

C&C DL Player's Adaptation Book

Races of Krynn

Dwarves

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

The natural lifespan of any given dwarf ranges from 250 to 450 (250+2d100) years. Dwarves are considered adults by age 60. Male dwarves average between 44 and 53 (43+1d10) inches tall, and females average between 42 and 51 (41+1d10) inches. Male dwarves generally weigh from 130 to 170 (130+4d10) pounds, and females usually weigh from 105 to 145 (105+4d10) pounds.

All dwarven player characters come from either the Hylar (Mountain) or Neidar (Hill) clans.

Hylar: Mountain dwarves, unlike their Neidar kin, dwell below ground in the rugged heights of the mountains. Hylar dwarves have light brown skin, smooth cheeks, and bright eyes. Their brown, black, gray, or white hair matches the color of their clothing.

Neidar: Hill dwarves have tan skin, ruddy cheeks, and bright eyes. Their hair is brown, black, or gray, worn in respectable trim around the ears but worn long and bushy in beards and mustaches. Their clothes reflect the drab colors of their lands: black, brown, gray, tan, and beige. On rare occasions (when feeling festive or scandalous), hill dwarves don a scarf of bright red or green. They prefer knee-high boots, large meals, and little work.

Game Info: Ansalonian dwarves have all of the abilities as described in the C&C PHB, with the following exceptions:

-Hylar (Mountain)

Animosity: Hylar dwarves have animosity toward Neidar and Ahgar (Gully) dwarves.

Languages: Hylar, Common

Bonus Languages: Any other Dwarvish, Hammertalk, Goblin, Giant, Ogre, any one appropriate regional language

Typical Classes: Fighter, Rogue, Assassin, Cleric, Knight, Paladin, Bard

- Neidar (Hill)

Animosity: Neidar dwarves have animosity toward Hylar and Ahgar (Gully) dwarves.

Languages: Neidar, Common

Bonus Languages: Any other Dwarvish, Hammertalk, Goblin, Giant, Ogre, any one appropriate regional language

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

Elves

Ansalonian elves are tall, lithe, elegant creatures with pointed ears, thin limbs, and graceful movements. They stand about five feet (55+1d10 inches for males; 50+1d10 for females) tall, although they give an impression of greater height. Most elves weigh between 90 and 100 pounds (90+3d10 for males; 70+3d10 for females). Elves have no facial hair.

Elves are considered adults from the age of 80. They live to be about 550 years old before leaving the world, though some are as much as 700 (350+4d100) years old.

All elven player characters come from one of three cultural backgrounds:

Silvanesti, Qualinesti, or Kagonesti.

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

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

Kagonesti are about the same size as Qualinesti and Silvanesti, but they are much more muscular. Their dark brown skin is traced with designs in clay, paint, and tattoo. Most have dark hair, ranging from black to light brown; elders have silvery white hair. All have hazel eyes. Kagonesti wear fringed leather clothes decorated with feathers, and adorn themselves with necklaces and bracelets of silver and turquoise.

Game Info: Ansalonian elves have all of the abilities as described in the C&C PHB, with the following exceptions:

-Silvanesti

Languages: Silvanesti, Common

Bonus Languages: Any other Elvish, any Sylvan, Goblin, Gnoll, any one appropriate regional language

Typical Classes: Fighter, Ranger, Rogue, Monk, Wizard, Cleric, Druid, Paladin, Bard

-Qualinesti

Languages: Qualinesti, Common

Bonus Languages: Any other Elvish, any Sylvan, Goblin, Gnoll, any one appropriate regional language, Handtalk

Typical Classes: Fighter, Ranger, Rogue, Monk, Wizard, Cleric, Druid, Knight, Bard

-Kagonesti

Languages: Kagonesti, Common

Bonus Languages: Any other Elvish, any Sylvan, Goblin, Gnoll, any one appropriate regional language

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

Half-elf

Ansalonian half-elves strongly resemble their elven parent but males have the non-elven capacity to grow facial hair. They are slightly taller (60+2d6 inches for males and 58+2d6 inches for females) and somewhat stockier (110+3d12 pounds for males and 85+3d12 pounds for females) than most elves. This enables the half-elf to pass as a human.

Half-elves reach the age of maturity around 21 years (15+1d6) and can live to be over 150 years old (125+3d20). Though universally beautiful, they lack the grace of their elven parentage.

Since Silvanesti and Kagonesti elves prefer to avoid human contact, the majority of half-elves are of Qualinesti stock. Since half-elves are extremely rare on Ansalon, there are no half-elf communities.

Game Info: Ansalonian half-elves have all of the abilities as described in the C&C PHB, with the following exceptions:

Half-elf Abilities: Ansalonian half-elves have the general half-elf abilities as described in the C&C PHB.

Human Lineage: Ansalonian half-elves have the Human Lineage abilities.

Twilight Vision: Ansalonian half-elves have Twilight Vision.

Languages: Common, Elven parent's language

Bonus Languages: Any other Elvish, Goblin, Gnoll, any appropriate regional languages, Handtalk

Typical Classes: Fighter, Ranger, Rogue, Assassin, Monk, Wizard, Illusionist, Cleric, Druid, Knight, Bard

Human

Ansalonian humans come in all shapes, sizes, and colors. Humans can be as short 5' or tall as 7' (60+2d10 inches for males; 59+2d10 inches for females). An adult human can weight as little as 100 pounds or as much as 300 pounds (140+6d10 for males; 100+6d10 for females).

Humans have the shortest lifespan of all the races of Ansalon. They reach maturity by age 18 (15+1d4). Humans rarely live for even one century (90+2d20).

All human player characters are either civilized or barbarian humans.

Civilized: Civilized humans have all ranges of hair, skin, and eye colors. Their dress is as varied as their looks.

Barbarian: Mountain, plains, and desert barbarians have dark hair, amber eyes, and deeply golden skin. Their southern cousins, ice barbarians, have red or light brown hair, blue eyes, and pallid skin. Constant exposure to the elements weathers the features of all barbarians. By the ripe old age of 60, most barbarians have leathery skin, but young barbarians of both genders are among the most beautiful folk of Ansalon. On the average, barbarians stand an inch or so taller than the stunted city folk of the continent.

Game Info: Ansalonian humans have all of the abilities described in the C&C PH, with the following exceptions:

-Civilized

Bonus Prime: Civilized humans must select a mental attribute with their bonus prime.

Languages: Common, appropriate regional language

Bonus Languages: Any appropriate for region or class

Typical Classes: Fighter, Ranger, Rogue, Assassin, Monk, Wizard, Illusionist, Cleric, Druid, Knight, Paladin, Bard

-Barbarian

Bonus Prime: Barbarian humans must select a physical attribute with their bonus prime.

Languages: Common, Regional language

Bonus Languages: Any appropriate for region or class

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

Kender

Adult kender resemble young teenage humans: aside from their pointed ears, they could pass as human youths. Despite their attenuate limbs, kender are well muscled. Most kenders stand between 3'6" to 3'9" tall (36+2d8 inches for males; 32+2d8 inches for females), although some few reach 4'6" tall. Mature kender weigh between 85 and 105 pounds (80+3d10 pounds for males; 75+3d10 pounds for females).

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

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

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

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

assortment of junk: feathers, stones, rings, string, teeth, toys, whistles, paper, charcoal sticks, ink, tinderboxes, buttons, chalk, figurines, handkerchiefs, marbles, mice, dried meat, bones, dried fruit, coins, candles, and so forth.

Kender live to 100 years and beyond (95+2d10), always retaining their youthful flair for life. Adulthood begins around 20 years, and old age sets in at 70. As kender age, their faces retain a youthful appearance, save for a deepening network of lines and crow's feet. Their hair grays gently, often starting at the temple. Kender consider this aged look attractive, and some accelerate it using mud packs to dry out their skin.

Kender voices range from the shrill tones of childhood to the husky growls of old age. Most kender can create bird and animal calls. When excited, kender speak very quickly or very loudly to make themselves heard. At other times, kender tend to ramble, producing convolute logic and illogic.

Game Info: Kender have all of the abilities of Halflings as described in the C&C PHB, with the following exceptions:

Fearless: Kenders are immune to fear emanating from monsters, as well as magical fear generated by magic items or created by spells.

Taunt: Kenders may taunt intelligent creatures (provided the creature understands the language spoken). The victim of the taunt must save vs. Charm or suffer the effects of the taunt. A failed save results in the victim wildly attacking the Kender for 1d10 rounds with a -2 penalty to hit and to AC.

Handling: A Kender character can Pick Pockets as well as a Rogue of the same level. Kender Rogues add an additional +1 to their Pick Pocket ability.

Languages: Kenderspeak, Common

Bonus Languages: Any appropriate to region, Goblin, Gnoll, any Sylvan

Typical Classes: Fighter, Ranger, Rogue, Assassin, Cleric, Druid, Bard

Kender Hoopak

A hoopak can act as either a staff (1d6 dam), or a sling (1d4 dam, 50')

Minotaur

These huge bull-headed humanoids stand at a hulking 7' tall (72+4d6 inches for males, 66+4d6 inches for females). Minotaurs are extremely muscular and weigh between 200 and 300 pounds (200+10d10). Their torsos and limbs are humanoid: rippling chests and humanlike arms, legs, and hands. Their feet, however, end in a cleft hoof. Their whole bodies are covered with a layer of short hair. Their fur ranges in color from a whitish blonde to glossy black, although most minotaurs have only one color of fur. Only after they reach the age of 110 do they start to show signs of mottling. Minotaurs live up to 150 years (130+2d10)—more than either the bovines or humans whose forms they share.

Minotaur horns grow up to 24" long (12+1d12 inches for males, 6+1d6 inches for females). These lengths are measured and cherished because minotaurs pride themselves on their horns. Horns symbolize a great and noble heritage that no other beast of Krynn can claim. Minotaurs rigorously wax and polish their horns to make them shiny and strong. Criminals are punished and exiled from minotaur society by having their horns sawed off. Such creatures are no longer considered minotaurs, but beasts akin to humans. Dehorned minotaurs have lost their pride and sullied their honor. By no means will a minotaur in good standing ever befriend one of these hornless, hapless creatures.

Game Info: Ansalonian minotaurs have the following abilities:

Attribute Adjustment: +1 Str, +1 Con, -2 Cha

Natural Weapons: Minotaurs can attack using their horns. They deal 1d6 points of damage. Minotaurs can use their horns for a charging maneuver in order to inflict greater damage.

Thick Skin: Minotaur hide is thick and leathery. It grants the Minotaur a +3 to AC.

Darkvision: As described in the C&C PHB.

Languages: Minotaur, Common

Bonus Languages: Any Istari, Ogre, Giant

Typical Classes: Fighter, Rogue, Assassin, Barbarian, Wizard, Cleric, Bard

Classes of Kryn

Fighter

Fighters are brave warriors who take up arms to meet their foes in the crucible of battle. Fearless, they don themselves in the accouterments of battle, relying upon their superior martial skills to overcome obstacles.

Game Info: Ansalonian fighters have all of the abilities as described in the C&C PHB, with the following exceptions:

Combat Dominance: This fighter ability is effective against all 1HD creatures.

Ranger

Rangers are a lonely breed, expert at surviving in the untrammelled places of the world and devoting themselves to protecting civilization from the depredations and incursions of creatures of evil intent.

Game Info: Ansalonian rangers have all of the abilities as described in the C&C PHB, with the following exceptions:

Ambush: The ranger adds his level to his surprise roll in the wild.

Rogue

Rogues, rascals and the like make their living through nefarious and occasionally dastardly deeds. Living on the ethical edge and spending much of their lives avoiding harsh justice, these fearless villains are found in all walks of life.

Game Info: Ansalonian rogues have all of the abilities as described in the C&C PHB.

Assassin

Assassins are stealthy and cunning, expert killers who rarely have any motives beyond the collection of payment for a job well rendered. Although not always evil, they are typically utterly indifferent to any suffering and pain they may cause.

Game Info: Ansalonian assassins have all of the abilities as described in the C&C PHB.

Barbarian

Barbarians live outside the civilized world. Neither ignorant nor savage, they are, rather, a people who relish freedom, actively despising the urbane for allowing the beliefs of society to codify their behavior.

Game Info: Ansalonian barbarians have all of the abilities as described in the C&C PHB, with the following exceptions:

Primal Fury: The fatigue from Primal Fury lasts for 4 hours minus the barbarian's Con mod.

Ambush: The barbarian adds his level to his surprise roll in the wild.

Monk

Monks are warriors who primarily rely upon the strength of their bodies and will power for survival. They are deadly combatants, having honed their bodies into lethal weapons.

Game Info: Ansalonian monks have all of the abilities as described in the C&C PHB, with the following exceptions:

Alignment: Due to the monks search for inner peace and self-awareness, the monk may not be chaotic in nature.

Wizard

Wizards delve into the mysteries of the arcane and wield magic like a weapon of war. They are often possessed of an overwhelming thirst for knowledge and, as often as not, power.

Game Info: Ansalonian wizards have all of the abilities as described in the C&C PHB, with the following exceptions:

Read Magic (Int): Wizards gain the ability to read magic (as the spell).

Bonus Language: Wizards begin play knowing Magius, the secret language of magic.

Illusionists

Illusionists study the arcane and the nature of man and beast, using powers of creation and sorcery to twist the minds of those around them. They conjure manifestations and dreams, making the unreal real to all but the canniest of observers.

Game Info: Ansalonian illusionists have all of the abilities as described in the C&C PHB, with the following exceptions:

Bonus Language: Illusionists begin play knowing Magius, the secret language of magic.

Cleric

Clerics are spiritually bound to a deity. They are usually members of religious orders, though some choose to live as wandering hermits. They wield the magic of the divine and, fortified with the armaments of war, become powerful emissaries for their causes.

Game Info: Ansalonian clerics have all of the abilities as described in the C&C PHB with the following exceptions:

Spontaneous Casting: Clerics do not need to prepare spells, instead they may pray for the spell that they wish to cast as they cast it. The cleric may cast a number of spells per day as shown in the C&C PHB. The cleric still needs at least 8 hours of rest.

Druid

Druids are called to a primeval spirituality. They turn to a world shaped by nature, and not men, for their guidance and wisdom. Often unconcerned with the needs of man, they simply follow the principles of the natural order.

Game Info: Ansalonian druids have all of the abilities as described in the C&C PHB with the following exceptions:

Spontaneous Casting: Druids do not need to prepare spells, instead they may pray for the spell that they wish to cast as they cast it. The druid may cast a number of spells per day as shown in the C&C PHB. The druid still needs at least 8 hours of rest.

Knight

Knights are members of warrior-castes. As born leaders, they use their social standing, charisma, gallant actions, and honorable codes to set the tone of behavior for those around them. Through their actions, they often inspire people to great deeds.

Game Info: Ansalonian knights have all of the abilities as described in the C&C PHB, with the following exceptions:

Alignment: Due to the knight's adherence to a strict code, the knight must be lawful in nature.

Paladin

Paladins are the holiest of warriors, living lives of purity and good while serving the religious precepts of the deity. They are dreaded by their foes for they serve as the martial arm of religious justice.

Game Info: Ansalonian paladins have all of the abilities as described in the C&C PHB.

Bard

Bards are found in all cultures and societies. Through song, oration, and action they inspire men, pass on knowledge of history and tradition and influence the beliefs and behaviors of others.

Game Info: Ansalonian bards have all of the abilities as described in the C&C PHB, with the following exceptions:

Alertness: Because the bard is trained to notice his surroundings, the bard gains a +2 to his surprise roll.

Other Rules

Attribute Scores: Roll 3d6 7 times, discard lowest score, arrange as desired

EPP Bonus: 16 or higher in class Prime, +10% to EPP gained

Bonus Languages: choose double the character's Int bonus

Typical Classes: choose a non-Typical class, -20% EPP gained

Max HP: at 1st level, characters start with maximum HPs

Elf: multi/dual-classed elves can cast arcane spells while wearing Elvin Chain

Shields: bucklers and small shields, +1 to AC; medium and large shields, +2 to AC

Spell Preparation Time: 8 hours of rest, 30 minutes of study per spell level

Natural 20: automatic hit with double damage

Natural 1: automatic miss with loss of next turn

Multi-classing:

1. Any two classes (barring alignment restrictions)
2. Must have Prime for both classes
3. All EPP must be divided evenly between classes
4. 1st level, add HPs from both classes, divide by 2, add Con mod; when a level is gained roll appropriate HD, add Con mod, divide by 2 (fractions round up)
5. Gain best To Hit bonus of both classes
6. Use least restrictive weapons list of both classes
7. Use most restrictive armor list of both classes
8. Gains abilities of both classes; cannot combine abilities
9. Use the average (fractions round down) of all class levels to determine the bonus to saves; use the class level for bonus to class ability

Dual-classing

1. Must start with one class
2. After gaining at least 2 levels in starting class, may switch to any class (barring alignment restrictions) as long as the character has the Prime attribute of that class; character may not return to previous class
3. Can gain only a total of 10 HD
4. Gain best To Hit bonus of both classes
5. Use least restrictive weapons list of both classes
6. Use most restrictive armor list of both classes
7. Gains abilities of both classes; cannot combine abilities
8. Use the combined class levels to determine the bonus to saves; use the class level for the bonus to class ability

Secondary Skills: Secondary skills are broad areas of expertise. Most correspond to occupations that your character may have been apprenticed in or otherwise picked up before beginning his adventuring life. Every player character has a chance at a secondary skill. Either choose one from the table below or take a chance and roll randomly. A random roll may result in one, two, or no secondary skills.

D100 Secondary Skill

- 01-02** Armorer (make, repair, & evaluate armor and weapons)
- 03-04** Bowyer/Fletcher (make, repair, & evaluate bows and arrows)
- 05-10** Farmer (basic agriculture)
- 11-14** Fisher (swimming, nets, and small boat handling)
- 15-20** Forester (basic wood lore, lumbering)
- 21-23** Gambler (knowledge of gambling games)
- 24-27** Groom (animal handling)
- 28-32** Hunter (basic wood lore, butchering, basic tracking)
- 33-34** Jeweler (appraisal of gems and jewelry)
- 35-37** Leather worker (skinning, tanning)
- 38-39** Limner/Painter (map making, appraisal of art objects)
- 40-42** Mason (stone-cutting)
- 43-44** Miner (stone-cutting, assaying)
- 45-46** Navigator (astronomy, sailing, swimming, navigation)
- 47-49** Sailor (sailing, swimming)
- 50-51** Scribe (reading, writing, basic math)
- 52-53** Shipwright (sailing, carpentry)
- 54-56** Tailor/Weaver (weaving, sewing, embroidery)
- 57-59** Teamster/Freighter (animal handling, wagon-repair)
- 60-62** Trader/Barterer (appraisal of common goods)
- 63-66** Trapper/Furrier (basic wood lore, skinning)
- 67-68** Weaponsmith (make, repair, & evaluate weapons)
- 69-71** Woodworker/Carpenter (carpentry, carving)
- 72-85** No skill of measurable worth
- 86-00** Roll twice (re-roll any result of 86-00)

Once a character has a secondary skill, it is up to the player and the DM to determine just what the character can do with it. The items in parentheses after each skill describe some of the things the character knows. Other knowledge may be added with the DM's approval. Thus, a hunter might know the basics of finding food in the wilderness, how to read animal signs to identify the types of creatures in the area, the habits of dangerous animals, and how to stalk wild animals.

Secondary skills do not provide any rules for determining whether a character succeeds when he uses a skill to do something difficult. It is safe to assume that simple jobs succeed automatically. (A hunter could find food for himself without any difficulty.) For more complicated tasks, the DM must assign a chance for success.

General Information

Current Year: 354

Current Month: Spring Dawning

Factions: Control of Ansalon following the War of the Lance has fallen to nine powerful factions, each of which controls one or more territories. Areas outside the control of these factions are either independent city-states or neutral territory currently contested for by several factions. The factions are listed below.

Faction

Red Dragonarmy
Blue Dragonarmy
White Dragonarmy
Black Dragonarmy
Green Dragonarmy

Allies

Black Army
Green Army
None
Red Army, Minotaurs
Blue Army

Minotaurs
Knights of Solamnia
Elves
Dwarves

Black Army
Elves, Dwarves
Knights
Knights

Current Conditions: As with any world that has just emerged from an all-consuming war, conditions on Krynn are far from idyllic. The remnants of the evil forces still control much of the landscape. These forces will as readily fight each other as the forces of good. With the defeat of the Dark Queen, most of the troops in the Whitestone armies returned home to plant crops or tend their shops and stores. Thus there is no concentration of good forces to systematically regain the lands held by the Dragonarmies.

Communications between areas of control range from primitive to nonexistent. Factions that are friendly to each other may send an occasional (heavily guarded) caravan back and forth. Roads are plagued by bandits, however, and accommodations are few and far between.

The borders between unfriendly factions are constantly patrolled, and intruders are always accosted for questioning, or worse. Members of all factions are worried about spies, and do not hesitate to use persuasive methods to determine whether or not a traveler is who he claims to be.

Many of the cities of Ansalon have been devastated by the war. Only Palanthus, of all the great cities, has escaped damage. Because of this good fortune, Palanthus is now the center of civilization upon Krynn. The Knights of Solamnia have set up their central governmental body there, and the Port of Palanthus still sends and receives ships from all corners of Ansalon.

Sea travel is every bit as unsafe as land travel, however, for pirates roam all corners of Krynn's watery surface. Most savage among the pirates are of course the minotaurs, but bands of humans, ogres, hobgoblins, and other scum have seized ships that they use to terrorize the sea lanes for plunder and slaves.

Climate: Ansalon is a continent in the southern hemisphere of Krynn. Consequently, its coldest region lies to the south. Icewall Glacier is a region of freezing temperatures and frequent snowfall. During winter, the sun illuminates this area for only a few short hours every day, and blizzards roar across the ice fields.

The region ranging from Qualinesti to Silvanesti, and including Tarsis, suffers severe and snowy winters that begin early in autumn and continue far into spring. The elven forests receive plenty of rain during spring and summer, while the Tarsian Plain is relatively dry most of the year.

The western islands of Sancrist, Southern Ergoth, and Northern Ergoth, are treated to mild winters because of balmy ocean currents that keep the temperatures not too far below freezing. These areas do receive quite a lot of snow in winter, however, and suffer very rainy springs. They are subject to flooding several times a year.

The lands of Solamnia, as well as the Goodludian Peninsula of Eastern Ansalon, are the most pleasantly temperate on the continent. Winters are snowy, but not very long. Plentiful rainfall allows for a long growing season and these regions consequently produce most of Ansalon's food.

The central plain, including Estwilde, Neraka, Kern, and the surrounding areas, is a dry and desolate region. Severe winter storms sweep across the area, yet little rain falls during the growing season.

The northern tip of the continent is the land of Nordmar, which swelters through long and humid summers, and rarely receives a snowfall. Certain crops can be grown during the long summer season, but the temperature is often too hot for more temperate crops. The islands of Mithas and Kothas share this type of climate.

Abanasinia and the Seeker Lands

Culture: No single political capital unites the various peoples of this region. The plains tribes have sovereign villages; Solace, Haven, and the Seeker Lands between comprise a theocracy. There are substantial populations of plains barbarians and other humans, hill dwarves, centaurs, and unfortunately, goblins.

Half a dozen languages are spoken in the region, the most common being Abanasinian and Goblin. Common and Hand Talk allow merchants and other travelers to converse with strangers. The rare native speaks Qualinesti or, even less frequently, Centaur.

Geography: Those who speak of Abanasinia generally refer to the grain-burgeoning plains south of the Straits of Schallsea and north of Qualinesti and the Kharolis Mountains. The country also contains the northern reaches of the Kharolis range and the Eastwall Mountains.

In the extreme east of Abanasinia stands a fetid swamp where the ruins of Xak Tsaroth lurk. South of this cursed land lies a forest that has no name in any civilized tongue. The barbarians simply call the place “the Trap:” and the Seekers call it “The Unnameable.” This forest purportedly contains many rare and exotic plants crucial for magical potions, poultices, and the like.

It also purportedly contains legions of ghosts. West lie the Seeker Lands, including the tree village of Solace, and its legendary Inn of the Last Home. Darken Wood shelters some of Krynn’s most beautiful and furtive beasts: dryads, centaurs, woodland spirits of all sorts, and, it is said, unicorns.

Climate: Abanasinian weather tends to be fickle. Its hot summers provide near-perfect conditions for the grains grown here. Rain does not come regularly to the plain, but falls in downpours when it arrives. During the winter, moist air from the Straits of Schallsea clashes with bitterly cold air from the mountains, producing heavy snowfalls. The critical pass of Sentinel Gap in the Seeker Lands often snows closed, leaving Solace cut off from Haven.

Politics: The forbidding mountains, swamps, forests, and seas that ring Abanasinia insulate this region from the spread of civilization. However, the destruction of Que-Shu and the turmoil of the War of the Lance have taught the barbarian tribes the benefits of cooperation with each other. The barbarians harbor particular suspicions of the Qualinesti.

Trade: The barbarian folk of Abanasinia trade chiefly in corn, furs, horses, feathers, woven blankets, pottery, and ‘wari hide. The mixed populace of the Seeker Lands specializes in smithing, ale, weapons, armor, and (of course) hospitality. The barbarians often journey to Solace for weapons, armor, and Qualinesti leather.

Qualinesti and Wayreth Forest

Culture: Qualinost, the capital built by Kith-Kanan, founder of this nation, stands as a monument to the ideals of freedom and interaction with the world, which are the cornerstones of this elven society. Qualinesti is the official spoken language, but the long-lived elves also commonly master Silvanesti, Common, Ergot, and/or Hill Dwarf. It is not unheard of to find Qualinesti elves conversant in Abanasinian, Mountain Dwarf, Hand Talk, Ogre, or even Goblin.

Geography: Just west of the Kharolis Mountains lies the Qualinesti Forest of Wayreth. Unlike the Silvanesti Wood, this forest is a healthy, thriving forest of oak, maple, ash, vallenwood, apple, peach, and pear trees. The single city of note in Qualinesti is Qualinost, founded by Kith-Kanan when he led the Qualinesti people from the oppressive Silvanesti homeland. Here also stands the gold-burnished Tower of the Sun, where the Speaker of the Suns resides. Instead of city walls, Qualinost is surrounded by four arched bridges that run from guard tower to guard tower. At city center lies the open square called the Hall of the Sky, which overlooks the whole sylvan city.

Attached to the forest of Wayreth, but magically able to appear within a wide circumference, the Tower of High Sorcery occasionally manifests itself in Qualinesti.

Climate: During the four winter months between H'ararmon and Chislmont, a harsh chill rolls into the forest, bringing with it heavy snows. In the heart of winter, the cold sometimes grows so extreme as to split the trunks of ancient trees, sending a sudden, thunderous echo through the wood. When finally spring does arrive, the snows melt quickly, giving place to wildflowers and soft grasses. A rainy summer sets in during Corij and lasts more than three months, bringing with it some hot days. Thankfully, though, the trees cast a comfortable canopy over the elves who dwell in Qualinesti, keeping them cool. Autumns are typically dry and temperate, providing a perfect stage for harvest fests. The deciduous trees turn deep hues of gold, bronze, silver, red, and violet during the autumn.

Politics: The Qualinesti elves are ruled by the Speaker of the Suns, a blood descendant of Kith-Kanan, and thus of Silvanos. The Speaker guides the Senate, a governmental body made up of representatives of the various guilds and communities.

Currently, the Speaker of the Suns is discussing a peace treaty with the elves of Southern Ergoth, and reinforcing the northern borders against possible barbarian incursions. Also, in a political move reminiscent of the building of Pax Tharkas, the Qualinesti seek to strengthen ties with dwarven Thorbardin. With their alliances, the Qualinesti hope to guarantee the stability of Southern Ansalon.

The Conclave of Wizards, occupants of the Tower of High Sorcery, are concerned politically only in issues of magic.

Trade: Unlike the isolationist Silvanesti, the Qualinesti enthusiastically immerse themselves in the Ansalonian marketplace. They export fruits, leather, wine, liquors, bows and arrows, and wood to Abanasinia, Solamnia, Sancrist, Hylo, Northern Ergoth, Southern Ergoth, and Thorbardin. The Qualinesti employ a great fleet of Solamnic ships to facilitate their trade. Thorbardin exports steel and gems to the elves.

The Tower of High Sorcery needs no trade routes, as its wizards are able to use magic to transport supplies.

Thorbardin, Pax Tharkas, and Kharolis

Culture: Though Thorbardin is an almost exclusively dwarven nation, the various temperaments of the five clans give its population diversity. Hylar, Daewar, Daergar, Theiwar, and Klar dwarves maintain separate cities within the delvings. The nation's governing centers are Zakhalax and the Life Tree of the Hylar.

Naturally, Mountain Dwarf is the most widely understood language, though many are conversant in Hill Dwarf, Kharolian, Common, Qualinesti, Ogre, Goblin, and even far-flung Ergot.

The subterranean republic of Thorbardin, the major settlement in this region, underlies the mountain wilderness of Kharolis, which supports no significant sentient population. Pax Tharkas is the largest surface community in the region.

Geography: The greatest mountains of southern Ansalon are the Kharolis range, which run from Abanasinia in the north to within 20 miles of Ice Mountain Bay in the south. This 170-mile span of mountains houses five sites critical to the fate of Ansalon: Thorbardin, Skullcap, Pax Tharkas, Qualinost, and Solace.

Thorbardin ranks-among the wonders of Ansalon-an excavation 22 miles from north to south and 14 miles from east to west. Within this range, Thorbardin contains seven major cities, three farming warrens, two governmental areas, and a burial area. Between each of these sites, cable-ways run along tunnel roads. At the heart of Thorbardin rests the Urkhan Sea. At the center of the sea stands a stalagmite that is one-fourth of a mile wide and half a mile high. This is the Life Tree of the Hylar, who carved out a 28-level citadel in it.

Between Thorbardin and Pax Tharkas squats the ruin of Skullcap. Once a great tower of sorcery, Skullcap gained its present skull shape when the evil mage Fistantilus unleashed a magical barrage that melted the stone. Much magic remains in the ruins.

Pax Tharkas, a mighty fortress between Qualinost and Thorbardin, came into being through an uncommon peace between dwarves, elves, and humans. Before the Cataclysm, both elves and dwarves staffed it, but afterward, only dwarves guarded the walls. During the War of the Lance, Verminaard captured the fortress, planning to make use of the iron mines below. However, the Heroes of the Lance infiltrated the fortress and liberated it before the war's end.

Climate: The Kharolis region experiences varied climatic conditions. In the north, near Abanasinia, the mountains remain cool for much of the year, though they do endure the full range of seasons. Farther south, in the area where Thorbardin is delved, the climate has grown much colder and drier. Here summers are short, lasting only about two months from late Corij to early Reorxmont. In contrast, winter weather extends five months. This area receives more snow than rain. The southern tip of the Kharolis range shares the near-arctic climate of the Plains of Dust.

Politics: Thorbardin has cemented an alliance with Solamnia, and currently settles a similar treaty with Qualinesti. Much of the latter treaty centers on the restoration of Pax Tharkas. The dwarves hope to restore Thorbardin to its pre-Cataclysm glory, with new mines and more cities. In addition, these long-lived and grudge-holding dwarves reserve a special hatred for the dwarves of Zhakar, the thanoi of Icewall, and the remaining dragonarmies. The Zhakar are a sore spot with the Thorbardin dwarves, who feel an obligation to put an end to their foul brethren once and for all.

Despite its occupation for much of the war, Pax Tharkas emerged relatively unscathed, except for a lingering draconian stench.

Trade: Thorbardin willingly trades steel, iron, gems, weapons, tools, metals, coins, and spirits to Tarsis and Qualinesti in return for fruits, leather, wagons, furs, and mercenaries. Pax Tharkas is mining and refining its iron to help pay for its repairs and clean-up.

Languages of Krynn

Since the Cataclysm separated many areas from each other, Ansalon is a linguistically diverse continent. As such, there are over 50 identified languages currently spoken. It is possible for other languages to exist and that have not yet been "discovered."

All characters start play knowing their racial languages plus any additional languages gained from their Int modifier. The following is a list of all known Languages on Ansalon.

Dwarvish: Hylar, Neidar, Theiwar, Daergar, Daewar, Klar, Zhakar, Aghar

Elvish: Silvanesti, Qualinesti, Kagonesti, Dargonesti, Dimernesti

Istari: Kalinese, Khurish, Minotaur, Nerakese, Nordmaari

Ergotish: Abanasinian, Camptalk, Common, Ergot, Estwilde, Gnomish, Icespeak, Kenderspeak, Tarsian, Lemish, Schallsea, Saifhem, Solamnic

Draconic: Chromatic, Metallic, Aquian, Aurak, Sivak, Kapak, Bozak, Baaz, Lizardfolk

Ogrish: Goblin, Gnoll, Slig, Ogre, Troll, Giant, Thanoi

Sylvan: Centaur, Naga, Satyr, Wemic, Dryad, Nyphm, Sprite, Shadowfolk

Druidic (The secret language of the druids)

Magius (The secret language of wizards and illusionists)

Handtalk (A sign language developed in Abanasinia)

Hammetalk (A signal language of the dwarves)

Elementar (The Common language of Elemental creatures)

Celestial (The Common language of Good Extraplanar creatures)

Null (The Common language of Neutral Extraplanar creatures)

Diabolical (The Common language of Evil Extraplanar creatures)

The Ansalonian Calendar

The Ansalonian year is based on the cycles of the moon Lunitari. Lunitari completes her cycle every 28 days. There are 12 cycles of Lunitari in a year, for 336 days.

As Lunitari counts the year away, the other moons, Nunitari and Solinari, also make their way through the heavens. Nunitari completes his cycle every 8 days for a total of 42 cycles in a year. Solinari, however, completes his cycle every 36 days. As such, Solinari makes 9 1/3 cycles every year.

Months of the Year

Eng	Ergothian	Plainsman	Solamnic	Dwarven	Elven	Kender	Goblin	God-days
Jan	Aelmont	Ice Glaze	Newkolt	Dark-Crypt	Winter Night	Snowfun	Famine	Chemosh
Feb	Rannmont	Snow Deep	Deepkolt	Dark-Deep	Winter Deep	Darktime	Madness	Zeboim
Mar	Mishamont	Mountain Thaw	Brookgreen	Damp-Mood	Spring Dawning	Windsong	Girding	Mishakal
Apr	Chislmont	Earth Wakes	Yurthgreen	Damp-Chisel	Spring Rain	Raindrum	Scouting	Chislev
May	Bran	Flower Blooms	Fleurgreen	Dry-Anvil	Spring Blossom	Flowerfield	Campaign	Branchala
Jun	Corij	Home Earth	Holmswelth	Dry-Axe	Summer Home	Homefriends	Siege	Kiri-Jolith
Jul	Argon	Raging Fire	Fierswelt	Dry-Heat	Summer Run	Wandertime	Flame	Sargonnas
Aug	Sirrimont	Dying Ember	Paleswelt	Dry-Forge	Summer End	Summerlaze	Sack	Sirrion
Sep	Reorxmont	Harvest Home	Reapember	Cold-Hammer	Autumn Harvest	Harvestfete	Loot	Reorx
Oct	Hiddumont	Leaf Gild	Gildember	Cold-Steel	Autumn Twilight	Leafplay	Betrayal	Hiddukel
Nov	H'raromont	Dark Cold	Darkember	Cold-Rust	Autumn Dark	Bleakcold	Pestilence	Morgion
Dec	Phoenix	Frost Eve	Frostkolt	Cold-Lode	Winter Come	Blessings	Reward	Habbakuk

Days of the Week

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

Rates of Exchange

The coinage of Krynn is unlike that of other worlds. Steel, not gold, is the standard measure of value.

There are four trade metals: steel, gold, silver, and copper. The intrinsic value of the metal (usually steel) measures the value of a realm's coinage.

1 stl (steel piece) = 10 gp (gold piece) = 100sp (silver piece) = 1000cp (copper piece).

Gods of Krynn

Gods of Good

Paladine, the Dragon's Lord

Description: Paladine is Father of Good and Master of Law. He speaks for the gods of Good, leading them not by restriction but by example and encouragement. Paladine upholds the laws of Good, assisting the righteous and abjuring the Evil.

Paladine is honored by all orders of the Solamnic Knights. He is patron of the Order of the Rose.

Paladine's constellation guards Gilean's constellation (the Book of Knowledge). According to tradition, Paladine's constellation occupies this position because truth and knowledge are essential weapons in combatting Evil. During the War of the Lance, the constellations of Paladine and Takhisis both vanished from the heavens, a warning to the people of Krynn. Once the Dark Queen was defeated and banished, the constellations returned to their proper positions in the heavens.

Statistics: AL LG; WAL Any Good; AoC Order, hope, light, rulership, guardianship; SY Silver triangle, pine tree (Silvanesti), anvil (Thorbardin); Colors silver and white; SW Longsword

Other Names: Draco Paladin (Ergoth), Skyblade (Goodlund), Dragonlord (Mithas), E'li (Silvanesti), Thak the Hammer (Thorbardin), Bah'Mut (Istar), the Great Dragon (Solamnia), Fizban (Goodlund)

Duties of the Priesthood: Clerics of Paladine uphold the law of Good in thought, word, and deed. They do not brow-beat evildoers, however, trusting self-destructive Evil to teach its own lessons.

Mishakal, the Healing Hand

Description: Among most Good people of Krynn, Mishakal is worshipped as the "Healer." In pre-Cataclysm days, she was the most revered of the ministering gods, with many temples that taught the art of healing. Nearly every community in Ansalon had a cleric of Mishakal to tend to the populace's health and, in recent days, the new clergy of Mishakal is working to renew this custom.

Before the Cataclysm, Mishakal was known primarily as the "Healer," but in the War of the Lance she earned other appellations: "Light Bringer," "Bearer of Light," and "Quen Illumini." These names reflect the fact that it was Mishakal who revealed the true gods to a world in darkness. The legendary Disks of Mishakal, a set of platinum disks engraved with knowledge of the Good gods, brought this revelation in tangible form to the people of Krynn. Since then, her priesthood has understandably boomed.

Statistics: AL NG; WAL Any Good; AoC Healing, knowledge, fertility, life, beauty, blessing; SY Blue infinity symbol; Color sky blue; SW Staff

Other Names: Ka-Mel-Sha, Healer in the Home (Kharolis/Tarsis), Mesalax (Thorbardin), Meshal (Icewall), Mishas (Ergoth), Quenesti Pah (Silvanesti), Quen Illumini (Qualinesti), Skymistress (Goodlund), the Blue Lady (Balifor, Hylo), Empress (Mithas), Bearer of Light, Light Bringer (Solamnia)

Duties of the Priesthood: A cleric of Mishakal seeks out those who are ill and heals them. Though some clerics charge a nominal fee for healing spells, Mishakal demands that clerics not overcharge or withhold healing from those who cannot afford it.

Majere, Master of the Mind

Description: Majere is the god of organization, industry, and control, as well as meditation, faith, and dreams. Majere creates and inspires the martial arts and all disciplines that lead to an honest confrontation of oneself. Majere's worshippers seek simple lives, devoid of luxurious trappings but filled with meditation, self-discipline, and deep thought.

Majere worked hand-in-hand with Paladine in creating and populating Krynn. According to some scholars, Majere's crowning creations are the insects of Krynn, who emulate the quiet god's unassuming grace, introspective complexity, and ceaseless industry. As Astinus once said, "Each of Majere's insects is an elegant complexity of legs and armor that no gnomish machine could ever match."

Statistics: AL LG; WAL Any Good; AoC Meditation, control, thought, faith, mercy, inspiration; SY Copper spider, single rose (Qualinesti, Silvanesti), mantis (Solamnia); Colors copper and red; SW Staff

Other Names: Manthus (Ergoth), Mantis of the Rose (Qualinesti), Matheri (Silvanesti), Nadir the Dreamsender (Mithas).

Duties of the Priesthood: Clerics of Majere must not retain more than 10% of any wealth earned or found. They follow a simple lifestyle, seeking visions and contemplating every act and word before proceeding. Clerics of Majere promote faith, mercy, and loyalty through example. The only indulgence allowed to priests of Majere is pursuit of an artistic endeavor.

Kiri-Jolith, the Sword of Justice

Description: Kiri-Jolith is the god of glory, honor, obedience, justice, and righteous warfare. Paladins and fighters who embrace Good revere Kiri-Jolith. His constellation threatens the Queen of Darkness's in the night sky.

Kiri-Jolith is oldest son of Paladine and Mishakal, though he preceded his twin brother Habbakuk by mere moments. The twins and Paladine appeared before Vinas Solamnus and inspired him to form the Knights of Solamnia. He did so, creating an order to follow the teachings of each of the three gods. Kiri-Jolith is patron of the Order of the Sword.

Statistics: AL LG; WAL Any Good; AoC War, battle, courage, and heroism; SY Bison's horns, also horned battle axe (Thorbardin, Kharolis); Colors brown and white; SW Bastard sword

Other Names: Corij (Ergoth), Kijo the Blade (Thorbardin), Jolith (Kharolis/Tarsis), Qu'an the Warrior (Uigan), Emperor (Mithas)

Duties of the Priesthood: Clerics of Kiri-Jolith must use granted powers to lawfully and honorably combat Evil. Kiri-Jolith forbids use of powers to benefit only the priesthood. If a cleric or paladin of Kiri-Jolith is in a retreating party, that character must be the last to retreat, covering the party's escape. Cowardice is blasphemy among Kiri-Jolith's worshippers. Offenders need an atonement and a quest to return to their god's graces.

Habbakuk, the Fisher King

Description: Habbakuk created and rules all creatures of land and sea. Rangers and sailors especially revere him. He made the creatures in his likeness, and he is as feral and merciless as they. Still, in the furious cycle of predator and prey, there resides a natural harmony that also embodies Habbakuk. He is thus as fierce as a lion when dealing with Evil and as innocent as a doe when dealing with Good. Needless to say, Habbakuk is as much feared as he is loved. Because he represents the eternal cycle of nature, Habbakuk has become a symbol of eternal life beyond the world.

Son of Paladine and Mishakal, Habbakuk is Kiri-Jolith's younger twin. Together with his brother and father, Habbakuk established the Knights of Solamnia, creating the Order of the Crown to champion his ways.

Statistics: AL NG; WAL Any non-Evil; AoC Animal life, the sea, creation, passion; SY Blue bird, blue phoenix (Ergoth); Colors deep blue and white; SW Scimitar

Other Names: The Blue Phoenix (Ergoth, Silvanesti, Qualinesti), Skylord (Balifor, Goodlund), Sea Lord (Mithas)

Duties of the Priesthood: Druids of Habbakuk fiercely protect nature from those who would destroy or squander it.

Once during his lifetime, a druid of Habbakuk must leave friends and community to wander the land, taking nothing but a walking stick and the clothes he wears. This time purifies the druid and teaches the true ways of nature and of Habbakuk. The time ends when the druid has either done a great service for Habbakuk (usually protecting or restoring nature from a terrible threat), or Habbakuk sends a sign.

Branchala, the Song of Life

Description: The Bard King Branchala is god of music. A companion of Habbakuk since the beginning of time, Branchala imbued Krynn's first creatures with the lyric and untamed melody of his immortal soul.

Branchala's music is the song of all living souls. His melodies evoke undeniable passion in every listener's ear. Branchala's music dwells to some extent in every creature of Krynn. Some even say that all hearts beat in time to the mysterious melodies. Elves and kender consider Branchala the highest god.

Statistics: AL CG, WAL Any non-Evil; AoC Elves, kender, music, forests, beauty; SY Bard's harp, flute (Goodlund, Qualinesti, Silvanesti); Colors yellow and green; SW Rapier

Other Names: Songmaster (Goodlund), Astra (Qualinesti), Astarin (Silvanesti), Bran (Ergoth), Gardener (Mithas), Bardilun (Thorbardin)

Duties of the Priesthood: Branchala's clerics must compose a song, write a poem, or create a dance once every season. Once during a cleric's life, he must create a masterpiece dedicated to Branchala. This masterpiece must take years to create and represent the full flower of the cleric's ability. It may be a song, poem, dance, work of art, practical joke, or tall tale.

Solinari, the Mighty Hand

Description: Solinari, third son of Paladine and Mishakal, is god of Good magic. Solinari loves Krynn deeply and has granted his Good magic to guard the land. He established the Order of the White Robes to administer Good magic.

Like the other gods of magic, Solinari chose to remain close to Krynn, residing on the Ethereal plane near his symbol, the silver moon.

Statistics: AL LG; WAL Any Good; AoC Good magic; SY White circle or sphere; Colors white or silver; SW Staff

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

Duties of the Priesthood: Clerics of Solinari promote and defend the use of Good magic on Krynn. The clerics of Solinari are often found in the company of Wizards of the White Robes and act as defenders for the Order of the White Robes.

Gods of Evil

Takhisis, the Queen of Darkness

Description: Not even fools or children speak the name Takhisis lightly. Her name summons darkness, destruction, and death. Swathed in shadow and hatred, she desires only the domination and destruction of Krynn and its folk.

Currently, she is worshipped by the Dragon Highlords, ogres, the goblin races, the draconian armies, and some despicable humans.

Statistics: AL LE; WAL Any Evil; AoC Night, Evil dragons, hatred, intrigue, chaos; SY Black crescent; Colors black and iridescent black; SW Heavy mace

Other Names: Dragon Queen (Ergoth, Silvanesti), Tii'Mhut (Istar), She of the Many Faces (Hylo), Mai-tat (Tarsis), Nilat the Corruptor (Icewall), Tamex the False Metal (Thorbardin), Lady Chaos (Mithas), Darklady (Ogre), Mwarg (Hobgoblin).

Duties of the Priesthood: Clerics of Takhisis serve as their mistress's eyes and ears, alert to any opportunity to further the goddess's ambitions. Clerics also carry out her plans to sabotage the power of every god other than Takhisis.

The Dark Queen's chief directives to her clerics are to use the desires of Good-aligned beings to enslave or destroy them and to destroy or steal the eggs of Good dragons. Every cleric of Takhisis must take an oath of utter obedience. Those who break their oath receive a slow, painful death followed by an eternity of damnation.

Sargonnas, the Dark Vengeance

Description: Little is known of Takhisis's consort. Perhaps the Queen of Darkness casts intentional shadows on him. Thereby Takhisis keeps him obscure, little worshipped, and nonthreatening. Or perhaps Sargonnas himself has wrought the obscurity. He is the brooding, sometime explosive god of vengeance, rage, deserts, and volcanoes. Sargonnas embodies the destructive passion of fire. His greatest ally, Takhisis, is also his greatest enemy, and he routinely plots both for and against his Queen.

Statistics: AL LE; WAL Any Evil; AoC Vengeance, destruction, intrigue, volcanoes, fire, deserts; SY A stylized red condor, a red fist (Thorbardin, Istar); Colors red and black; SW Two-handed axe

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

Duties of the priesthood: Clerics of Sargonnas must actively seek revenge for the wrongs the world has committed against Sargonnas (including ignorance of his existence) as well as any wrong personally suffered by the cleric. Clerics also act to further the convoluted plots of their god.

Morgion, the Black Wind

Description: Morgion, god of disease and decay, refuses the company of the other gods and does not discuss plans with them. Alone, Morgion broods in a bronze tower at the edge of the Abyss, keeping thoughts secret from all but loyal minions. Those unfortunate enough to encounter this reclusive god see a rotting humanoid corpse—neither male nor female—topped with a goat's head. Secrecy is Morgion's way, with distrust that rivals Sargonnas's.

Statistics: AL NE; WAL Any Evil; AoC Disease, decay, plague, weakness, plotting; SY A hood with two red eyes, an upside-down axe (Thorbardin), a rat's claw (Hylo); Colors deep brown and black; SW Heavy flail

Other Names: H'rar (Ergoth, Istar), Gormion (Tarsis), Morgi (Icewall), Morgax the Rustlord (Thorbardin), Pestilence (Mithas), Anthrax Goatlord (Hobgoblin)

Duties of the Priesthood: Clerics of Morgion meet in secret and dark places to worship and plan their Evil acts. They swear a mortal oath to keep doctrines and customs secret; little is known of them outside their order.

Chemosh, the Lord of Death

Description: In the Age of Dreams, Chemosh, lord of undead was drawn by Takhisis to Krynn. She needed a lieutenant to marshal the legions of death.

As lord of false redemption, Chemosh offers "eternal life": recipients spend immortality in an undead and eternally corrupted body. Chemosh rarely explains this when making a pact with Evil undead. Before they can reconsider, they find themselves to be minions of Chemosh.

Statistics: AL NE; WAL Any Evil; AoC Nemesis, ravager, undead; SY Yellow skull; Colors black and sickly yellow; SW Sickle

Other Names: Aeeth (Ergoth), Dron of the Deep (Tarsis), Chemos Joton (Icewall), Khemax (Thorbardin), Lifebane (Mithas), Orkrust (Hobgoblin)

Duties of the Priesthood: Clerics of Chemosh wear white skull masks and black robes. They recruit followers using Chemosh's false promises of immortality. Because Chemosh's minions grant his power, clerics consider the destruction of undead strictly taboo. They take vengeance on any who commit it.

Zeboim, the Darkling Sea

Description: Zeboim the Sea Queen is the impetuous and volatile daughter of Tahisis and Sargonnas. Her unpredictable tempers make her a dangerous foe and a lethal friend.

As creator of the sea, tempests, and weather, Zeboim receives petitions and sacrifices from seamen wishing good weather and safe journey. Though some manage to avoid her rage, others who displease her through some real or imagined slight never see harbor again.

Dwarves know nothing of Zeboim. To pay back their ignorance, Zeboim delights in spilling dwarves from boats and watching their heavy-boned bodies sink to the bottom.

Statistics: AL CE; WAL any Evil, or sailors; AoC sea, storms, tempests, weather, undead sea races, jealousy; SY turtle shell pattern; Colors: green and red; SW Trident

Other Names: Rann (Ergoth), Zyr (Tarsis), Zebir Jotun (Icewall), Bhezomix (Thorbardin), Maelstrom (Mithas)

Duties of the Priesthood: Zeboim has few druids; most beings fear her capriciousness. Those who honor her at all do so by throwing offerings off the sides of their ships. Zeboim's few true druids are required to know how to swim.

Hiddukel, the Prince of Lies

Description: Hiddukel, god of ill-gotten wealth and deals, is patron god of Evil businessmen and dishonest merchants. A cunning deal-maker, Hiddukel trades in living souls. Some say Hiddukel can even barter with Takhisis and come out ahead.

Hiddukel controls all ill-gotten wealth, using it to corrupt honest and greedy men alike. Greed and mischief drive all his transactions. One of his deals resulted in the creation of the Greystone, an artifact that wreaked havoc on Krynn.

Statistics: AL CE; WAL Any Evil; AoC Evil business practices, damned spirits, greed, slavery, betrayal; SY Broken merchant's scales; Colors red and bone; SW Dagger

Other Names: Betrayer (Mithas), Usk-Do (Hobgoblins), Hitax the Flaw (Thorbardin), M'Fistos (Istar)

Duties of the Priesthood: Clerics of Hiddukel must greedily pursue and attain wealth through dishonest and (when all else fails) honest endeavors. They also must wear the finest clothes available.

Nuitari, the Devouring Dark

Description: Nuitari, god of black magic, drew his Evil nature from his parents, Takhisis and Sargonnas. Like the other gods of magic, Nuitari left his home plane to orbit Krynn in the Ethereal plane. He resides just beyond the black moon that is his symbol. This moon, also called Nuitari, cannot be detected unless it eclipses other stars and moons. From this smallest of all moons, Nuitari watches Krynn and fosters his greatest love—magic.

While wandering Krynn in avatar form, Nuitari founded the wizardly Order of the Black Robes. This order espouses Nuitari's belief that magic should be secret and coveted.

Statistics: AL LE; WAL Any Evil; AoC Black magic; SY Black circle or sphere; Color black; SW Dagger

Other Names: Nightreaver (Mithas), Darkness (Elian), Black Hand (Balifor), Ungod (Thorbardin)

Duties of the Priesthood: Clerics of Nuitari are covetous of magic and wish to hoard all magic for themselves. The clerics of Nuitari believe that magic should be secretive and held in awe.

Gods of Neutrality

Gilean, the Void

Description: Gilean, patriarch of the Neutral gods, guards the book of all knowledge and true names—the *Tobril*. Before creation, the High God wrote the *Tobril* to lay down the designs of the universe. After creation, none among the gods was trustworthy enough to guard the *Tobril*, for its secrets were more powerful than the gods themselves. So the High God searched Krynn for a trustworthy mortal, searched through the depths of time. And he found only one trustworthy soul—Gilean, a scribe so scrupulous as to have never penned an error. The High God brought Gilean back to the dawn of creation and entrusted him with the *Tobril*, saying, “Read those passages you may. Their knowledge will make you a god equal with all others. But guard this knowledge from all gods and mortals, for on the day another reads of it, you shall surely die.” And so Gilean read the *Tobril* and has faithfully guarded it ever since. But even some passages are sealed to his eyes, and can be read only by the High God.

The High God made Gilean not only to guard the *Tobril*, but also to lead the Neutral gods in retaining the balance between the families of Good and Evil. The High God wrote this destiny for Gilean in the stars, setting his constellation in the night sky between Paladine’s and Takhisis’s. He holds them apart lest they war and destroy all creation.

Statistics: AL N; WAL Any; AoC Knowledge; SY Open book; Color gray; SW Staff

Other Names: Gilean the Book, Gray Voyager, the Sage, the Gate of Souls

Duties of the Priesthood: Clerics of Gilean serve a temple or university and insatiably seek knowledge. Once every four years, a cleric of Gilean must write a long paper addressing some metaphysical or philosophical conundrum. Writing the paper takes 1d10 + 14 months minus the writer’s Int. This paper, called a thesis, must be presented to the temple or university the cleric serves. If pleased by the paper, Gilean magically distributes it to the library of every temple of Gilean on Ansalon. If Gilean is displeased, the cleric must rewrite the paper.

No cleric of Gilean may ever burn a book. Such a transgression requires a quest and an atonement by the offending priest.

One month each year, a cleric of Gilean must serve the public as an historian, counselor, judge, or arbiter. In so doing, the cleric performs in the world the same peacemaking efforts Gilean performs in the heavens.

Sirrion, the Flowing Flame

Description: Sirrion, god of creative flame and natural power, sculpts fire into beautiful forms. He controls every flame, from the blazing sun to the low-burning wick, channeling and filtering the feral power into useful forms. But Sirrion is by no means tame: he sometimes sparks forest fires to clear old and rotten trees and allow young forests to grow; he also burns children who play with a candle flame, teaching them to respect fire. And though he desires to make fire useful, he wishes even more to make it beautiful.

Sirrion’s companion is Shinare, goddess of wealth and commerce. They quarrel because Sirrion is temperamental and artistic while Shinare is practical and opportunistic.

Sirrion does not have a readily recognizable constellation because his celestial symbol is his planet.

Statistics: AL CN; WAL Any; AoC Flame, natural power, change, transformation; SY

Multi-colored fire; Colors bright reds and yellows; SW Heavy flail

Other Names: Firemaster, the Alchemist, the Wizard (Mithas)

Duties of the Priesthood: Clerics of Sirrion have a great challenge. They must shape fire into beautiful and useful forms, never losing control so that its destructive power is released. Clerics of Sirrion primarily serve nature with their fire handling. Sirrion occasionally grants small boons to clerics who contain a destructive fire or use fire to promote the creative passions. He also looks favorably on those who disrupt Shinare's plans of industry and commerce.

Reorx, the Forge

Description: The dwarves of Ansalon consider Reorx—god of manufacture, technology, and metallurgy—to be the greatest of gods. Although humans see Reorx as the rotund helper of Kiri-Jolith, dwarves and gnomes depict him as a powerful dwarf with arms well-muscled from smithing.

According to all creation myths, Reorx tamed chaos to forge the world. Most accounts also agree that the stars were sparks from his hammer when he struck chaos. Reorx's second greatest creation, the Greystone of Gargath, led to the creation of dwarves, gnomes, and kender. Many therefore consider the forge god to be father of these races.

Reorx does not have a readily recognizable constellation because his celestial symbol is his planet.

Statistics: AL N; WAL Any; AoC Dwarves, weapons, technology; SY Forging hammer, dwarven hammer (Thorbardin); Colors slate gray and red; SW Warhammer

Other Names: Anvil (Elian), the Weaponmaster (Mithas), Reorx the Master (Gnomes), Reorx the Craftsman (Kender)

Duties of the Priesthood: Every cleric of Reorx of 5th level or higher must make a special artifact of renown with his own hands. The finished object must exhibit the finest workmanship possible by the cleric. When the cleric reaches 5th level, he must announce to the fellowship of believers what artifact he will create. From then on, the cleric may work on the artifact as much or little as he wishes, but must finish it before leaving middle age (250 years old).

Chislev the Beast

Description: Chislev is nature incarnate. According to legend, the seasons change with the moods of her heart: her fear brings the fall, her despair the winter, her hope the springtime, and her joy the summer. As well as the worship of mortals, Chislev receives the praise of every beast of the field; every blade of grass turns toward her as toward the sun. She is served by the master spirits of each creature of Krynn, who animates wooden statues of their kind.

Chislev and her mate Zivilyn are said to dwell in Zhan, the grand forest beyond the world. Elves believe that when worthy elves grow ancient, they journey to Zhan to live with Chislev and Zivilyn. The love between these gods fills all of Zhan with profound bliss.

Chislev does not have a readily recognizable constellation because her celestial symbol is her planet.

Statistics: AL N; WAL Any non-Evil; AoC Nature, wilds, the beasts; SY A feather of brown, yellow, and green; Colors brown, yellow, and green; SW Spear

Other Names: Wild One (Mithas), the Wilds

Duties of the Priesthood: Chislev priesthood consists of druids, who care for and protect nature.

Zivilyn, the Tree of Life

Description: Zivilyn, god of all wisdom, is the celestial Tree of Life. His branches and roots extend into all times and places. Much as Gilean holds the knowledge of the universe, Zivilyn holds its wisdom. He acts not according to the dictates of his mind, but according to those of his heart.

Because wisdom is incomplete without knowledge and knowledge is incomplete without wisdom, Zivilyn and Gilean work closely together. Zivilyn is companion of Chislev; most mortals view this relationship as the perfect marriage of harmony and understanding.

Zivilyn does not have a readily recognizable constellation because his celestial symbol is his planet.

Statistics: AL N; WAL Any; AoC Wisdom; SY A great green or gold tree, sometimes a vallenwood; Colors green and gold; SW Staff

Other Names: World Tree, Tree of Life (Qualinesti, Silvanesti), Wise One (Mithas)

Duties of the Priesthood: Druids of Zivilyn devote themselves to wisdom in thought and deed. To the druids, committing a foolish act is worse than committing an Evil act.

Shinare, Winged Victory

Description: Shinare—goddess of wealth, industry, and commerce—has many dwarven worshippers, for they appreciate her love of wealth and industry. She also finds many followers among merchants, mercenaries, and profit-minded adventurers of other races. And all folk consider her the champion of freedom and self-destiny.

Shinare's companion is Sirrion, god of creative fire. Their relationship shows the stress of their opposite personalities: Sirrion is temperamental and artistic while Shinare is calm and pragmatic. Still, for some reason even they do not understand, they remain together.

Shinare does not have a readily recognizable constellation because her celestial symbol is her planet.

Statistics: AL N; WAL Any; AoC Wealth, industry, freedom, power; SY Griffin's wing; Colors gold, silver, and brown; SW Light mace

Other Names: Winged One (Silvanesti, Qualinesti), Silver Master (Thorbardin), Walking Liberty (Ergoth), Balance or the Scales (Mithas)

Duties of the Priesthood: Clerics of Shinare are industrious. They work hard to amass wealth and prestige, but they must not be greedy. Their work must serve the greater community and they must wisely spend their money for the benefit of all. Shinare's clerics must dress in the best clothing they can afford and adorn their weapons with gems and precious metals.

Shinare occasionally deposits gems or precious metals in the pockets of clerics who oppose Sirrion's plans. Shinare seeks not to harm her mate, but to hamper his ambitious plans. But her truest enemy is Hiddukel, false merchant and perverter of contracts.

Lunitari, the Veiled Maiden

Description: Lunitari, goddess of Neutral magic and illusions, was born of Gilean and an unknown mother. (Some suggest she sprang full-grown from her father's thoughts.) She founded the wizardly Order of the Red Robes to promote Neutral magic. Most of Krynn's mages embrace her order because it allows them to practice magic without the moral shackles.

Lunitari and Solinari have long been friends and work well together. Like the other gods of magic, Lunitari chooses to remain close to Krynn to govern her order of mages. Lunitari's heavenly symbol, the small red moon, is called the "witching light."

Statistics: AL LN; WAL Any Neutral; AoC Neutral magic, illusions; SY Red circle or sphere; Colors red or magenta; SW Staff

Other Names: Luin (Ergoth), Red-Eye (Goodlund), Night Candle (Thorbardin), Maid of Illusion (Mithas)

Duties of the Priesthood: Clerics of Lunitari promote the use of Neutral magics and illusions. They try to balance the effects of both Good and Evil magic.

Medallions of Faith

Clerics and druids of Krynn wear a *Medallion of Faith* engraved with the symbol of the god they follow. These medallions have only one power, they magically duplicate themselves when a new cleric comes into being. The new medallion bears the symbol of the god the new cleric follows, regardless of what symbol was on the original.

The Knights of Solamnia

The Knights of Solamnia were once the greatest order of chivalry in all the history of Krynn. Now, their entire way of life shifts in precarious balance between the code of honor that once was and the truth of what the world has become.

The Origin of the Knights

The Knights came into being nearly 2,000 years before the War of the Lance, during the Age of Dreams, rising like a phoenix from the ashes of the empire of Ergoth.

Vinas Solamnus, commander of the Emperor's Palace Guard, set forth on his emperor's orders from the capital city of Daltigoth to squash the rebellion brewing in the northeastern reaches of the empire. However, Solamnus, who was a true and honorable man, found that the rebellion was well justified. Solamnus called his troops together and presented the case of the people. Any knights who believed in the cause of the rebels were entreated to stay. Those who did not were given leave to return to Daltigoth. Even though his men knew that doing so meant exile and possibly death, most chose to stay with Solamnus.

Thus began the War of Ice Tears. Although Ergoth was in the grip of the most terrible winter ever chronicled, Solamnus and his dedicated army of knights and frontier nobles marched on Daltigoth and laid siege to it. Solamnus personally lead daring raids into city. Within two months, the capital fell as a revolt of the people forced the emperor to sue for peace.

As a result, the northeastern plains of Ergoth, from the Vingaard Mountains to the Estwild gained its independence. The grateful people of that region chose Vinas as their king and named their new country Solamnia in his honor. Although it never attained any great power during the rest of that Age, Solamnia became synonymous with honesty, integrity, and fierce determination.

Vinas knew that those who followed him as rulers of Solamnia might not be as honorable in Battle as he. Thus he organized the Knights of Solamnia. Through wars with bordering states, the Third Dragon War and Solamnia's subsequent rise to power during the Age of Might, the Knights of Solamnia remained true to the Oath and Measure established by the great and long-dead king.

The Organization of the Knights

The organization of the Knights has not changed in the last 1,800 years. The Knights subscribe to two codes: The Oath and The Measure. The Oath is "Est Sularus oth Mithas" (literally, "My Honor is my Life").

The Measure is an extensive set of laws, many volumes in length, that defines what honor actually means. The Measure is complicated and exacting; only a brief summary of its laws is given here. It is important to remember that exact and unquestioned adherence to the law was the goal of the Knights.

The greatest problem facing the Knights now is that the spirit of the Oath has left them. Only the rigid, unbending shell of the Measure remains. If the Knights can be brought to understand that honor does not lie in the aged and dusty codes of the Measure, but in the heart of the true Knight, then they can unite against the Dragonarmies and avoid certain doom.

The Oath and the Measure

The following are excerpts from the Measure of Knighthood, compiled from the writings of Vinas Solamnus and his successors. (The whole Measure consists of 37 volumes.) The excerpts given here are sufficient for purposes of this adventure.

"The Oath governs all a Knight is and does. It is his life's blood, it is more sacred to him than life itself.

“The Measure of a Knight is taken by how well he upholds the Oath. We judge a Knight against the Measure and by the Measure. The Measure of the Rose deals with holy wisdom among the Knights. The Measure of the Sword deals with the discipline of Honor among Knights. The Measure of the Crown deals with the disciplines of Loyalty and Obedience.”

Pertaining to the Knightly Council

Such councils shall be convened as required by the Measure. They must include three Lord Knights, one from each of the Orders of Knights. If any order cannot provide a Lord Knight, then a Knight may stand in his stead so long as there is at least one Lord Knight presiding.

Councils shall convene for the following purposes: to determine strategies of war; to assign orders for war and battle; to select the Warrior Lord prior to a battle; to hear charges of unknighly conduct; to honor those who have performed valiantly on the field of honor; for settlement of questions concerning the Measure.

The Knightly Orders and the Measure

The *Order of the Rose* takes its Measure from deeds of wisdom and justice. Examples of deeds befitting the Measure of the Rose: taking compassion on the less fortunate; sacrificing one's life for the sake of others; taking no thought to one's own safety in defense of the Measure and its honor; protecting the lives of fellow Knights; seeing that no life is wasted or sacrificed in vain.

The *Order of the Sword* takes its Measure from affairs of courage and heroics. Examples of acts befitting the Measure of the Sword: facing evil without regard to personal suffering; accepting the challenge of combat for the honor of the Knighthood; defending the honor of the greater Knighthood; defending the honor of a fellow Knight in good standing; protecting the defenseless and weak.

The *Order of the Crown* takes its Measure from affairs of loyalty and obedience to authority of the greater Knighthood through its High Councils and commanders. Examples of acts befitting the Measure of the Crown: unquestioned obedience to those whose authority is righteously maintained in the Knightly Councils; dedication to the ideals of the Measure; loyalty to brother Knights of all Orders; and all other acts that cause the strengthening of loyalty among the Knights.

Game Info: Any human fighter, cleric, knight, paladin, or ranger of LG alignment may petition to join the Orders of the Knighthood. A Knightly Council is held and the candidate's deeds are listed before the Council. If the Council finds the candidate wanting in anyway, the candidate is refused entry into the Orders. But, if a candidate meets the strict requirements, as presented in the Measure, then the candidate becomes a member of one of the Orders as based on heredity and aptitude. It is possible for a Knight of one Order to change to another Order, as long as the Knight has proven himself in his old Order and he is a proper candidate for the new Order, as described by the Measure.

Benefits: Knights of Solamnia may request aid, in the form of equipment, money, shelter, or militarily, from another Knight. The Knight also may draw a monthly stipend from the coffers of the Orders in equivalent to 25 stl/level of the Knight per month. If the Knight has land and builds a keep, then the Knight may tax the farmers of his land.

Restrictions: The Knight is required to tithe at least 10% of all wealth gained, whether from adventuring or taxes, to the Orders as a means of supporting the Orders. If the Knight owns a keep and land, then he is responsible for the up keep of his land and any men-at-arms in his service. The Knight must also render aid, to the best of his ability, to fellow Knights, when requested.

Wizards of High Sorcery

Moons and Magic

Each of the three Orders of High Sorcery receives its powers from one of the three magic moons that appear in the sky above Krynn. Wizards of the White Robes gain power from Solinari, Red Robes from Lunitari, and Black Robes from Nuitari.

The phase and alignment of a specific moon affects the power level of a given order. For example, Lunitari in low sanction (new moon) weakens Red Robes, but does not affect the other two orders. The Night of the Eye, when all three moons line up in front-to-back order (Nuitari, Lunitari, and Solinari) at high sanction (full moon), resembles a huge white eye with a black pupil and a red iris. It is a terrifying sight. Most non-spellcasting folk fear this night, for it sets all magic at its peak.

The largest and farthest moon, Solinari, completes its phases or sanctions in 36 days. Lunitari's cycle takes 28 days. The smallest and nearest moon, Nuitari's cycle takes only 8 days.

Early Life of a Wizard and the Test of High Sorcery

All who wish to join an Order of Wizardry begin their training as children, studying under an archmage, usually an archmage approved by the Conclave of Wizards. It is not, however, necessary to join an order to practice magic.

With greater power, however, comes greater responsibility. Those who seek to progress beyond the fundamentals of magic may travel to the Tower of Wayreth. There, the young wizard declares an alignment and pledges loyalty to an Order of High Sorcery. The applicant is apprenticed to a higher level wizard, often the original mentor.

Once this is accomplished, the apprentice must take the Test of High Sorcery. The Test of High Sorcery measures a wizard's magical abilities and tells how the applicant will use current and future abilities. Each initiate's test differs. It is designed exclusively for him by the Conclave to measure his particular strengths and weaknesses. In all tests, failure means death. The wizards are less interested in the applicant's alignment than whether or not he will use the power of magic in a responsible manner.

In all versions of the Test, the applicant faces three trials of magic knowledge and use. These trials include the casting of all spells the initiate knows. In addition, the Test includes three trials that cannot be solved by magic alone. One such trial involves combat against an ally; another includes solo combat against a far more powerful opponent. The third trial is always a mystery. Those attempting the Test may bring companions along, but occasionally these folk do not return.

A wizard may change Orders after taking the Test. But he suffers some loss of power and focus at the time of his transition. Study in the new direction he has chosen eventually makes up this loss.

Wizards of the White Robes

A White Robe Wizard acts to promote good. Aside from his vow to support magic, the cause of good is his central concern. Acts that violate these moral, ethical and spiritual precepts lead to the sorcerer's ruin. White Robe Wizards who stray from the path soon find they are unaffected by Solinari. White Robe Wizards often assist quests and causes in the name of good, finding themselves allied with paladins, clerics of Paladine, Mishakal and the other good gods, and Knights of Solamnia.

Wizards of the Red Robes

Wizards of the Red Robes tread the delicate path of neutrality. Besides an ultimate loyalty to magic, a Red Robe Wizard works to balance good and evil. Wizards of the Red Robes often act as the moderating voice of reason and peace when conflict arises. While the forces of good and evil battle for complete control of Krynn, the forces of neutrality seek only to maintain the world's diversity and the freedom of choice. While a wholly evil world is clearly unacceptable, the Red Robes point to Istar's final edicts as a demonstration of the similar dangers of unchecked "good."

Wizards of the Black Robes

Wizards of the Black Robes embrace the cause of evil. They do not, however, hurl random fireballs at peasants' cottages, for such activities would abuse and jeopardize their chief love-magic. Black Robe Wizards may be cruel, but they are selfish and cunning also, avoiding open acts of violence if a more subtle way can be found.

Game Info:

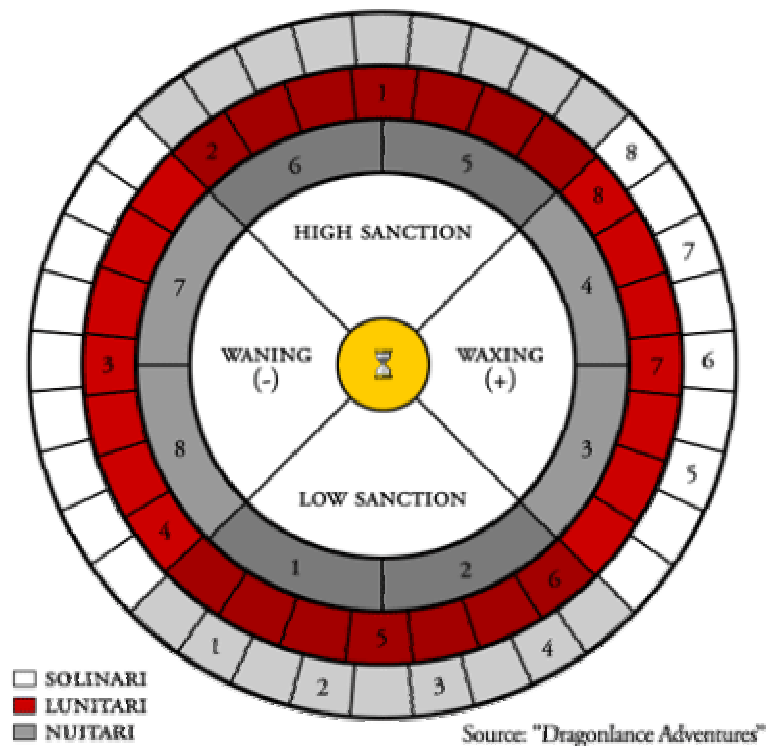
Wizards and Illusionist: All single classed wizards and illusionists may take the Test for High Sorcery after they have reach 3rd level.

Wizard of the White Robes: A Wizard of the White Robes gains a +1 to caster level when Solinari is in High Sanction. But the White Robed Wizard also suffers a -1 to caster level when Solinari is in Low Sanction.

Wizard of the Red Robes: A Wizard of the Red Robes gains a +1 to caster level when Lunitari is in High Sanction. But the Red Robed Wizard also suffers a -1 to caster level when Lunitari is in Low Sanction.

Wizard of the Black Robes: A Wizard of the Black Robes gains a +1 to caster level when Nuitari is in High Sanction. But the Black Robed Wizard also suffers a -1 to caster level when Nunitari is in Low Sanction.

MOONS OF KRYNN: ANSALONIAN MOON TRACKING CHART



References

The main resources for this adaptation where the Tales of the Lance box set, DragonLance Adventures, the original DragonLance modules 1-16, the Player's Guide to the DragonLance Campaign and Castles & Crusades Player's Handbook. Other sources of valuable information came from discussions at the DragonLance Nexus forums, Dragonsfoot forums, and the Keepers Den forums.

Thanks to all those who have contributed in one way or another.

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