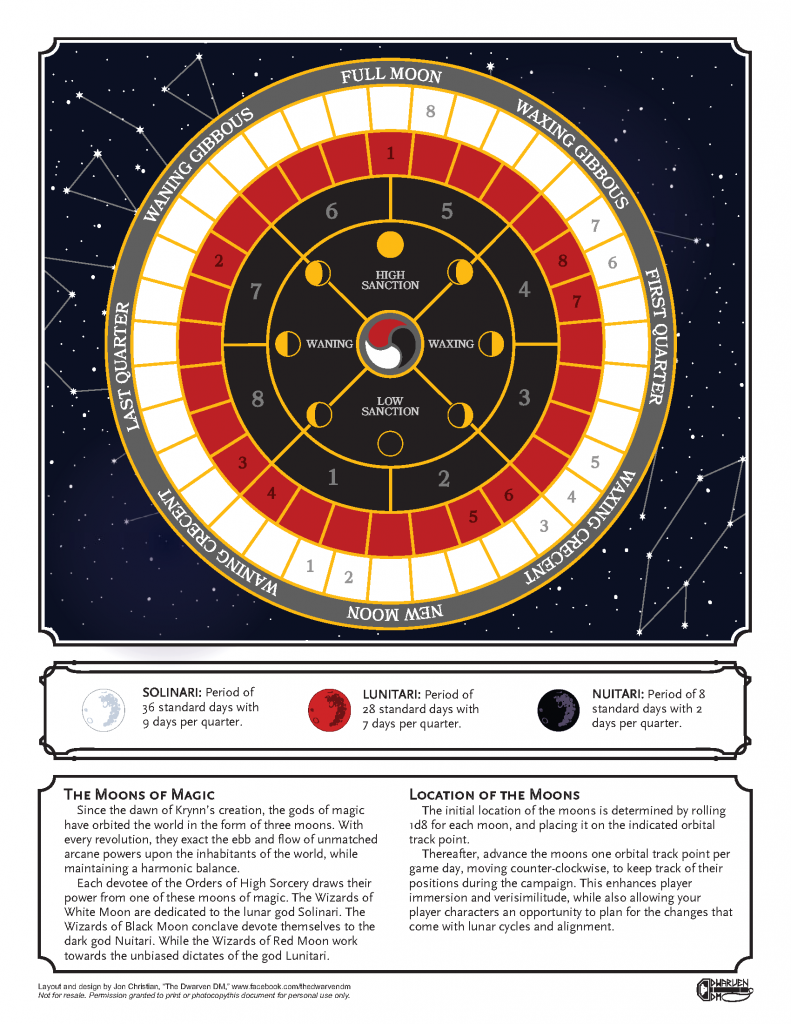
| **HORSE** | **TYPE** | **STR** | **SIZ** | **CON** | **DEX** | **PERSONALITY** | **PASSION** |
| --- | --- | --- | --- | --- | --- | --- | --- |
| **Standard Courser** | **Hunt/War** | **2d6+15** | **2d6+24** | **2d6+12** | **2D6+3** | **STUBBORN** | **Love (Run) 50%** |
| **Standard Destrier** | **War** | **2d6+19** | **2d6+28** | **2d6+6** | **2D6+3** | **BRAVE** | **Dislike (People) 40%** |
| **Standard Palfrey** | **Riding** | **2d6+15** | **2d6+24** | **2d6+6** | **2D6+3** | **SKITTISH** | **Fear (Surprises) 50%** |
| **Rouncy** | **Work** | **2d6+15** | **2d6+24** | **2d6+6** | **2D6+3** | **EAGER** | **Love (Herd) 50%** |
| **Sumpter** | **Draft** | **2d6+18** | **2d6+24** | **2d6+9** | **2D6+3** | **DULL** | **Seek (Easy Path) 50%** |
| **Bloodmane Courser** | **Hunt/War** | **2d6+18** | **2d6+24** | **2d6+12** | **2D6+6** | **DEVOTED** | **Loyal (Rider) 70%** |
| **Crownsword Destrier** | **War** | **2d6+23** | **2d6+32** | **2d6+9** | **2D6+3** | **DETERMINED** | **Endure (Against all odds) 40%** |
| **Thorner Destrier** | **War** | **2d6+21** | **2d6+30** | **2d6+3** | **2D6+6** | **HEADSTRONG** | **Love (Battle) 50%** |
| **Ergothian Palfrey** | **Riding** | **2d6+12** | **2d6+22** | **2d6+6** | **2D6+3** | **GENTLE** | **Maintain (Calm) 50%** |

**Knight Haunt**

A Knight Haunt is simply a floating suit of [Solamnic](https://dragonlance.fandom.com/wiki/Solamnic) armour with the inner fighting spirit of a former Knight that glows a bright yellow. The knight haunt always has a sword, and judges all fights according to its [Solamnic Knight](https://dragonlance.fandom.com/wiki/Solamnic_Knight) virtues. They are singular in their task, and usually can not be talked out of doing it. The knight's armour and shield are highly polished and well-maintained.

They are the spectral remains of [Knights of Solamnia](https://dragonlance.fandom.com/wiki/Knights_of_Solamnia) who's spirits now inhabit their suits of armour. In some cases these spirits can also be Knights of Neraka. For some reasons the knights could not pass on either for having some unfinished business left, or to act as a guardian of a place they had sworn to defend in life. During the War of Souls, knight haunts can be found in greater numbers. Even [Legion of Steel](https://dragonlance.fandom.com/wiki/Legion_of_Steel) members have become haunts, but with the opening of the [Gate of Souls](https://dragonlance.fandom.com/wiki/Gate_of_Souls) the number of haunts dropped.

Knight Haunts are Haunt Spirits, per Mythras CRB, p. 150. The weapons and armour animated by Haunts are physical and can be recovered afterwards, often being ancient magical items and powerfully enchanted.



**ATTRIBUTIONS**

**DRAGONLANCE ADVENTURES**

**DRAGONLANCE CLASSICS VOLUME 1, 2 AND 3**

**HOLY ORDER OF THE STARS**

**KNIGHTLY ORDERS OF ANSALON**

**DRAGONLANCE: SHADOW OF THE DRAGON QUEEN**

**PLAYER’S GUIDE TO THE DRAGONLANCE CAMPAIGN**

**RELATOS DE LA LANZA (TALES FROM THE LANCE, SPANISH TRANSLATION)**

**TASSLEHOFF’S POUCHES OF EVERYTHING**

**UNSUNG HEROES**

**WAR OF THE LANCE**

**WIZARDS OF HIGH SORCERY**