



Dragonlance Adventures

Dragonlance Adventures

Castles & Crusades campaign sourcebook

Players Handbook

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v3.4

to my wife, Lida, and her first Dragonlance character, Nikol the aspiring knight

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Introduction

What follows are some notes on the use of the Castles & Crusades (C&C) game to run Dragonlance campaigns. Aim of this document is not to describe a full setting for the C&C game (too much has been written about Dragonlance!), but to give some hints and suggestions to easily use the existing gaming material (most notably the DL module series and the DLA sourcebook). The philosophy behind this adaptation is to stay as near as possible to the spirit of the C&C game (i.e. keep things as simple as possible), while providing the necessary flavour of the Dragonlance setting. Such spirit is close to the DL module series, which successfully created a new setting around the core AD&D rules, with little or no additional rules material. With this objective in mind, what follows are the bare essentials, in terms of races and classes, which can be used to successfully run the original Dragonlance campaign, and other campaigns close in spirit to the original one. I hope you have fun reading and using the material, as much as I had creating it. Long live Dragonlance, long live the Crusade!

Races

Languages

In the following table, all languages known to exist on Ansalon are shown.

Ansalonian languages

Language	Region/Race	Alphabet/Notes	Language	Region/Race	Alphabet/Notes
Abanasinian	Abanasinia	Ergot	Icespeak	Ice Folk	Ergot
Camp talk	Mercenary slang	Ergot	Kalinese	Blood Sea ports	Istarian
Common	All Ansalon (trade)	Ergot	Kenderspeak	Goodlund, Hylo, kenders	Ergot
Dargoi	Underwater cultures	Elven	Kharolian	Plains of Dust, Tarsis	Ergot
Dargonesti	Dargonesti elves	Elven	Khur	Khur (desert nomads)	Istarian
Dimernesti	Dimernesti elves	Elven	Kolshet	Ancient ogre (dead)	Ogre
Draconic	Dragons	None	Kothian	Mithas, Kothas, minotaurs	Kothian
Druidic	Druids (secret language)	Elven	Lemish	Lemish humans and goblin	Ergot
Dwarven	Abanasinia, Dwarves	Dwarven runes	Nerakese	Neraka	Istarian
Elven	Southern Ergoth, Elves	Elven	Nestari	Ancient elven (dead)	Elven
Ergot	Northern Ergoth	Ergot	Nordmaarian	Nordmaar	Istarian
Ergothian	Ancient human (dead)	Ergot	Ogre	Blode, Kern, Ogres	Ogre
Estwilde	Estwilde humans	Ergot	Plainsfolk	Plains barbarians	Ergot
Giant	Hill Giants	Ogre	Que-Nal	Schallsea nomads	Ergot
Gnoll	Gnolls	None	Saifhum	Saifhum	Ergot
Gnome	Sanclist, Gnomes	Ergot	Sig	Sigs	None
Goblin	Goblins	Ogre	Solamnic	Solamnia, Sanclist	Ergot
Gullytalk	Gully dwarves	None	Sylvan	Sylvan races	Elven
Hammertalk	Dwarves	Non verbal	Thanoi	Thanoi	None
Hand Talk	Abanasinia, elves and humans	Sign language	Wem itowuk	Schallsea nomads	Ergot

By default, all languages in a races' description are known at start (C&C PH p.123).

Racial ages

The Racial Ages table (C&C PH p.31) does not show the effects of aging. It can be assumed a -1 penalty to physical attributes and a +1 bonus to mental attributes for each age category (e.g. at Old

age the penalty is -2 and the bonus is +2).

Attributes

The normal range of attribute scores is 3-18. However, due to racial modifiers, such range can be shortened or extended. The maximum possible attribute score for a PC race is 20. The attribute modifier for a score of 20 is +4 (this value extends the table in C&C PH p.8).

Human

They are treated as normal humans (C&C PH p.37), with the following distinction:

- **Civilized humans**
Racial Prime: they have at least one mental Prime.
- **Barbarian/nomad humans**
Racial Prime: they have at least one physical Prime.
Languages: Barbarian humans speak a regional language, depending on their home region. Most also speak Common.
 - **Desert nomads**
Abanasinian (Plains of Dust), Khur (Khur desert)
 - **Mountain nomads**
Ergot (Northern Ergoth), Abanasinian (Kharolis), Nerakese (Khalkist)
 - **Plains nomads**
Plainsfolk, Abanasinian
 - **Ice Folk**
Icespeak (distantly related to Ergot)

Kender

Racial Traits and Abilities

Fearless: Kender are completely immune to natural and magical fear emanating from monsters or generated by magic items or spells.

Taunt: Kender may taunt intelligent creatures (provided the creature understands the language spoken). The victim of the taunt must make a charisma saving throw or suffer the effects of the taunt. If the save fails, the victim attacks the kender for 1d10 rounds with a -2 penalty to hit and to AC.

Handling: Kender are “natural born thieves”, although they steal things not out of greed but curiosity. Kender “handling” manifests through the following rogue abilities: pick pocket, open lock, move silent, hide, listen.

Resistant: Kender are exceptionally resistant, so they gain +1 to constitution saving throws.

Kender Tales: Kender have access to an endless series of stories, anecdotes, tales etc. passed from kender to kender, and whose origin is invariably Uncle Trapspringer. Some of these tales may actually contain a bit of truth. This ability works as the legend lore ability of bards.

Hoopak Training: Kender are trained since young to use the Hoopak, which is both a weapon and an all-purpose tool. This ability gives +1 bonus to hit with the Hoopak, both as a staff and as a sling.

Languages: Kenderspeak, Common, Dwarven, Ergot, Elven, Goblin, Solamnic.

Size: Small

Movement: 30 feet

Typical Classes: Rogue, Fighter, Ranger, Barbarian, Cleric, Druid, Bard, Mystic. Kender are never assassins.

Bard Modifier: +2 legend lore

Rogue Modifier: +2 pick pocket, +2 open lock, +2 move silent, +2 hide, +2 listen

Ranger Modifier: +2 conceal, +2 move silent

Racial Ages table entry: 50, 70, 90 + 3d10

Kender Hoopak: This is the typical Kender weapon and general purpose tool. It is essentially a combination staff and sling, and can be used for producing an eerie sound. Hoopaks cannot be bought or sold. They are built by the Kender when they need it, or they are given as gifts.

	Cost	DMG.	RNG.	WGT.	EV
Hoopak	N/A	1d6 (1d4 as sling)	50' (as sling)	4 lbs.	4

Elf

The elven races available as PCs are Qualinesti, Silvanesti and Kagonesti (and related Half-elves breeds). They all are treated as Elves (C&C PH p.33), with the following distinctions.

– **Kagonesti (Wild Elves)**

Track: Kagonesti elves are exceptional trackers. They gain the Track ability of rangers.

Racial Prime: Kagonesti elves have at least a physical Prime.

Typical Classes: Fighter, Ranger, Barbarian, Rogue, Cleric, Druid, Bard, Mystic

Languages: Elven, Sylvan, Common, Ergot, Gnoll, Goblin, Ogre, Solamnic.

Ranger Modifier: +2 track

– **Qualinesti (High Elves)**

Typical Classes: Fighter, Ranger, Knight, Rogue, Cleric, Druid, Wizard, Illusionist, Bard, Mystic, Sorcerer

Languages: Elven, Common, Abanasinian, Dwarven, Ergot, Goblin, Ogre, Sylvan.

– **Silvanesti (High Elves)**

Racial Prime: Silvanesti elves have at least a mental Prime.

Typical Classes: Fighter, Ranger, Paladin, Cleric, Druid, Wizard, Illusionist, Bard, Mystic, Sorcerer

Languages: Elven, Common, Dwarven, Ergot, Kenderspeak, Kharolian, Khur, Goblin, Ogre, Sylvan.

– **Dark**

Dark Elves are not a separate race, but any individual who betrays the elven way of life can be marked as such and cast out from the elven society.

Typical Classes: as race, plus Knight of Takhisis

Half-elf

They are treated as standard Half-elves (C&C PH p.35), but the human lineage is not very common.

Languages: Common, Elven, any three of the languages of the human and elf parents.

Dwarf

The dwarven races available as PCs are Mountain Dwarves (Hylar, Daewar, Klar) and Hill Dwarves (Neidar). They all are treated as Dwarves (C&C PH p.32), with the following modifications:

– **Hill Dwarves**

Typical Classes: Fighter, Ranger, Barbarian, Rogue, Cleric, Bard, Mystic
Languages: Dwarven, Common, Elven, Goblin, Ogre.

– **Mountain Dwarves**

Typical Classes: Fighter, Knight, Paladin, Rogue, Cleric, Bard, Mystic
Languages: Dwarven, Common, Giant, Gnome, Hammertalk.

– **Fatherless Dwarves**

Fatherless Dwarves are not a separate race, but any individual who betrays the dwarven way of life can be marked as such and cast out from the dwarven society.

Typical Classes: as race, plus Knight of Takhisis

Fey Gnome

The Fey Gnome is one of the sylvan fey folk, like dryads, nixies, nymphs, pixies, satyrs and centaurs.

They are equivalent to the C&C Gnome race (C&C PH p.34), with the following modification:

Languages: Sylvan, Common, Elf, Gnome, Dwarven, Goblin.

Gnome

Krynnish gnomes are divided into two subraces, “Tinker” Gnomes and “Thinker” Gnomes. They all share the following information.

Racial Traits and Abilities

Darkvision: as Gnome, (C&C PH p.34)

Enhanced hearing: as Gnome, (C&C PH p.34)

Enhanced sense of smell: Thanks to their large bulbous noses, Gnomes can identify substances by their smell. This can help them detect poisoned food or water, or determining the composition of alchemical concoctions.

Resistant to arcane magic: as Dwarf, (C&C PH p.32)

Determine depth and direction: as Dwarf, (C&C PH p.32)

Languages: Common, Gnome, Dwarven, Ergot, Ogre, Solamnic.

Size: Small

Movement: 20 feet

Typical Classes: Rogue, Fighter, Cleric, Illusionist, Assassin, Mystic, Sorcerer

Attribute Modifiers: +1 Dexterity, -1 Strength

Rogue Modifier: +3 listen

Assassin Modifier: +3 listen, +3 poisons

Racial Ages table entry: as Gnome (C&C PH p.31)

– **“Tinker” Gnomes**

Description

This is the most widespread gnomish strain. They are so called due to their inordinate love for mechanical devices and in general for tinkering, although not all of them are Tinkers proper. They love needlessly complex devices, which usually results in catastrophic malfunctionings. They are usually well-versed in all fields of knowledge.

Racial Traits and Abilities

Guild Affiliation (Intelligence): every Gnome joins a Guild since his early age. Such early

indoctrination allows Gnomes wide knowledge, depending on the chosen field of study. At character creation, a Gnome will be considered a Craftsman, Sage or Technician, and all checks involving his chosen specialization will be made at +3.

Life Quest: every Gnome grows up dreaming of a Life Quest, an achievement which will bring him and his family everlasting fame, and will grant them a seat near Reorx. Such vision gives Gnomes a distinctive determination which makes difficult to sway their wills. This grants them a +2 bonus on charisma saving throws when actively involved in their Life Quests.

Attribute Modifiers: +1 Intelligence, -1 Wisdom

– “Thinker” (mad) Gnomes

Description

These rare individuals are considered mad by the other gnomes, since usually when they tinker with something, it works as intended! These gnomes do not have the raw creative genius of tinker gnomes, and tend to be more thoughtful and methodical. They are treated as outcasts, so they do not belong to any Guild, nor care about Life Quests.

Racial Traits and Abilities

Gear Head: due to their methodical attitudes, thinker gnomes are usually capable of putting their love of mechanical devices to good use. Besides mundane applications, they have the open lock and traps ability of rogues.

Rogue Modifier: +3 open lock, +3 traps

Assassin Modifier: +3 traps

Half-Ogre

Racial Traits and Abilities

Tough Hide: Due to their Ogrish lineage which gives them a tough hide, Half-Ogres enjoy a +2 bonus to AC if they do not wear armor. If they wear armor which gives a +2 or less bonus, their effective AC increases by +1.

Twilight Vision: (C&C PH p.123)

Hulking Brute: Half-Ogres are treated as Large creatures, which gives them the initiative advantage in combat (C&C PH p.115) and allows them to double their starting hit die. Furthermore, they can wield bastard swords, great clubs, heavy maces and heavy picks with one hand. However, due to their size, armor and other garb cost 2 or 3 times the normal price and they can only mount very large creatures, like heavy war horses. Magic items made for humans or demihumans might not work.

Ogre Blood: Half-Ogres are treated as Ogres for what concerns the Combat Marauder and Favored Enemy abilities of Rangers, the Defensive Expertise ability of Dwarves and for all spells and effects which target Ogres. Due to their brutish lineage Half-Ogres must have at least one physical prime.

Languages: Common, Ogre, Goblin, Kothian, High Ogre.

Size: Large

Movement: 30 feet

Typical Classes: Fighter, Barbarian, Rogue, Cleric, Assassin, Mystic

Attribute Modifiers: +2 Strength, +2 Constitution, -2 Intelligence, -2 Charisma

Racial Ages table entry: 55, 73, 90 + 2d20

Minotaur

Racial Traits and Abilities

Natural Weapons (horns and bite): Minotaurs can attack with their horns Large opponents for

2d4 damage. The horns can also be used with a charging maneuver (C&C PH p.116) in order to inflict greater damage. They can also bite opponents of any size for 1d4 damage.

Natural Cunning: see the Minotaur entry in M&T.

Tough Hide: Due to their muscles and thick fur, Minotaurs enjoy a +2 bonus to AC if they do not wear armor. If they wear armor which gives a +2 or less bonus, their effective AC increases by +1.

Hulking Brute: Minotaurs are treated as Large creatures, which gives them the initiative advantage in combat (C&C PH p.115) and allows them to double their starting hit die. Furthermore, they can wield bastard swords, great clubs, heavy maces and heavy picks with one hand.

However, due to their size, armor and other garb cost 2 or 3 times the normal price and they can only mount very large creatures, like heavy war horses. Magic items made for humans or demihumans might not work.

Ogre Blood: Minotaurs are treated as Ogres for what concerns the Combat Marauder and Favored Enemy abilities of Rangers, the Defensive Expertise ability of Dwarves and for all spells and effects which target Ogres. Due to their brutish lineage Minotaurs must have at least one physical prime.

Languages: Common, Kothian, Kalinese, Nordmaarian, Ogre, Saifhum.

Size: Large

Movement: 30 feet

Typical Classes: Fighter, Barbarian, Ranger, Wizard, Illusionist, Cleric, Mystic, Sorcerer, Knight of Takhisis

Attribute Modifiers: +1 Strength, +1 Constitution, -1 Wisdom, -1 Charisma

Ranger Modifier: +2 track

Racial Ages table entry: 60, 90, 120 + 3d10

Half-Goblin

Half-Goblins are mongrels resulting from the union between Human and Goblin, Hobgoblin or Bugbear. They are considered Goblins for what concerns all spells and effects which target Goblins. They are equivalent to the C&C Half-Orc race (C&C PH p.37), with the following modifications:

Typical Classes: Fighter, Barbarian, Ranger, Cleric, Assassin, Rogue, Mystic

Languages: Common, Goblin, Lemish, Ogre.

Classes

New classes

Wizards of High Sorcery

A wizard or illusionist (from here on: magic-user) wishing to pursue his career with the blessing of the Conclave of Wizards must subject himself to the Test before reaching fifth level (i.e. before being able to cast 3rd level spells); most magic-users will face the test between 3rd and 4th level. Those who succeed earn the right to wield the robes of the Orders of High Sorcery. Beside the obvious advantage of studying at the Towers and being part of a powerful organization, Wizards of High Sorcery gain the blessings of the gods of magic.

The gods of magic are tied to three different alignments: evil, neutrality and good. Lunitari exerts her influence on neutral and illusionist magic, Nunitari on black (evil) magic and Solinari on white (good) magic. Illusionists must join the Red Robes if they want to enjoy the powers due to Moon Phases since illusion, being inherently not good nor evil, is the province of Lunitari.

Whatever their background (wizards or illusionists), the different Robes distinguish themselves based on the means and use of their magic powers. White Robes promote the use of magic for good deeds and the common welfare. Black Robes promote the use of magic for evil deeds and personal power. Red Robes promote the use of magic for the balance of the world, and to avoid that neither black nor white magic take the upper end. So, although a White Robe might be able to *Animate Dead*, she would be hard-pressed to do it except in the most dire of circumstances. At the same time, a Black Robe would have no qualms in doing it, but she would not cast a spell just to help someone, if doing so does not bring her some advantage. In any case, the Wizards of High Sorcery are first and foremost “Brothers in Magic”.

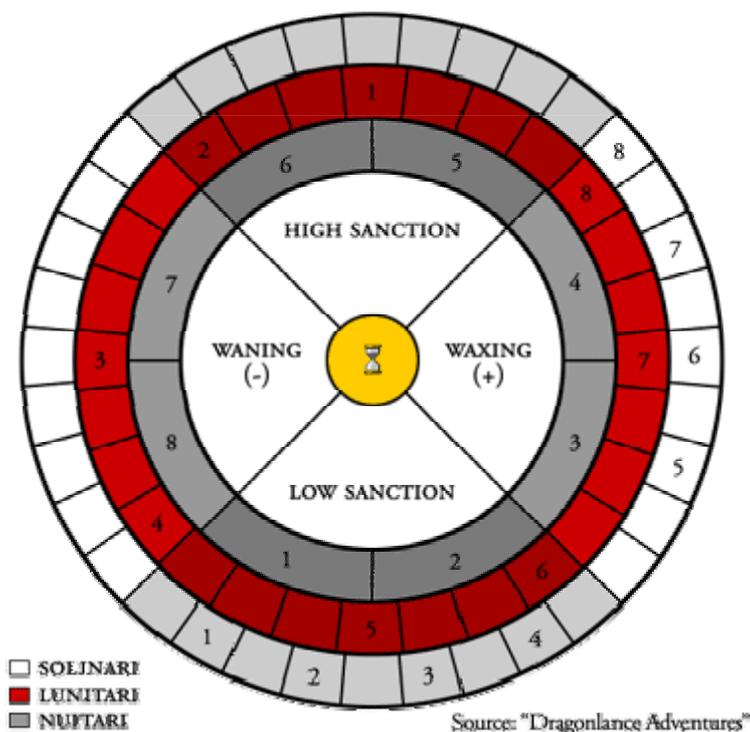
Wizards of High Sorcery advance as wizards or illusionists, and gain the corresponding abilities, besides the following specific abilities.

ABILITIES

MOON PHASE: The gods orbit Krynn in the form of three moons, which affect the powers of the Orders as they move through the various phases of their orbits.

The chart below shows the cycles of the moon and their phases. The numbers on the chart denote the "starting" position for each moon. At the start of a game, roll 1d8 for each moon and place the moon at that point on the moon chart. From there, track the movement of the moons as the campaign progresses.

MOONS OF KRYNN: ANSALONIAN MOON TRACKING CHART



Solinari: Period of 36 days with 9 days per quarter
 Lunitari: Period of 28 days with 7 days per quarter
 Nuitari: Period of 8 days with 2 days per quarter

The following table indicates the effect that the phase of a moon has on the corresponding colour of the magic-user. The phases of each moon only affect magic-users of the corresponding colour

robes. The level increase applies to all level-based checks, and to determine the effects of spells or other special abilities and the number of spells per day (although they do not learn any new spells if they acquire access to a new spell level). The effects of the moon phase only apply to magic-users of 4th level or higher.

Moon Phase Effects*

Moon Phase Effective Level**

Low Sanction	-1
Waning	Even
Waxing	Even
High Sanction	+ 1***

* Only available to magic-users of 4th level or higher

** Illusionists who do not wear the Red Robes do not enjoy the effects of the moon phase, since Lunitari is the patron god of Illusionist magic.

*** Only available to magic-users of 6th level or higher with Intelligence scores of 13 or better.

MOON ALIGNMENT: If the moons themselves are in alignment, additional modifiers apply to the various robes. The following modifiers are cumulative with those from the Moon Phase Effects Table above. For example a Wizard of High Sorcery with 15 Intelligence, on the Night of the Eye (when all moons are in alignment at High Sanction), enjoys +3 effective level.

Moon Alignment Effects

Alignment	Effective Level
Solinari and Lunitari	+ 1
Nuitari and Lunitari	+ 1
Solinari and Nuitari	Even
All Three Moons	+ 2

PRIME ATTRIBUTE: Intelligence

ALIGNMENT: any (determines the Order)

HIT DICE: d4

WEAPONS: as wizard/illusionist

ARMOR: none

ABILITIES: Spell casting, moon phase, moon alignment. Depending on background, Illusionist abilities.

Secondary Skills

Knowledge Specialist, Esoteric Ability.

Knights of Solamnia

Solamnic Knights constitute the largest and oldest knightly order of Ansalon. They are divided into three Orders: Crown Knights are the armed branch, Sword Knights are the spiritual branch and Rose Knights are the leadership branch. Knights of Solamnia are renowned for their fighting skills, and are widely considered as the epitome of virtues.

Depending on the attitude and involvement of the person, it is possible to rise through the ranks of an Order, or to pass from an Order to another one. The Order of the Crown is considered as the

entry point to the knighthood. From there, it is possible to progress training through it, or change affiliation and pass into the Order of the Sword. Those devoted to spiritual life enter the Order of the Sword, where they are indoctrinated as clerics devoted to the god of war and battle, Kiri-Jolith. Those pursuing a political or leadership role enter into the Order of the Rose; access to this order is possible from the ranks of the Order of the Sword.

It should be noted that it is not necessary to progress into an order (i.e. dual-classing into the necessary class) to access the successive orders.

Knights of the Crown

To be admitted into the Order of the Crown, a character must be a fighter, knight, paladin or ranger, or dual-class into it. At 7th level Crown Knights attain the title of Lord of Shields, and they are granted a suit of Solamnic Armor engraved with the symbols of the Order of the Crown.

Progress into the Order of the Crown will be easier for fighter characters.

Knights of the Sword

When a Knight of the Crown has enough experience to gain 3rd level, he can access the Order of the Sword after performing a quest. To progress as a Knight of the Sword, a Crown Knight must either be a paladin, or dual-class as such. Alternatively, a Crown Knight who dual-classes as a cleric of Kiri-Jolith can also progress as a Knight of the Sword; these knights are known as Clerists.

A Crown Knight can still progress as a Sword Knight even if he is higher than third level, by following the dual-classing rules.

At 10th level Sword Knights attain the title of Lord of Swords, and they are granted a suit of Solamnic Armor engraved with the symbols of the Order of the Sword and the Crown.

Progress into the Order of the Sword will be easier for characters who start as Knights of the Crown paladins.

Knights of the Rose

When a Knight of the Sword has enough experience to gain 4th level, he can access the Order of the Rose after performing a quest. To progress as a Knight of the Rose, he must have joined the Order of the Sword, and must either be a knight, or dual-class as such.

A Sword Knight can still progress as a Rose Knight even if he is higher than fourth level, by following the dual-classing rules.

At 12th level Rose Knights attain the title of Lord of Roses, and they are granted a suit of Solamnic Armor engraved with the symbols of the Order of the Rose, of the Sword and of the Crown.

Progress into the Order of the Rose will be easier for characters who start as Knights of the Crown knights, and only access the Order of the Sword, without progressing into it.

Secondary Skills

Crown Knights: Military Leadership; Sword Knights: Healing; Rose Knights: Leadership.

Knights of Solamnia in different Ages

For campaigns set during the Age of Despair or early Age of Mortals, in which no spellcasting abilities were available, any fighter, knight or ranger could become a Sword Knight.

With the return of Primal Magic, Sword Knight Clerists are treated as mystics (see the "Primal Spellcaster" section), while the paladin powers are assumed to be of mystical origin.

PRIME ATTRIBUTE: varies

ALIGNMENT: any good (usually Lawful)

HIT DICE: varies

WEAPONS: varies

ARMOR: varies

ABILITIES: as fighter, ranger, paladin, knight or cleric (depending on the Order).

Knights of Takhisis

This knightly organization was formed some twenty years after the downfall of Neraka, when the Queen of Darkness was banished back to the Abyss, by Ariakan, the son of the later Emperor Ariakas. The knights are an emerging and cohesive force of order and darkness.

Ariakan proclaimed as the foundations of the Knights of Takhisis the Vision, the Blood Oath, and the Code.

The Vision is a statement of the ultimate goal of the knighthood. For knights of 5th level or below, the Vision is embodied in the phrase: "One World Order." The goal is no less than the total and unquestioned domination of the entire world of Krynn. The Blood Oath and the Code are established to work toward that end. The Blood Oath is simple: "Submit or die." When joining the knighthood, each knight is dedicated body and soul utterly to the cause. All thoughts of self are submerged and sublimated. Yet this does not mean that knights may not think for themselves, which brought about the creation of the Code, a detailed set of laws that relate principally to military situations, but that also can be extended into the lives of each member of the knighthood. Strict adherence to the Code is required, but each case is considered on its own merits, and exceptions can be made.

As the Solamnic Knights, the Knights of Takhisis are divided in three orders. The Knights of the Lily are the military might of the knighthood and the center of political power as well. The Order of the Skull and the Order of the Thorn are separate, with their own particular skills and areas of responsibility. While it may look to an outsider as if the Knights of the Lily are the dominant force in the knighthood, all three orders provide the necessary functions and are considered equal in power and authority, differing only in jurisdiction and function.

All Knights of Takhisis are first indoctrinated as Knights of the Lily. At 5th level they must undergo the Test of Takhisis. Just as the wizards on Krynn must pass the dreaded Test of the Towers of High Sorcery, so too must all the Knights of the Lily pass a similar test in order to advance. Failure in this test results in death. Knights who pass the Test are free to choose the order they wish to enter (Skull or Thorn) or continue as Knights of the Lily.

In later periods (starting from the early Age of Mortals), Knights of Takhisis are also known as Knights of Neraka or Dark Knights.

Knights of the Lily

Any who would enter into the Knights of Takhisis must begin as a Petitioner (1st level) in the

Order of the Lily. All Knights of Takhisis remain under the Order of the Lily until they attain 5th level. At this level, and after passing the Test, knights may choose entry into either the Skull or Thorn orders, or remain with the Lilies.

Knights of the Lily are treated as standard C&C knights, fighters or rangers.

Knights of the Skull

These Knights form the clerical order of the knighthood. They practice the healing arts and are also in charge of both external intelligence and internal security. Skull Knights work their art by stealth and subtlety rather than by force, leaving that to the other two orders. Knights of the Skull are dedicated solely to Takhisis, to the exclusion of all other gods and goddesses (including other dark deities).

To become a Knight of the Skull a Lily Knight must dual-class as a cleric. They may use any weapon due to their previous training as Lily Knights, however their major weapon (as clerics of Takhisis) is the heavy mace.

Knights of the Thorn

Knights of the Thorn are an order of wizards. They operate completely outside the Towers of High Sorcery on Ansalon, refuse to swear any allegiance to any of the three Robes, including Black, and are therefore considered renegade wizards by all members of the conclave.

Unlike the Wizards of the Conclave, the Grey Robe Knights, as they are known, work with dark priests and Knights of the Skull in maintaining order both in conquering lands and their own home territories.

To become a Knight of the Thorn a Lily Knight must dual-class as a wizard or illusionist. They may use any weapon and armor due to their previous training as Lily Knights, however they cannot cast spells while wearing armor.

To further the Vision, Thorn Knights favor spells of divination and detection, and will always have at least one of these kind of spells for each spell level in their spellbooks. Some examples of spells are: *detect magic*, *detect poison*, *comprehend languages*, *identify*, *detect thoughts*, *locate object*, *see invisibility*, *clairaudience/clairvoyance*, *nondetection*, *tongues*, *detect scrying*, *locate creature*, *scrying*, *contact other plane*, *legend lore*, *greater scrying*.

Thorn Knights and the Moons of Krynn

The Knights of the Thorn have their own schools of magic. They wear grey or black robes but they have no relationship to the Black Robes of the Towers of High Sorcery.

Unlike the orders of the towers, the knights draw on the power of all three of Krynn's moons as the source of their magic, rather than from one moon, due to the meddling of Takhisis. This grants a far more powerful magical edge to Thorn Knights.

A Thorn Knight can choose the most advantageous moons to get the benefits from, by using the tables for Wizards of High Sorcery. Additional spells may be of any level that the Thorn Knight can cast. They can use the effects of High Sanction only if they have at least four levels as wizard/illusionist and have Intelligence scores of 13 or better.

For example, if Lunitari and Nunitari are in Low Sanction (and are aligned) and Solinari is in High Sanction, the Thorn Knight can use the position of Solinari and the alignment of Nunitari and Lunitari to get +1 effective level (+2 if the Knight is at least 4th level wizard/illusionist and has 13 or higher intelligence).

Secondary Skills

Lily Knights: Military Leadership, Leadership; Skull Knights: Healing, Suborning Ability, Judgment Ability; Thorn Knights: Knowledge Specialist, Esoteric Ability.

Knights of Takhisis in different Ages

During the early Age of Mortals, when magical abilities were absent, very few entered the orders of the Skull and Thorn. They did not develop any spellcasting powers, but instead devoted themselves to research and study.

With the return of Primal Magic, Skull Knights are treated as Mystics, and Thorn Knights are treated as Sorcerers.

PRIME ATTRIBUTE: varies

ALIGNMENT: any non good (usually Lawful Evil)

HIT DICE: varies

WEAPONS: any

ARMOR: any (but Thorn Knights cannot cast spells while in armor)

ABILITIES: as fighter, ranger or knight class, plus cleric or mystic abilities (Skull Knights) or wizard, illusionist or sorcerer abilities (Thorn Knights).

Primal Spellcaster (Intelligence or Wisdom)

With the advent of the Age of Mortals, a "new" kind of magic entered the world: Primal Magic. Actually, it was not new at all, but its memory was lost in time, for it was magic in its most primeval form, imbuing Krynn and all its creatures. It was banned from the world when it was clear to the Gods that it could be wielded without any training, and that it could cause unpredictable effects (which manifest through chaos surges, random and potentially deadly effects). So, the Holy Orders and High Sorcery were established, as ways to control the flow of magic and its use through ritualistic forms. Primal Magic then waned from the world, its sparks perhaps present only in few rare individuals who most often than not were accused of being witches and killed for their "gift". When Chaos reentered the world he brought back Primal Magic.

Sorcery and Mysticism are the two forms that Primal Magic takes, although this distinction is mostly based on the perceptions of the spellcasters, which tend to be mainly attuned to one aspect rather than the other. Sorcery is the magic that imbues the world itself and the elements, while Mysticism is the "Power of the Heart", the magic that imbues life itself. Users of one type of magic have some "contact" with the other aspect, although on a very limited basis, which manifests in the form of Hybrid spells; however, not all primal spellcasters learn these spells, which are more difficult to master.

Primal spellcasters follow a set of common rules, which differ from the standard ones used for clerics, druids, wizards and illusionists. These classes however form the basis on which the primal spellcaster concept is built.

Primal magic rules

- Sorcerers use the EPP table, BtH, weapon and armor restrictions, abilities, spell lists and spell table of Wizards or Illusionists. In essence, they are still functionally Wizards or Illusionists, but the way in which they access and cast spells is different.
- Mystics use the EPP table, BtH, weapon and armor restrictions, abilities, spell lists and spell

table of Clerics or Druids. In essence, they are still functionally Clerics or Druids, but the way in which they access and cast spells is different.

– Access to spell lists is constrained. Sorcerers can normally cast spells which do not directly affect living beings, while Mystics can normally cast spells which directly affect living beings and the energies related to life and spirit (e.g. undead creatures). All spells which do not qualify are considered Hybrid spells, and are treated as being one level higher than they are (9th level spells are still considered 9th level, but their casting time and material components cost are doubled).

Example: the Wizard spell *sleep* is first level. However, since it directly affects a living being, it is considered Hybrid, so it is treated as a second level spell.

Example: The 0th level *light* spell of Clerics does not directly affect a living being, therefore it is considered a 1st level Hybrid spell.

– Sorcerers and Mystics can only ever know a number of spells equal to the number of spells that they can cast daily, according to their respective tables. Intelligence or Wisdom bonuses apply as usual, both to the number of known and castable spells.

Sorcerers store their known spells in librams, which are similar to spellbooks, although they are not magical in nature; they are more like personal notes on the working of spells.

Mystics instead develop mantras, which are thought patterns (often integrated with words and gestures) which help the mystic in focalising the spell energies.

It is assumed that experience is the prime factor in determining how primal spellcasters are able to shape the magical energies, and that their minds are only capable of being "imprinted" with the correct patterns to shape magic for a limited number of times. They need only sleep and rest as usual, and then meditate for one hour to recover their energies; no memorization is necessary.

– Sorcerers and Mystics can freely cast any of their known spells, up to their daily allotment. All spells are considered to have verbal and somatic components (except for those spells which require costly components, which translate into loss of XPs at the ratio of 1xp = 1gp; essentially, they power their spells with their life force).

– Once per level, a Sorcerer or Mystic can choose to replace a known spell with another one of the same level. He need not make any Spell crafting check to succeed; it is assumed that he was studying the process during his level advancement.

– Sorcerers and Mystics can create magic items (C&C M&T p. 87) but they are not permanent in duration. Instead, they last for 1 month (cumulative) for each experience level of the caster.

Example: a 7th level Sorcerer can create potions, like a Wizard. However, the item will last only for (1+2+3+4+5+6+7=28) months, after which time it will be rendered inoperative.

ABILITIES

SPELL CRAFTING (Intelligence or Wisdom): Sorcerers and Mystics can attempt to cast a spell which is on their spell list but they do not know (i.e. it is not in their librams or no mantra has been developed). Such a casting uses up a spell slot one level higher, and it is accomplished by making a check (CL=spell slot level). If the check is successful the spell is cast. Otherwise, the spell slot is lost and if a 1 was rolled a chaos surge happens (see Table).

COOPERATIVE CASTING (Intelligence or Wisdom): Sorcerers and Mystics can attempt to cast a spell (either known, or by Spell Crafting) at an effectively higher spellcasting level, by combining their capabilities. One of the spellcasters (usually the higher level one) becomes the

main caster, while the others (up to four) lend him their energies. The main caster must succeed at the check (CL=level of the spell), and if successful, the other casters must attempt the same check. For each spellcaster who succeeds, the level of the main spellcaster increases by one (therefore, it can be get at most four additional levels). Note that the level increase does not allow a spellcaster to cast spells of a level higher than he would normally be allowed; the ability only allows casting spells at an increased power.

LEECH MAGIC ITEMS (Intelligence or Wisdom): With a successful intelligence or wisdom check (CL=spell level), a Sorcerer or Mystic can leech a magic item of its energies, and use them to fuel his spellcasting powers. If the check fails, the item is simply drained and will temporarily cease functioning (see next).

Leeching is a lossy, all-or-nothing process. Whatever the quantity of energy in an item, the caster is forced to use it all. Whether he is skilful enough to efficiently manipulate it, depends on his level. So, a 10th level Sorcerer and a 1st level one would drain an item in the same way, but the former could do it more efficiently and use the energy to cast an higher level spell (if he so desired). A caster can always decide to cast a spell of a lower level than the maximum allowed by the energy of the item; this can be advantageous, since “pushing the limits” can permanently destroy a magic item. An item regains its energy (and will start functioning again) after 1 week per maximum spell level it can fuel. Depending on the XP value of the item, it allows the caster to cast one spell (either known, or by Spell Crafting). The following table shows the relationship between XP and maximum spell level that such an item can fuel (the relationship is simple: 200 XP times spell level+1).

Leeching Items

Spell level	XP (up to)
0	200
1	400
2	600
3	800
4	1,000
5	1,200
6	1,400
7	1,600
8	1,800
9	2,000+

After leeching, the item will be destroyed, unless a spell of a level lower than the maximum allowed is cast.

Example: a *potion of sanctuary* is worth 100 XPs, so it can be used to cast at most a 0th level spell. After this use, the item will be destroyed.

Example: a *+1 sword* is worth 250XPs, so it can be used to cast a 1st level spell (since its value is larger than 200XPs but smaller than 400XPs); since this is the maximum spell level, the item will be destroyed. However, if used to cast a 0th level spell, the sword will only cease functioning, and will regain its energy after 1 week.

Epiphanies

With the passage from the fourth Age to the Age of Mortals, and with the return of the Gods after the War of Souls, many spellcasters willingly choose to abandon one form of magic for the other. Such a mystic process is called an epiphany, and once undergone it cannot be reversed, except by

the intervention of the Gods; e.g. Palin Majere was first a Wizard, then became a Sorcerer, and later was offered by the Gods of magic to become a Wizard again (but refused).

The practical effect is that the spellcaster changes the way in which he casts spells. Sorcerers changing into Wizards and Illusionists will need a spellbook to record their spells, while Wizards and Illusionists changing into Sorcerers will be probably forced to discard some of the spells in their spellbooks, and write the remaining spells into librams.

Mystics changing into Clerics or Druids will have to choose a deity to follow, and they will be recognised as such when they are fully accepted by the deity. Clerics or Druids changing into Mystics will have to choose some of the spells they know, and create mantras.

An epiphany slows down the advancement of the character; he loses 20% of earned XPs until he gains a level.

Chaos surges

A chaos surge is an unpredictable effect which results when a primal caster manipulates magical energies of which he has not the full control (using his Spell crafting ability). Unless otherwise noted, all spells created by a chaos surge occur at the designated target point and function normally (appropriate saving throws are allowed). The caster's true level is used when calculating range, duration, area of effect, etc. of these spells.

Unlike many other instances in the C&C game in which the CK is encouraged to choose a suitable result, chaos surges, by their very natures, are best resolved by random chance.

It is quite likely that some chaos surge results will make no sense, be impossible, or have no visible effect. In these cases, the chaos surge has no effect. When determining the result of chaos surges, the CK must use his best judgment. The following list is only an example of the possible results of a chaos surge. The CK is encouraged to extend it at his own leisure.

Chaos surges

D100

Roll Result

- 01 *Wall of force* appears in front of caster.
- 02 Caster smells like a skunk for spell duration.
- 03 Caster shoots forth eight non-poisonous snakes from fingertips. Snakes do not attack.
- 04 Caster's clothes itch (-2 to initiative)
- 05 Caster glows as per a *light* spell.
- 06 Spell effect has 60' radius centered on caster.
- 07 Next phrase spoken by caster becomes true, lasting for 10 minutes.
- 08 Caster's hair grows one foot in length.
- 09 Caster pivots 180 degrees.
- 10 Caster's face is blackened by small explosion.
- 11 Caster develops allergy to his magical items. Character cannot control sneezing until all magical items are removed. Allergy lasts 1d6x10 minutes.
- 12 Caster's head enlarges for 1d3x10 minutes.
- 13 Caster is subject to *alter size* (reduced) for 1d3x10 minutes.
- 14 Caster falls madly in love with target until a *remove curse* is cast.
- 15 Spell cannot be canceled at will by caster.
- 16 Caster *polymorphs* randomly.
- 17 Colorful bubbles come out of caster's mouth instead of words. Words are released when bubbles pop. Spells cannot be cast for 1 turn.
- 18 Reversed *tongues* affects all within 60 feet of caster.
- 19 *Wall of fire* encircles caster.
- 20 Caster's feet enlarge, reducing movement to half normal and adding -4 to initiative rolls for 1d3 turns.
- 21 Caster suffers same spell effect as target.
- 22 Caster *levitates* 20' for 1d4 turns.
- 23 *Cause fear* (reversed *remove fear*) with 60' radius centered on caster. All within radius except the caster must make a saving throw.
- 24 Caster speaks in a squeaky voice for 1d6 days.
- 25 Caster gains X-ray vision for 1d6 turns.
- 26 Caster ages 10 years.
- 27 *Silence* centers on caster.
- 28 10'x10' pit appears immediately in front of caster, 5' deep per level of the caster
- 29 Gravity reverses beneath caster's feet for 1 round.
- 30 Colored streamers pour from caster's fingertips.
- 31 Spell effect rebounds on caster.
- 32 Caster becomes *invisible*.
- 33 *Color spray* from caster's fingertips.
- 34 Stream of butterflies pours from caster's mouth.
- 35 Caster leaves monster-shaped footprints instead of his own until a *dispel magic* is cast.
- 36 3-30 gems shoot from caster's fingertips. Each gem is worth 1d6 x 10 gp.
- 37 Music fills the air.
- 38 *Create food and water*.
- 39 All normal fires within 60' of caster are extinguished.
- 40 One magical item within 30' of caster (randomly chosen) is permanently drained.
- 41 One normal item within 30' of caster (randomly chosen) becomes permanently magical.
- 42 All magical weapons within 30' of caster are increased by +2 for 1 turn.
- 43 Smoke trickles from the ears of all creatures within 60' of caster for 10 minutes.
- 44 *Dancing lights*.
- 45 All creatures within 30' of caster begin to hiccup (+1 to casting times, -1 to hit).
- 46 All normal doors, secret doors, portcullises, etc. (including those locked or barred) within 60' of caster swing open.
- 47 Caster and target exchange places.
- 48 Spell affects random target within 60' of the caster.
- 49 Spell fails but is not wiped from caster's mind.
- 50 *Summon Lesser Monster*.
- 51 Sudden change in weather (temperature rise, snow, rain, etc.) lasting 1d6x10 minutes.
- 52 Deafening bang affects everyone within 60'. All those who can hear must save vs. spell or be stunned for 1d3 rounds.
- 53 Caster and target exchange voices until a *remove curse* is cast.
- 54 Gate opens to randomly chosen outer plane; 50% chance for extra-planar creature to appear.
- 55 Spell functions but shrieks like a screecher (M&T p. 72).
- 56 Spell effectiveness (range, duration, area of effect, damage, etc.) decreases 50%
- 57 Spell reversed, if reverse is possible.
- 58 Spell takes physical form of free-willed elemental and cannot be controlled by caster. Elemental remains for duration of spell. Touch of the elemental causes spell effect (B)
- 59 All weapons within 60' of caster glow for 1d4 rounds.
- 60 Spell functions; any applicable saving throw is not allowed.
- 61 Spell appears to fail when cast, but occurs 1d4 rounds later.
- 62 All magical items within 60' of caster glow for 2d8 days.
- 63 Caster and target switch personalities for 2d10 turns.
- 64 *Slow* (reversed *haste*) centered on target.
- 65 Target is subject to *confusion*.
- 66 *Lightning bolt* shoots toward target.
- 67 Target is subject to *alter size* (enlarged).
- 68 *Darkness* centered on target.
- 69 *Plant growth* centered on target.
- 70 1,000 lbs. of non-living matter within 10' of target *vanishes*.
- 71 *Fireball* centers on target.
- 72 Target turns to stone.
- 73 Spell is cast; memory of spell is retained.
- 74 Everyone within 10' of caster receives the benefits of a *heal*.
- 75 Target becomes dizzy (-4 to AC and to hit, cannot cast spells) for 2d4 rounds.
- 76 *Wall of fire* encircles target.
- 77 Target *levitates* 20' for 1d3 turns.
- 78 Target suffers *blindness* (reversed *remove blindness*).
- 79 Target is charmed as per *charm monster*.
- 80 Target is *dazed*.
- 81 Target's feet enlarge, reducing movement to half normal and adding -4 to all initiative rolls for 1d3 turns.
- 82 Rust monster appears in front of target.
- 83 Target *polymorphs* randomly.
- 84 Target falls madly in love with caster until a *dispel magic* is cast.
- 85 Target changes sex.
- 86 Small, black raincloud forms over target.
- 87 *Striking cloud* centers on target.
- 88 Heavy object (boulder, anvil, safe, etc.) appears over target and falls for 2d20 points of damage.
- 89 Target begins sneezing. No spells can be cast until fit passes (1d6 rounds).
- 90 Spell effect has 60' radius centered on target (all within radius suffer the effect).
- 91 Target's clothes itch (-2 to initiative for 1d10 rounds).
- 92 Target's race randomly changes until canceled by *dispel magic*.
- 93 Target turns ethereal for 2d4 rounds.
- 94 Target *hastened*.
- 95 All cloth on target crumbles to dust.
- 96 Target sprouts leaves (no damage caused, can be pruned without harm).
- 97 Target sprouts new useless appendage (wings, arm, ear, etc.) which remains until *dispel magic* is cast.
- 98 Target changes color (canceled by *dispel magic*).
- 99 Spell has a minimum duration of 1 turn (i.e., a *fireball* creates a ball of flame that remains for 1 turn, a *lightning bolt* bounces and continues, possibly rebounding, for 1 turn, etc)
- 100 Spell effectiveness (range, duration, area of effect, damage, etc.) increases 200%

Core Classes

In the following sections we describe how some of the core C&C classes fit in the Dragonlance campaign setting, and ideas are given for roleplaying them with the right flavor.

Bard

Many countries have bardic traditions, in particular those who value the passing of oral knowledge from generation to generation. The strongest bardic tradition in Ansalon is to be found in Ergoth, although also Elves (who revere the god Branchala the “Bard King”) are known for some famous bards (Quivalen Soth).

Monk

The knowledge and practices of monks derive from the teachings of the god Majere, spread since the earliest days of the Age of Dreams. The ascetic traditions of monks have been kept intact in scattered monastic communities in the remote areas of Ansalon, one of the largest being on the isle of Claren Elian. Not all monks are devotees of Majere, however. There are monks who honor Gilean, Zivilyn and (more rarely) Sargonnas and Takhisis. The latter are considered outcasts.

The ties of the monastic orders with the churches are often just theological, although it is not uncommon to find communities who host both monks and clerics.

Paladin

Paladins are quite rare on Krynn. Only a few selected individuals receive the call to paladinhood. Paladins on Krynn cannot use their abilities without a patron deity. Paladins are highly respected by clerics of their patron deity, and are welcome into the churches as holy warriors in the cause of good and/or law. At the CK's option, paladins on Krynn may require a lawful good, lawful neutral or neutral good patron deity (i.e. the paladin's alignment is fixed, but can be considered one step removed, along the ethic or moral axis, from the one of their deity).

The god who most often patronages paladins is Paladine, although on some occasions even Majere, Kiri-Jolith and Mishakal have been patrons. Most Knights of the Sword are paladins. In eras where the gods are unknown or absent, like the Age of Despair or early Age of Mortals, paladins do not exist.

Knight

The history of Krynn has seen the rise and waning of several knightly organizations, which for good or bad have left their mark. The most famous orders which produce a large number of knights, the Knights of Solamnia and the Knights of Takhisis, have already been described. Knights however do not always belong to such large organizations; many kingdoms and empires field units of knights which are the elite warriors of their armies (e.g. the Knights of Ergoth). Sometimes knights are solitary figures, or form very small companies (e.g. the Knights of the Golden Lance) or small groups devoted to a cause or person (e.g. the Knights of the Divine Hammer).

Druid

Every deity that allows a neutral component to their clerics' alignments can be the patron of a druid, although most druids are committed to the worship of the deities of nature Chislev, Habbakuk and Zeboim. In general, druids gain their power through the manifestation in the physical world of their patron deity.

Wizard and Illusionist

These classes are considered the first step in the arcane profession. Before reaching fifth level, a wizard or illusionist is required to take the Test, to prove his devotion to the ideals of High Sorcery. Those who refuse are branded as renegades, and hunted down by the three Orders. All wizards and illusionists are automatically literate in Magius, the ancient language in which magical research notes are written. Its spoken form is only used for casting spells.

Cleric

The gods of Krynn are organised in three pantheons, according to their morals: evil, neutrality and good. The churches devoted to the different deities are collectively known as Holy Orders of the Stars (but the Gods of Magic do not have any priesthood). All the gods are equally powerful and grant access to divine magic to their most devout followers. The different churches distinguish themselves based on their moral views and the sphere of influence of the patron god, which in turn dictate the means and use of divine powers by clerics. All clerics, regardless of their alignment, use their powers to further their deities' portfolios. Furthermore, clerics of good deities use divine magic for good deeds and the common welfare; clerics of evil deities use divine magic for evil deeds and personal power; clerics of neutral deities use divine magic for the balance of the world, and to avoid that neither good nor evil take the upper end. So, although a Cleric of a good deity might be able to *Create Undead*, she would be hard-pressed to do it except in the most dire, life-or-death circumstances. At the same time, a Cleric of an evil deity would have no qualms in doing it, but she would not cast a spell just to help someone, if doing so does not further her deity's plans, or bring her some advantage.

In any case, a god may deny a cleric the casting of spells if they do not further the gods' aims with respect to his sphere of influence.

In the following table all the gods of Krynn are shown, with their alignments, spheres of influence and major weapons usable by their clerics (C&C PH p.23). Names marked with an asterisk denote greater deities; all the others are considered intermediate deities. The necessary holy symbols (C&C PH p.39) used by the clerics of the Holy Orders of the Stars are the so-called Medallions of Faith; furthermore no spells can be cast without a Medallion. The alignment of a cleric need not be equal to the one of the patron deity (PHB p.39), but it can be one step removed, along the ethic or moral axis (with the exception that a cleric may have a completely neutral alignment only if his patron deity is completely neutral).

God	Alignment	Sphere of Influence	Major weapon
The gods of good			
Paladine*	Lawful Good	Rulership, guardianship, redemption, good dragons	Long sword
Majere	Lawful Good	Meditation, control, discipline, thought, industry	Unarmed strike
Kiri- Jblith	Lawful Good	War, battle, courage, honor, solidarity	Long sword
Mishakal*	Neutral Good	Healing, knowledge, fertility, the home, mercy, compassion	Staff
Habbakuk	Neutral Good	Animals, hunting, water, the sea, rebirth	Scimitar
Branchala	Chaotic Good	Elves, kender, forests, music, harmony, poetry, beauty	Rapier
Solinari	Lawful Good	Good magic, divination, abjuration	
The gods of evil			
Takhisis*	Lawful Evil	Night, evil dragons, hatred, domination, intrigue	Heavy mace
Sargonnas*	Lawful Evil	Desert, volcanoes, vengeance, fire, war, conquest, rage	Two- handed ax
Morgion	Neutral Evil	Disease, decay, plague, famine, poison, suffering, vermin,	Heavy flail
Chemosh	Neutral Evil	Death, the undead, murder, false hope	Sickle
Zeboim	Chaotic Evil	The sea, undead sea races, storms, jealousy, spite	Trident
Hiddukel	Chaotic Evil	Demons, damned souls, greed, lies, thieves, secrets	Dagger
Nuitari	Lawful Evil	Evil magic, arcane secrets	
The gods of neutrality			
Gilean*	Neutral	Knowledge, balance, watchfulness, freedom	Staff
Srrion	Chaotic Neutral	Fire, creativity, passion, renewal	Heavy flail
Reorx*	Neutral	Dwarves, gnomes, creation, mountains, metal, luck, pride	War hammer
Chislev	Neutral	Nature, wilderness, beasts, the seasons	Spear
Zivilyn	Neutral	Wisdom, foresight, prophecy, enlightenment	Staff
Shinare	Lawful Neutral	Wealth, money, enterprise, communication, travel	Light mace
Lunitari	Lawful Neutral	Neutral magic, illusionist magic, transmutation	

Noble (role)

With its many kingdoms and empires, Krynn has its fair share of nobles, which come in different forms and names in the different cultures and races. So we find kings and khans among men, thanes among dwarves, emperors among minotaurs and speakers among elves (to name just a few examples).

Despite the different names, nobles in all different cultures share more or less the same fundamental characteristic: the prestige of title.

A noble is a recognized figurehead, known to the people of his homeland. Prestige allows the noble to invoke certain legal rights and to gain advantages that non-nobles cannot have, such as discounts on arms or the ability to retain the assistance of powerful individuals who would otherwise be disinclined, including that of demanding shelter from both nobles and temples. However, prestige works against a noble too, for he can be easily exploited -- by merchants and crooks. All purchased items have a 50% chance of costing 10-40% more than normal, without the noble realizing it (if the chance fails, the noble, instead, gains a 20% reduction in price, brought by fear of reprisal), and there is always a chance of the noble risking kidnapping for ransom, and always at an exorbitant fee, causing more physical altercations for traveling companions than standard. Prestige does not function in lands outside the noble's homeland, unless the title granted is something of worldwide importance such as a king or emperor, and even then, it may (10-30% depending on attitude toward the noble's territory) be ignored.

Although strictly speaking the Noble class is not part of the core C&C classes, it has been put here since, besides the above, guidelines for handling the noble as a role are present in the core books (M&T p.91). While the Noble (as a class) is not strictly necessary to create noble characters, it can be easily handled by roleplaying alone, and using the above suggestions. For those players wishing to play the kind of noble which sports leadership, diplomatic and political abilities (which not all nobles possess by "birthright" despite their rank!), the Leadership and Suborning secondary skills

cover all possible situations. This gives the freedom of using the core character classes without resorting to needless multiclassing. A good substitute in terms of class is given by the knight class. By simply removing and/or adapting the Code of Conduct, it can work as a good proxy for the Noble class.

Combining Classes

Some heroes on Krynn join different professions. Due to the long times required for pursuing several careers at once, such option is usually chosen by the longer-lived humanoid or demihuman races. Humans tend to be more focused, and when they change their mind about a profession, they simply abandon the previous one to pursue the new one. In some cases (most notably the knightly orders) character progress may require changing career.

It should be noted that some campaign-specific restrictions should be taken into account. More specifically, primal spellcasting classes cannot be combined with standard spellcasting classes. Furthermore, standard spellcasting classes cannot be combined if one of the classes is Wizard of High Sorcery: those belonging to the Order are devoted to the Gods of Magic, so they cannot serve another god by becoming clerics or druids. This restriction does not hold if the wizard/illusionist is a renegade. Finally, mystic and sorcerer classes can be freely combined.

The following rules are excerpted from the freely available document on the TLG website <http://www.trolllord.com>. They have been slightly modified to correct some errors.

Multi-classing

Choosing the classes

1. Any class can combine with any other class, barring alignment restrictions and as long as the selected classes are not of the same prime attribute (i.e. wizard/illusionist, fighter/ranger, etc. are prohibited).
2. Up to three classes can be chosen for humans and two for demi-humans and non-humans.
3. The classes chosen must correspond to a prime attribute.
4. The Hit Dice for each class are rolled together and then averaged, rounding up fractions of .5 or more, dropping any below that.

Advancing levels

1. All experience points are divided equally amongst the classes chosen for the character. For example, if a fighter/rogue were to receive 250 experience points, 125 is applied to the fighter class and 125 to the rogue class. All fractions are dropped.
2. A character progresses in one class as soon as he or she acquires enough experience points to do so. For example, if a cleric/wizard has 2,252 experience points in both the wizard and cleric class (they must always be equal), that character advances to 2nd level cleric while remaining a 1st level wizard.
3. When advancing a level, use the Hit Die type for the class one advanced in to determine the number of hit points gained. The result is then divided by the number of character classes, rounding up any fraction of .5 or greater and dropping any fractions less.
Using the cleric/wizard above, the player rolls a d8 for hit points and then divides the result by two. When the character acquires 2,602 experience points in each class, a d4 is rolled and similarly divided. If a level is lost (drained, etc.), half of the average of one HD is lost in the process.
Once a class achieves 11th level, hit point accumulation is equal to standard class advancement, also divided by the number of classes. For example, an 10th/8th rogue/fighter advances a level in rogue and thus gains +1 hit points (as opposed to +2).
4. The total character level of a multi-class character equals the level of the highest class plus half

the sum of the levels of the remaining classes (rounded down). So a 4th/4th level rogue/fighter is a 6th level character for purposes of saving throws.

Restrictions

1. Multi-classed characters use the best “to hit” bonus of their classes.
2. Multi-classed characters use the least restrictive weapons list for their classes.
3. Multi-classed characters use the most restrictive armor list of their classes.
4. Multi-classed characters can not combine abilities. For example, a fighter’s *extra attack* indicates that the character can make an extra normal attack -- not that he or she can use that extra attack to *deflect missiles* as a monk, make a *back attack* as a rogue, or *inspire* as a knight.
5. Starting gold is determined by rolling for each class individually, combining the results and dividing that by the number of classes the character has.

Dual-classing

Dual-classing is similar to multi-classing only in that the character has several classes. The classes are acquired differently and progression is slightly different. In dual-classing, the player’s character begins with one class, then decides to change careers (so to speak) and add a different class.

Acquiring classes

1. The character must start with one class.
2. The character must progress at least one level in the starting class before adding an additional class to his character.
3. Barring alignment restrictions, any class can be added. Prime attributes do not restrict class choice (i.e. one can be a wizard/illusionist, assassin/rogue, etc.). A character can have a maximum of three classes but before adding a new class, the character must progress at least one level in the previous class.
4. Before adding the class and its abilities, the character must undergo training. Before taking the new class, he or she must earn double the number of experience points required for the new class to reach 2nd level. Only after this number of experience points have been earned does the character acquire those class abilities.

Furthermore, the character must be working with another character or non-player character of the class to be added, and that trainer must be of at least 3rd level.

And finally, while in this period of training, they must obey all the restrictions of being dual-classed (see below). In this case, all abilities and checks associated with the new class are made at -5 and no magic can be used.

For example, a fighter decides to become a rogue. After attaining 2nd level as a fighter, the character must gain 2501 experience points in cross-over training before adding 1st level rogue to the character. Additionally, this 2501 experience points must be earned while the character is under the tutelage of a 3rd level or greater rogue. During this training period, the character can use rogue abilities (such as *pick pockets*) but does so at -5 to his or her check.

5. Once a level has been attained in the new class, the player may apportion experience points in any manner chosen by the Castle Keeper. Thus, level advancement may be uneven.
6. When advancing a level, use the Hit Die type (or hit point bonus at 11th or higher level) for the class with the highest level. Using the fighter/rogue above, the player does not roll for a new Hit Die when gaining the 1st rogue level or 2nd rogue level. A new Hit Die would be gained by advancing as a fighter (d10) or rogue (d6).
7. The total character level is the sum of the highest class level, plus the average of the other class

levels (rounded down). So a 4th/ 4th level rogue/fighter is a 6th level character.

Restrictions

1. Dual-classed characters use the best “to hit” bonus of their classes.
2. Dual-classed characters use the least restrictive weapons list for their classes.
3. Dual-classed characters use the most restrictive armor list of their classes.
4. Dual-classed characters can not combine abilities. For example, a fighter’s extra attack indicates that the character can make an extra normal attack — not that he or she can use that extra attack to deflect missiles as a monk, make a back attack as a rogue, or inspire as a knight.

Equipment

Coinage

Before the Age of Despair, the coinage system can be assumed to be equal to the standard one (C&C PH p. 40). After the Cataclysm, gold was not used as the standard coin, instead steel coins and other heavy metals became dominant. For campaigns set after the Cataclysm, use the following table.

Coinage of Ansalon (after the Cataclysm)

Coin	Copper	Gold	Silver	Iron/Bronze	Steel	Platinum
Copper (cp)	1	2/5	1/5	1/50	1/100	1/500
Gold (gp)	2 ½	1	½	1/20	1/40	1/200
Silver (sp)	5	2	1	1/10	1/20	1/100
Iron/Bronze (ip/bp)	50	20	10	1	½	1/10
Steel (stl)	100	40	20	2	1	1/5
Platinum (pp)	500	200	100	10	5	1

Some example names for coins follow, for different regions:

Abanasinia: emas (steel)

Sancrist, Solamnia, and Eastwatch (the Knight Lands): sword (steel), monarch (silver), florin (platinum), dirk (iron), dragon (bronze), castle (silver), kronin (gold), thands (silver), shield (silver), common (copper).

Note that all values in the PH, M&T and in this document reported in gp must be read as steel pieces for campaigns set after the Cataclysm.

Spells of High Sorcery

CREATE DREAD WOLVES, Level 5 wizard

CT 1 hr.

R touch

D permanent

SV n/a

SR n/a

Comp V, S, M

The spell transforms up to 12 wolves that have been dead for no more than a day. The spell combines modified versions of *animate dead*, *dismissal* and the summoning of a shadow, which is

broken into parts which are infused in the dead wolves. If the spell is interrupted, the energies of the shadow's separate parts are unleashed and the wizard suffers 3d10 points of damage (no save) from the blast. Attempting to cast the spell on dogs also inflicts damage as described above.

Dread wolves share a mental link with their creator, which is able to hear and see everything that the creatures experience; furthermore he can speak through their mouths, although the voice is strongly altered. The link is effective up to 50 miles of distance, and within this range the dread wolves's actions can be directly controlled, otherwise the wolves use their normal pack tactics.

Dread wolves can be given commands of up to three short sentences (up to 30 words total) that they will unrelentingly execute unto death.

A wizard cannot have more than one group of wolves under his control at a given time, and control cannot be given over to others. Either of the actions causes the cessation of the spell and the permanent destruction of the creatures. For complete dread wolf stats, see "Wolf, Dread" in the "Dragonlance Monsters & Treasure" sourcebook.

The material components for this spell are the bodies of up to 12 wolves, dead for no more than one day; a bit of smoky quartz to summon the shadow; a circle of bright light sources to control the shadow.

KISS OF NIGHT'S GUARDIAN, Level 9 wizard, 9 illusionist

CT 1	R touch	D see below
SV none	SR yes (h)	Comp V, S

The Master of the Tower of High Sorcery can grant protection to anyone entering the Shoikan Grove by means of a kiss upon the subject's forehead. To those of good or neutral alignment, the kiss seems to burn into their flesh, while to those of evil alignment it will confer a warm sensation. This spell leaves a scar through the kiss that is visible only to the undead of the Shoikan Grove, and prevents their attacks, unless weapons or spells are used while under the influence of the spell; in this case the spell is negated, and its protection is nullified. The spell also reduces the fear effect of the Shoikan Grove from CL10 to CL0 (but the saving throw vs. fear must still be done). The spell works for only one passage through the grove.

MINDSPIN, Level 7 illusionist, 8 wizard

CT 3 hr.	R see below	D see below
SV see below	SR yes	Comp V, S

This spell takes the innermost nightmares of the subject and makes them real in a startlingly vivid illusion. These illusions most often take the form of dreamwraiths and dreamshadows as described in the "Dragonlance Monsters & Treasure" sourcebook.

The spell has a long casting time, necessary to sift through the victim's mind and distill his nightmares into a tangible form. During the casting time the victim and the caster must remain undisturbed; any disturbance negates the effect of the spell at once. A *charmed* victim is not entitled to a saving throw; otherwise, a successful saving throw vs. illusion negates the spell.

The dream woven by the spell invokes three layers of reality, referred to as "levels" of the dream. The *first level* alters the character's perception of space, time and reality around himself. The character can actually travel many miles in the real world, yet only perceive himself moving a short distance in the dream state. The perception of time is equally distorted; the character may believe that only minutes have passed when in reality it has been days. Dreamshadows and dreamwraiths will appear among those things that are real, forcing the character to determine which is reality and which not. Saving throws and magic in this level work normally.

The *second level* distorts the character's reality even further, for he no longer knows which of his companions are real and which not. At this level of the dream, both dreamshadows and dreamwraiths have SR 3.

The third level (the core) distorts even the character's perceptions of himself. In addition to the two previous levels's effects, at this level all the character's strengths turn into weaknesses. The following effects apply:

- All prime attributes become non-prime; all non-prime attributes become prime.
- Fighters, Paladins, Barbarians, Knights, Rangers, Monks and Bards attack as Wizards.
- Wizards and Illusionists attack as Fighters.
- Clerics and Druids attack as Rogues.
- Rogues and Assassins attack as Clerics.
- Wizards and Illusionists cast spells at one level higher than normal. If the new level allows casting spells of a higher level, the caster can choose which spell he "knows", and he will be granted with this knowledge. This spell however has only illusory effects, unlike the other spells the caster knows, since it is granted by the dream.
- Turn Undead:
 - the wisdom bonus is negated (i.e. a +3 is treated as -3);
 - unique and extraordinary undead are treated as common; common undead are treated as unique;
 - undead resist turning as if their HD were 11 - HD (min. 1); so, a ghost is turned as a 1 HD undead, and a skeleton as a 10 HD undead.

All of the effects of the dream disappear if the dreamer is awakened. In the dream, the dreamer is always present and is a central figure.

The *Mindspin* spell expands at the rate of one mile per hour with a maximum range that depends on the level of the dream. The maximum distance that can be covered by the spells depends upon the intelligence of the victim. The first level extends to a maximum of 20 miles times the intelligence. The second level is up to one mile times intelligence. The third level is up to 20 feet times the intelligence. Slightly shorter distances can be used if this best fits the existing terrain.

TIMEHEAL, Level 5 wizard, 5 illusionist

CT 3

R touch

D permanent

SV none

SR yes (h)

Comp V, S, M

This spell takes the creature it is cast upon and slips its body backward in time to a point where it was in better health, thus simulating a healing ability without using clerical powers. Each level of the caster guarantees healing of the subject's wounds for one minute previous to the casting (e.g. a 9th level wizard can take the wounded character back in time up to 9 minutes). For every minute earlier, there is a cumulative 5% chance of failure (e.g. a 9th level caster who sends a character 11 minutes back in time has a 10% chance of failure).

Multiple spells cannot be cast to increase the time the victim can be brought back into the past, since each casting of the level has a limited time span of effect.

The spell will not recall a spirit from death, so it must be cast on a still living creature. If it is cast upon a dead creature, it can restore its health, but it will remain dead nonetheless as his spirit has fled into the heavens.

The material component is a small hourglass filled with powdered black pearls worth at least 500 stl.

TIMEREAVER, Level 9 wizard, 9 illusionist**CT 30 tn.****R 10 ft.****D permanent****SV none****SR no****Comp V, S, M, F**

This spell sends those within a 10 ft. radius (maximum 1 individual per 4 caster levels) backward or forward along the River of Time, in a different time and place. The subjects can be sent backward in time up to 20 years per level of the caster, or forward in time up to 1 year per level.

The spell is difficult to cast, and requires great concentration from the spellcaster to ensure that the travelers end up both at the right time and in the right place.

The spellcaster must pass an intelligence saving throw, the Challenge Level being equal to 1 for each decade/year (depending on the direction of travel). If the check fails, there is a 50% chance that the subjects end:

- 1) in the right time but the wrong place (25 miles off in a random space direction for each point the check failed).
- 2) in the right place but the wrong time (5 years in a random time direction for each point the check failed).

Failure can be potentially disastrous, since the spell is a one-way trip.

Creatures which were not touched by the Graygem are not able to affect the events of the past or future, no matter how hard they try. However, creatures magically altered by the Graygem, (such as kender, dwarves, minotaurs, sea elves) have the power to alter the past and the future. For this reason, the spell is officially only known to the Masters of the Towers of High Sorcery, who exert the greatest control in the availability and casting of the spell.

The material component is a magical circle, created by a mixture of rare ingredients worth at least 10,000 stl + 1,000 stl per decade/year.

A major artifact is required as a focus. After the casting, the artifact is inert for 1 hour per decade/year.

Secondary Skills

The use of the Secondary Skills system, described in the freely available document at <http://www.trolllord.com>, is strongly encouraged. It allows for easy customization of characters, without requiring too many mechanical details. It also allows creation of NPCs without resorting to class levels (no commoner, expert or aristocrat classes, to name a few), and it can work as a viable alternative to the combination of multiple classes. Finally, it can be plugged into any existing campaign with little or no effort.

All the characters described later make use of the Secondary Skills system.

Additional Secondary Skills

The following skills extend the list of those available in the official document. They are designed to create character roles which would not be amenable to full class treatment, like non-spellcasting healers, leader-type characters (like nobles), nomads and tinkers.

HEALING

(intelligence and wisdom – prime / wisdom)

This skill allows a trained character to impart healing. It is both an art and a science, mostly developed in those time periods (e.g. Age of Despair and early Age of Mortals) when clerical aid is not available.

A proficient healer, in addition to being skilled in medical procedures such as stitching, amputation and cauterization, has extensive knowledge of herbs, alchemical compounds and poisons, and how to apply them to heal. Depending on the cultural background, a healer may be literate.

Under the care of a healer, the rate at which hit points are regained is doubled (C&C PHB p. 120).

A healer can apply his techniques to the same effects of the Delay/Neutralize Poison ability of rangers.

In addition, if a healer takes care of a wounded character, he can transform any lethal wound (i.e. any single batch of hit points inflicted with one attack) into subdual damage, if the wound has been inflicted in the last turn.

A healer can take care in a day of up to 5 persons +1 per skill level.

A ranger with this skill adds +2 per level of the skill to Delay/Neutralize Poison ability checks.

LEADERSHIP

(intelligence and charisma – prime / intelligence and charisma)

This ability allows for the control, direction, guidance, management, organization and planning of activities of groups of people. Furthermore, a true leader develops the arts of convincing, diplomacy, ingratiation, etiquette, influence and calling in favors when dealing with people; such activities are also covered by the skill.

Finally, acquisition of this skill replicates the Inspire ability of knights and the Exalt ability of bards, at a class level equivalent of 2 for each skill level.

Should a bard take this skill, he would receive a +2 to Exalt checks for each level of the skill, while a knight would be considered two levels higher for each level of the skill when using the Inspire ability.

NOMADIC

(wisdom - prime)

This skill refers to nomad tribes and peoples, survival in open lands, identification (fauna and flora), crafting necessities and weapons, animal herding, roping, travelling long distances. Acquisition of this ability replicates the Horsemanship ability of a knight (although it can be applied to other mounts, e.g. camels, depending on the background of the character), and the Survival and Track abilities of a ranger. Should a ranger take this ability, he would receive an additional +2 to all Track checks per level of this skill and +2 per level to all Survival checks.

TINKER

(intelligence – prime / intelligence)

This skill covers all activities related with tinkering proper and repair, all the way to the mechanics, building, constructing, design, engineering, inventing and testing of devices (mostly of a mechanical nature). It also assures basic literacy and full numeracy.

This skill is mostly common among Gnomes, in particular Tinker ones, who take their names from this skill.

Tinker Gnomes with this skill can add 2 points for each skill level to their Guild Affiliation checks.

Thinker Gnomes with this skill can add 2 points for each skill level to their Gear Head checks.

If the CK owns the Dragonlance Adventures sourcebook, he can directly use the rules for the building of Gnome Devices (DLA p. 22-24); whenever the level of the Gnome is referenced in the rules, it can be assumed to be equal to 2 times the Tinker skill level.

If the DLA rules are used, Thinker Gnomes can add +2 for each skill level to any success rolls

involved in creating the device; furthermore, the device will be automatically 2 sizes smaller for each skill level than a regular device of the same type (without increase in their Complexity Level, however).

Character Conversion

Conversion of characters from AD&D and D&D 3e to C&C can be handled essentially in two ways. The easiest method is to simply take the existing character and find the C&C race/class combination which most closely reflects the character's concept. However, it should be noted that the standard attribute generation method of the AD&D and d20 systems is quite different from the one adopted by C&C. From a statistical perspective, the "roll 4d6, discard the lowest" method is approximately equivalent to rolling 3d6 + 2 (and trimming at 18). This results in characters which are on average more powerful. Therefore, the CK should design his NPCs by taking into account this fact.

Another problem rises with conversion of AD&D characters with exceptional strength scores. It is suggested that no alteration of the C&C mechanics is done, to avoid continuity problems between converted and new campaigns. Instead, simply convert any exceptional strength score by considering strength as Prime. Note that this has the largest impact on those warrior classes who do not have strength as Prime (e.g. Barbarians and Paladins).

References

The main tools for the compilation of this document have been the original DL modules, the DLA sourcebook and the DLCS sourcebook. Other valuable sources have been the many Dragonlance SAGA books, and extensive discussion on the Dragonsfoot and Nexus forums. Some elements of the graphic design (the cover by Richard Connery and the moon tracking chart by Matt) have been taken from the Nexus.

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