

DRAGONLANCE: SEEDS OF CHAOS

DUNGEONS & DRAGONS 5TH EDITION CONVERSION BY KENTTI

INTRODUCTION

You can find this chapter on page 2 of the *Seeds of Chaos Adventure* by TSR, Inc.

CLERICAL TROUBLES

See page 3 for the following information. When a cleric, druid, or paladin tries to cast a spell, make an ability check using your spellcasting ability. The DC equals 10 + the spell's level. On a success, the spell is cast normally. On a failure, the spell fails but the spell slot is not lost.

PREGENERATED PLAYER CHARACTERS

These are the conversions of the pregenerated player characters.

DEFENDERS OF PALANTHAS

The defenders of Palanthas can be found on pages 6-9.

SIR BRADWICK THANEDON, KNIGHT OF THE ROSE

Lawful Good Male Human, Paladin 9 of Kiri-Jolith

Sir Bradwick is the youngest heir of a proud knightly family, an elder clan among the dark-skinned people of Ergoth. His father died during the War of the Lance and both his brothers were lost, presumably killed, during the summer's campaign in Ansalon. He determined to join the garrison of the High Clerist's Tower, but his ship arrived in Palanthas on the same day as word came that the tower had fallen to the Dark Knights.

Bradwick is 5'11" tall, weighs 200 lb, and he resides in Northern Ergoth. He has access to a dragonlance.

Hit Dice 9d10

Hit Points 85

Armor Class 18 (+2 chain mail)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	16 (+3)	14 (+2)	14 (+2)	16 (+3)

Background Noble

Proficiency Bonus +4

Saving Throws Wis +6, Cha +7

Skills Animal Handling +6, Athletics +8, History +6, Persuasion +7

Armor All armor, shields

Weapons Simple weapons, martial weapons

Tools Khas set

Senses passive Perception 12

Languages Common, Ergot, Solamnic

ATTACK ROUTINE

+1 Greatsword (Action). *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 2d6 + 5 slashing damage.

+1 Greatsword (Extra Attack). *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 2d6 + 5 slashing damage.

OR

Dagger (Action). *Melee or Ranged Weapon Attack:* +8 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 1d4 + 4 piercing damage.

Dagger (Extra Attack). *Melee or Ranged Weapon Attack:* +8 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 1d4 + 4 piercing damage.

OR

Heavy Crossbow (Action). *Ranged Weapon Attack:* +5 to hit, range 100/400 ft., one target. *Hit:* 1d10 + 1 piercing damage.

CLASS FEATURES

Aura of Protection. Whenever you or a friendly creature within 10 feet of you must make a saving throw, the creature gains a +2 bonus to the saving throw. You must be conscious to grant this bonus.

Divine Smite. When you hit a creature with a melee weapon attack, you can expend one paladin spell slot to deal an extra 2d8 radiant damage to the target (3d8 radiant damage if it is an undead or a fiend), plus 1d8 for each spell level higher than first, to a maximum of 5d8.

Divine Health. You are immune to disease.

Divine Sense (3; Recharges after a Long Rest). As an action, you can open your awareness to sense strong evil and powerful good. Until the end of your next turn, you know the location of any celestial, fiend, or undead within 60 feet of you that is not behind total cover. You know the type of any being whose presence you sense, but not its identity. Within the same radius, you also detect the presence of any place or object that has been consecrated or desecrated, as with the hallow spell.

Lay on Hands (Recharges After a Long Rest). You have a pool of healing power, with which you can restore up to 45 hit points.

As an action, you can touch a creature and draw power from the pool to restore a number of hit points to that creature, up to the maximum amount remaining in your pool.

Alternatively, you can expend 5 hit points from your pool of healing to cure the target of one disease or neutralize one poison affecting it. You can cure multiple diseases and neutralize multiple poisons with a single use of Lay on Hands, expending hit points separately for each one.

This feature has no effect on undead and constructs.

Extra Attack. You can attack twice instead of once whenever you take the Attack action on your turn.

Fighting Style: Great Weapon Fighting. When you roll a 1 or 2 on a damage die for an attack you make with a melee weapon that you are wielding with two hands, you can reroll the die and must use the new roll, even if the new roll is a 1 or a 2. The weapon must have the two-handed or versatile property for you to gain this benefit.

Spellcasting. Charisma is your spellcasting ability for your paladin spells. You use your Charisma whenever a spell refers to your spellcasting ability. To cast a spell, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

You prepare the list of paladin spells that are available for you to cast, choosing from the paladin spell list. When you do so, choose 6 spells. The spells must be of a level for which you have spell slots.

Spell save DC: 15

Spell attack modifier: +7

Spell Slots: 1st-level (4), 2nd-level (3), 3rd-level (2)

SACRED OATH: OATH OF THE CROWN

Channel Divinity (Recharges After a Short or Long Rest)

When you use your Channel Divinity, you choose which option to use.

Champion Challenge. You issue a challenge that compels other creatures to do battle with you. Each creature of your choice that you can see within 30 feet of you must make a Wisdom saving throw. On a failed save, a creature can't willingly move more than 30 feet away from you. This effect ends on the creature if you are incapacitated or die or if the creature is moved more than 30 feet away from you.

Turn the Tide. As a bonus action, you can bolster injured creatures with your Channel Divinity. Each creature of your choice that can hear you within 30 feet of you regains hit points equal to 1d6 + 3 if it has no more than half of its hit points.

Oath Spells. You know the following oath spells that are always prepared and don't count against the number of spells you can prepare each day:

1st-level: *command*, *compelled duel*

2nd-level: *warding bond*, *zone of truth*

3rd-level: *aura of vitality*, *spirit guardians*

Divine Allegiance. When a creature within 5 feet of you takes damage, you can use your reaction to magically substitute your own health for that of the target creature, causing that creature not to take the damage. Instead, you take the damage. This damage to you can't be reduced or prevented in any way.

EQUIPMENT

+2 chain mail, +1 greatsword, dagger, heavy crossbow, 20 crossbow bolts, crossbow bolt case, has access to a *lesser footman's dragonlance*.

SIR KELWYN OGREBANE, KNIGHT OF THE CROWN

Lawful Good Male Human, Fighter 9

Not available to join the Knightly army defending the High Clerist's Tower, Sir Kelwyn was in the city, doing something that he has kept secret from everyone else. This action causes him to bear a numbing sense of shame and a determination that he will atone for his mistake and restore his honor. You should use your own discretion to determine the nature of this shame; it should be told to the DM, but the effects on play should then be determined by roleplaying.

Kelwyn is 6'2" tall, weighs 190 pounds, and resides in Palanthas. He has access to a dragonlance.

Hit Dice 9d10

Hit Points 76

Armor Class 19 (chain mail, +1 shield)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	14 (+2)	16 (+3)	10 (+0)	10 (+0)

Background Soldier

Proficiency Bonus +4

Saving Throws Str +7, Con +6

Skills Animal Handling +4, Athletics +7, Intimidation +4, Perception +4, Persuasion +8

Feats Heavy Armor Master, Mounted Combatant

Armor All armor, shields

Weapons Simple weapons, martial weapons

Tools Khas set, vehicles (land)

Senses passive Perception 14

Languages Camptalk, Common, Solamnic

ATTACK ROUTINE

+1 Longsword (Action). *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 1d8 + 6 slashing damage, or 1d10 + 6 slashing damage if used with two hands.

+1 Longsword (Extra Attack). *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 1d8 + 6 slashing damage, or 1d10 + 6 slashing damage if used with two hands.

OR

Dagger (Action). *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 1d4 + 5 piercing damage.

Dagger (Extra Attack). *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 1d4 + 5 piercing damage.

OR

Heavy Crossbow (Action). *Ranged Weapon Attack:* +5 to hit, range 100/400 ft., one target. *Hit:* 1d10 + 1 piercing damage.

CLASS FEATURES

Action Surge (Recharges After a Short or Long Rest). On your turn, you can take one additional action on top of your regular action and a possible bonus action.

Extra Attack. You can attack twice instead of once whenever you take the Attack action on your turn.

Fighting Style: Dueling. When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon.

Indomitable (Recharges After a Long Rest). You can reroll a saving throw that you fail. If you do so, you must use the new roll.

Second Wind (Recharges After a Short or Long Rest). On your turn, you can use a bonus action to regain 1d10 + 9 hit points.

MARTIAL ARCHETYPE: KNIGHT

Rallying Cry. When you use your Second Wind feature, you can choose up to three creatures within 60 feet of you that are allied with you. Each one regains hit points equal to your fighter level, provided that the creature can see or hear you.

Royal Envoy. You gain proficiency in the Persuasion skill. Your proficiency bonus is doubled for any ability check you make that uses Persuasion.

FEATS

Heavy Armor Master. While you are wearing heavy armor, bludgeoning, piercing, and slashing damage that you take from non-magical weapons is reduced by 3.

Mounted Combatant. You have advantage on melee attack rolls against any unmounted creature that is smaller than your mount.

You can force an attack targeted at your mount to target you instead.

If your mount is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, it instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

EQUIPMENT

Chain mail, +1 shield, +1 longsword, dagger, heavy crossbow, 20 crossbow bolts, crossbow bolt case.

CINDRALL WISTAN

Chaotic Good Male Human, Ranger 9

Cindrall is the daughter of a knight captain and the grandniece of the commander of the knights during the War of the Lance. Her father, determined that his daughter would not experience the horrors of war, trained her well. Even at the tender age of 18, Cindrall chafes against the restrictions her father placed on her life to shelter her from most worldly experiences. He fought at the tower during the Blue Lady's War and was presumably killed; Cindrall is ready to do some fighting of her own.

Cindrall is 5'2" tall, weighs 130 lb, and resides in Palanthis.

Hit Dice 9d10

Hit Points 76

Armor Class 19 (+1 chain mail, shield)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	17 (+3)	14 (+2)	10 (+0)	16 (+3)	15 (+2)

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PLAYER CHARACTERS

Background Knight of the Order

Proficiency Bonus +4

Saving Throws Str +6, Dex +7

Skills Animal Handling +7, Nature +4, Persuasion +6, Stealth +7, Survival +7

Feats Heavily Armored

Armor All armor, shields

Weapons Simple weapons, martial weapons

Tools Khas set

Senses passive Perception 13

Languages Common, Draconic, Nordmaarian, Solamnic

ATTACK ROUTINE

+2 Shortsword (Action). *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 1d6 + 5 piercing damage.

+2 Shortsword (Extra Attack). *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 1d6 + 5 piercing damage.

OR

Dagger (Action). *Melee or Ranged Weapon Attack:* +8 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 1d4 + 3 piercing damage.

Dagger (Extra Attack). *Melee or Ranged Weapon Attack:* +8 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 1d4 + 3 piercing damage.

OR

+2 Shortsword (Action). *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 1d6 + 5 piercing damage.

Dagger (Bonus Action). *Melee or Ranged Weapon Attack:* +8 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 1d4 piercing damage.

+2 Shortsword (Extra Attack). *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 1d6 + 5 piercing damage.

OR

Longbow (Action). *Ranged Weapon Attack:* +9 to hit, range 150/600 ft., one target. *Hit:* 1d8 + 3 piercing damage.

Longbow (Extra Attack). *Ranged Weapon Attack:* +9 to hit, range 150/600 ft., one target. *Hit:* 1d8 + 3 piercing damage.

CLASS FEATURES

Extra Attack. You can attack twice instead of once whenever you take the Attack action on your turn.

Favored Enemy. You have significant experience studying, tracking, hunting, and even talking to beasts and dragons. You have advantage on Wisdom (Survival) checks to track beasts and dragons, as well as on Intelligence checks to recall information about them.

Fighting Style: Archery. You gain a +2 bonus to attack rolls you make with ranged weapons.

Land's Stride. Moving through nonmagical difficult terrain costs you no extra movement. You can also pass through nonmagical plants without being slowed by them and without taking damage from them if they have thorns, spines, or a similar hazard.

In addition, you have advantage on saving throws against plants that are magically created or manipulated to impede movement, such those created by the *entangle* spell.

Natural Explorer. You are particularly at home in coast and forest terrain. When you make an Intelligence or Wisdom check related to coast or forest terrain, your proficiency bonus is doubled if you are using a skill that you're proficient in.

While traveling for an hour or more in coast or forest terrain, you gain the following benefits:

- Difficult terrain doesn't slow your group's speed.
- Your group can't become lost except by magical means.
- Even when you are engaged in another activity while traveling, you remain alert to danger.
- If you are traveling alone, you can move stealthily at a normal pace.
- When you forage, you find twice as much food as you normally would.
- While tracking other creatures, you also learn their exact number, their sizes, and how long ago they passed through the area.

Primeval Awareness. You can use your action and expend one ranger spell slot to focus your awareness on the region around you. For 1 minute per level of the spell slot you expend, you can sense whether the following types of creatures are present within 1 mile of you (or within 6 miles of you if you are in coast, or forest terrain): aberrations, celestials, dragons, elementals, fey, fiends, and undead. This feature doesn't reveal the creatures' location or number.

Spellcasting. You have the ability to cast spells. Wisdom is your spellcasting ability for your ranger spells. You use your Wisdom whenever a spell refers to your spellcasting ability. To cast a spell, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

Spell Save DC: 15

Spell Attack Modifier: +7

Spell Slots: 1st-level (4), 2nd-level (3), 3rd-level (2)

Spells Known: *conjure barrage, darkvision, fog cloud, hunter's mark, nondetection, pass without trace*

RANGER ARCHETYPE: HUNTER

Defensive Tactics: Steel Will You have advantage on saving throws against being frightened.

Hunter's Prey: Colossus Slayer. Your tenacity can wear down the most potent foes. When you hit a creature with a weapon attack, the creature takes extra 1d8 damage if it's below its hit point maximum. You can deal this extra damage only once per turn.

FEATS

Heavily Armored. You gain proficiency with heavy armor.

EQUIPMENT

+1 chain mail, shield, +2 shortsword, dagger, longbow, 20 arrows, quiver.

HERALDRI ROSEMASTER

Chaotic Neutral Female Human, Fighter 9

Heraldri is a childhood friend of Cindrall's. She, too, has learned about battle and, with her size and strength, has been a match for most young men (who are often intimidated by her). Orphaned in infancy, she was raised under the care of the Temple of Paladine's priests. Heraldri now rebels against that orderly life and runs with a wild crowd. She knows that her father concealed a dragonlance beneath the tile floor of the family's mansion on Palanthas's Nobles Hill.

Heraldri is 5'9" tall, weighs 160 lb, and resides in Palanthas.

Hit Dice 9d10

Hit Points 76

Armor Class 21 (plate, +1 shield)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	14 (+2)	14 (+2)	10 (+0)	12 (+1)

Background Acolyte

Proficiency Bonus +4

Saving Throws Str +8, Con +6

Skills Animal Handling +5, Athletics +9, Insight +4, Religion +6

Feats Savage Attacker, Sentinel

Armor All armor, shields

Weapons Simple weapons, martial weapons

Tools None

Senses passive Perception 10

Languages Camp talk, Common, Nordmaarian, Solamnic

ATTACK ROUTINE

+1 Longsword (Action). *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 1d8 + 7 slashing damage, or 1d10 + 7 slashing damage if used with two hands.

+1 Longsword (Extra Attack). *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 1d8 + 7 slashing damage, or 1d10 + 7 slashing damage if used with two hands.

OR

Dagger (Action). *Melee or Ranged Weapon Attack:* +8 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 1d4 + 6 piercing damage.

Dagger (Extra Attack). *Melee or Ranged Weapon Attack:* +8 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 1d4 + 6 piercing damage.

OR

Light Crossbow (Action). *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 1d8 piercing damage.

CLASS FEATURES

Action Surge (Recharges After a Short or Long Rest). On your turn, you can take one additional action on top of your regular action and a possible bonus action.

Extra Attack. You can attack twice instead of once whenever you take the Attack action on your turn.

Fighting Style: Dueling. When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon. (This is factored into the stat block.)

Indomitable (Recharges After a Long Rest). You can reroll a saving throw that you fail. If you do so, you must use the new roll.

Second Wind (Recharges After a Short or Long Rest). On your turn, you can use a bonus action to regain 1d10 + 9 hit points.

MARTIAL ARCHETYPE: CHAMPION

Improved Critical. Your weapon attacks score a critical hit on a roll of 19 or 20.

Remarkable Athlete. You can add +2 to any Strength, Dexterity, or Constitution check you make that doesn't already use your proficiency bonus.

In addition, when you make a running long jump, the distance you can cover increases by 4 feet.

FEATS

Savage Attacker. Once per turn when you roll damage for a melee weapon attack, you can reroll the weapon's damage dice and use either total.

Sentinel. When you hit a creature with an opportunity attack, the creature's speed becomes 0 for the rest of the turn.

Creatures provoke opportunity attacks from you even if they take the Disengage action before leaving your reach.

When a creature within 5 feet of you makes an attack against a target other than you (and that target doesn't have this feat), you can use your reaction to make a melee weapon attack against the attacking creature.

EQUIPMENT

Plate mail, +1 shield, longsword, dagger, light crossbow, 20 crossbow bolts, crossbow bolt case.

BASALT FIREFORGE

Lawful Good Male Hill Dwarf, Fighter 9

Nephew of the famed Hero of the Lance Flint Fireforge, Basalt strives to live up to the standard of courage set by his uncle. He is torn by loneliness for his beloved wife, Hildy, who maintains the family inn back in the hill dwarf country north of Thorbardin, but he feels his place is where the battle rages.

Basalt is 4'1" tall, weighs 200 lb, and resides in Hillhome.

Hit Dice 9d10

Hit Points 103

Armor Class 21 (plate, +1 shield)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	19 (+4)	11 (+0)	14 (+2)	11 (+0)

Background Folk Hero

Proficiency Bonus +4

Saving Throws Str +8, Con +8

Skills Animal Handling +6, Athletics +8, Insight +6, Survival +6

Armor All armor, shields

Weapons Simple weapons, martial weapons

Tools Brewer's supplies, vehicles (land)

Senses darkvision 60 ft., passive Perception 12

Languages Abanasinian, Common, Dwarvish

ATTACKS

+1 Battleaxe (Action). *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 1d8 + 7 slashing damage, or 1d10 + 7 slashing damage if used with two hands.

+1 Battleaxe (Extra Attack). *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 1d8 + 7 slashing damage, or 1d10 + 7 slashing damage if used with two hands.

OR

Dagger (Action). *Melee or Ranged Weapon Attack:* +8 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 1d4 + 6 piercing damage.

Dagger (Extra Attack). *Melee or Ranged Weapon Attack:* +8 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 1d4 + 6 piercing damage.

OR

Light Crossbow (Action). *Ranged Weapon Attack:* +6 to hit, range 80/320 ft., one target. *Hit:* 1d8 + 2 piercing damage.

RACIAL TRAITS

Darkvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light.

Dwarven Resilience. You have advantage on saving throws against poison, and you have resistance against poison damage.

Dwarven Toughness. Your hit point maximum increases by 1, and it increases by 1 every time you gain a level.

Stonecunning. Whenever you make an Intelligence (History) check related to the origin of stonework, you are considered proficient in the History skill and add double your proficiency bonus to the check, instead of your normal proficiency bonus.

CLASS FEATURES

Action Surge (Recharges After a Short or Long Rest). On your turn, you can take one additional action on top of your regular action and a possible bonus action.

Extra Attack. You can attack twice instead of once whenever you take the Attack action on your turn.

Fighting Style: Dueling. When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon. (This is factored into the stat block.)

Indomitable (Recharges After a Long Rest). You can reroll a saving throw that you fail. If you do so, you must use the new roll.

Second Wind (Recharges After a Short or Long Rest). On your turn, you can use a bonus action to regain 1d10 + 9 hit points. Once you use this feature, you must finish a short or long rest before you can use it again.

MARTIAL ARCHETYPE: CHAMPION

Improved Critical. Your weapon attacks score a critical hit on a roll of 19 or 20.

Remarkable Athlete. You can add +2 to any Strength, Dexterity, or Constitution check you make that doesn't already use your proficiency bonus.

In addition, when you make a running long jump, the distance you can cover increases by 4 feet.

EQUIPMENT

Plate mail, +1 shield, +1 battleaxe, dagger, light crossbow, 20 crossbow bolts, crossbow bolt case.

DIRKAL KNIFECUTTER

Chaotic Neutral Male Human, Rogue 9

Dirkal is a quick (and quick-witted) young member of the Thieves' Guild. Exceptionally stealthy and intelligent, he has worked primarily as a spy for the guild, though he also spies on behalf of some of the city's most powerful nobles and elegant ladies. He possesses a knack for disguising his appearance and knowing the right mannerisms to blend into any social setting.

Dirkal is 5'6" tall and, 135 lb, and resides in Palanthas at Thieves' Guildhall.

Hit Dice 9d8

Hit Points 48

Armor Class 16 (leather, ring of protection)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	11 (+0)	15 (+2)	10 (+0)	16 (+3)

Background Charlatan

Proficiency Bonus +4

Saving Throws Dex +9, Int +7

Skills Deception +7, Insight +8•, Perception +8•, Persuasion +11•, Sleight of Hand +8, Stealth +12•

Feats Mobile

Armor Light armor

Weapons Simple weapons, hand crossbows, longswords, rapiers, shortswords

Tools Disguise kit, forgery kit, khas set, playing card set, thieves' tools

Senses passive Perception 16

Languages Common, Ergot, Kalinese, Nerakese, Solamnic, Thieves' cant

ATTACK ROUTINE

+1 Shortsword (Action). *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 1d6 + 5 piercing damage.

OR

Dagger (Action). *Melee or Ranged Weapon Attack:* +8 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 1d4 + 4 piercing damage.

OR

+1 Shortsword (Action). *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 1d6 + 5 piercing damage.

Dagger (Bonus Action). *Melee or Ranged Weapon Attack:* +8 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 1d4 piercing damage.

OR

Hand Crossbow (Action). *Ranged Weapon Attack:* +8 to hit, range 30/120 ft., one target. *Hit:* 1d6 + 4 piercing damage.

CLASS FEATURES

Cunning Action. You can take a bonus action on each of your turns in combat. This action can be used only to take the Dash, Disengage, Hide action.

Evasion. When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

Expertise. Your proficiency bonus is doubled for Insight, Perception, Persuasion, and Stealth skill checks.

Sneak Attack. Once per turn, you can deal an extra 5d6 damage to one creature you hit with an attack if you have advantage on the attack roll. The attack must use a finesse or a ranged weapon.

You don't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and you don't have disadvantage on the attack roll.

Thieves' Cant. A secret mix of dialect, jargon, and code allows Artemis to hide messages in seemingly normal conversation. Only another creature that knows thieves' cant understands such messages. It takes four times longer to convey such a message than it does to speak the same idea plainly.

In addition, Artemis understands a set of secret signs and symbols used to convey short, simple messages, such as whether an area is dangerous or the territory of a thieves' guild, whether loot is nearby, or whether the people in an area are easy marks or will provide a safe house for thieves on the run.

Uncanny Dodge. When an attacker that you can see hits you with an attack, you can use your reaction to halve the attack's damage against you.

ROGUEISH ARCHETYPE: MASTERMIND

Insightful Manipulator. If you spend at least 1 minute observing or interacting with another creature outside combat, you can learn certain information about its capabilities compared to your own. The DM tells you if the creature is your equal, superior, or inferior in regard to two of the following characteristics of your choice:

- Intelligence score
- Wisdom score

- Charisma score
- Class levels (if any)

At the DM's option, you might also realize you know a piece of the creature's history or one of its personality traits, if it has any.

Master of Intrigue. You can unerringly mimic the speech patterns and accent of a creature that you hear speak for at least 1 minute, allowing you to pass yourself off as a native speaker of a particular land, provided that you know the language.

Master of Tactics. You can use the Help action as a bonus action. Additionally, when you use the Help action to aid an ally in attacking a creature, the target of that attack can be within 30 feet of you, rather than 5 feet of you, if the target can see or hear you.

FEATS

Mobile. Your speed increases by 10 feet. When you use the Dash action, difficult terrain doesn't cost you extra movement on that turn. When you make a melee attack against a creature, you don't provoke opportunity attacks from that creature for the rest of the turn, whether you hit or not.

EQUIPMENT

Leather armor, *ring of protection*, +1 *shortsword*, dagger, hand crossbow, 20 crossbow bolts, crossbow bolt case.

WHISPER SHADOWFRIEND

Chaotic Neutral Female Kender, Rogue 9

Whisper hails from Hylo originally. Strongly seized by kender wanderlust, for the last ten years she has traveled from port to port in Northern Ansalon, never paying for her passage and somehow avoiding getting hanged as a stowaway. She decided that Palanthis is her favorite place and has formed attachments to several humans here. Well known and highly thought of at the city's Thieves' Guild, she recently became intrigued by a traveling hill dwarf, Basalt Fireforge.

Whisper is 3'9" tall, weighs 95 lb, and resides in Palanthis, Ergoth and Hylo.

Hit Dice 9d8

Hit Points 57

Armor Class 17 (+1 *leather*)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	20 (+5)	12 (+1)	14 (+2)	12 (+1)	13 (+1)

Background Urchin

Proficiency Bonus +4

Saving Throws Dex +9, Int +6

Skills Acrobatics +9, Athletics +4, Insight +5, Perception +9, Persuasion +5, Sleight of Hand +13, Stealth +13

Armor Light armor

Weapons Simple weapons, hand crossbows, longswords, rapiers, shortswords

Tools Disguise set, thieves' tools

Senses Passive Perception 19

Languages Common, Kenderspeak, Solamnic, Thieves' cant

INTRODUCTION | PREGENERATED
PLAYER CHARACTERS

ATTACK ROUTINE

+1 Shortsword. (Action). *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 1d6 + 6 piercing damage.

OR

Dagger (Action). *Melee or Ranged Weapon Attack:* +9 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 1d4 + 5 piercing damage.

OR

+1 Shortsword. (Action). *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 1d6 + 6 piercing damage.

Dagger (Bonus Action). *Melee or Ranged Weapon Attack:* +9 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 1d4 piercing damage.

OR

Hand Crossbow (Action). *Ranged Weapon Attack:* +9 to hit, range 30/120 ft., one target. *Hit:* 1d6 + 5 piercing damage.

RACIAL TRAITS

Fearless. You cannot be frightened.

Kender Nimbleness. You can move through the space of any creature that is of a size larger than yours.

Kender Pockets. Kender constantly pick things up and pocket them, and then often forget about them. If you find yourself in need of a piece of nonmagical equipment, there is a 25 percent chance you have it. Roll a d4. If you roll a 4, you find the item in your pocket, pack, or pouch. If you roll anything else, you don't have such an item on you, and you can't search again for the same item until you've spent at least one day in a town or city. Rummaging through your pouches, pack, and pockets in this way takes 1 minute.

Taunt. You have an uncanny insight into the motivations and characteristics of other races, and you can use this insight to infuriate them. As an action you can unleash a verbal barrage of sarcasm, insults, and crude comments against a creature. Make a Charisma (Performance) check contested by the target's Wisdom (Insight) check. You fail the contest if the target can't understand you.

If you win the contest, the target must use its next action to attack only you. If you are out of range, it must Move towards you or, if not reaching you, Dash toward you. The target attacks you with disadvantage during this action.

If the target wins the contest, it is immune to your Taunt for 24 hours.

CLASS FEATURES

Cunning Action. You can take a bonus action on each of your turns in combat. This action can be used only to take the Dash, Disengage, Hide, Dexterity (Sleight of Hand), or use your thieves' tools to disarm a trap or open a lock, or take the Use an Object action.

Evasion. When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

Expertise. Your proficiency bonus is doubled for Perception, Sleight of Hand, and Stealth skill checks and for thieves' tools checks.

Sneak Attack. Once per turn, you can deal an extra 5d6 damage to one creature you hit with an attack if you have advantage on the attack roll. The attack must use a finesse or a ranged weapon.

You don't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and you don't have disadvantage on the attack roll.

Thieves' Cant. A secret mix of dialect, jargon, and code allows Artemis to hide messages in seemingly normal conversation. Only another creature that knows thieves' cant understands such messages. It takes four times longer to convey such a message than it does to speak the same idea plainly.

In addition, Artemis understands a set of secret signs and symbols used to convey short, simple messages, such as whether an area is dangerous or the territory of a thieves' guild, whether loot is nearby, or whether the people in an area are easy marks or will provide a safe house for thieves on the run.

Uncanny Dodge. When an attacker that you can see hits you with an attack, you can use your reaction to halve the attack's damage against you.

ROGUISH ARCHETYPE: THIEF

Second-Story Work. You gain the ability to climb faster than normal; climbing no longer costs you extra movement. In addition, when you make a running jump, the distance you cover increases by a number of feet equal to your Dexterity modifier.

Supreme Sneak. You have advantage on a Dexterity (Stealth) check if you move no more than half your speed on the same turn.

EQUIPMENT

+1 leather armor, +1 shortsword, dagger, hand crossbow, 20 crossbow bolts, crossbow bolt case.

TERRENCE KANEGROWER

Lawful Good Male Human, Cleric 9 of Paladine

A clan of farmers in a fertile valley of Caergoth raised Kanegrower. From an early age he displayed acuity for nature and philosophy, and it was only natural that he should come to Palanthas for schooling in the temple. Applying himself studiously, he mastered many spells in the name of Paladine. However, he rarely ventures beyond the walls of his temple, and he is naive and timid as regards the "real world."

Terrence is 6'2" tall, weighs 170 pounds, and resides in Palanthas at the Temple of Paladine.

Hit Dice 9d8

Hit Points 67

Armor Class 20 (plate, shield)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	16 (+3)	10 (+0)	18 (+4)	14 (+2)

Background Acolyte

Proficiency Bonus +4

Saving Throws Wis +8, Cha +6

Skills History +4, Insight +8, Medicine +8, Religion +4

Armor All armor, shields

Weapons Simple weapons, martial weapons

Tools None

Senses passive Perception 14

Languages Abanasinian, Common, Elvish, Ergot, Solamnic

ATTACK ROUTINE

+1 Warhammer (Action). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 1d8 + 1 bludgeoning damage, or 1d10 + 1 bludgeoning damage if used with two hands.

OR

Dagger (Action). *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60, one target. *Hit:* 1d4 + 1 piercing damage.

OR

Light Crossbow (Action). *Ranged Weapon Attack:* +5 to hit, range 80/320 ft., one target. *Hit:* 1d8 + 1 piercing damage.

CLASS FEATURES

Channel Divinity (2; Recharges After a Short or Long Rest). You can channel divine energy to create one of the following effects.

Guided Strike. When you make an attack roll, you can use your Channel Divinity to gain a +10 bonus to the roll. You make this choice after you see this roll, but before the DM says whether the attack hits or misses.

Turn Undead. As an action, you present your holy symbol and speak a prayer censuring the undead. Each undead that can see or hear you within 30 feet of you must succeed on a DC 16 Wisdom saving throw or become turned for 1 minute or until it takes any damage. If the creature has a challenge rating of 1 or lower, it is destroyed instead.

A turned creature must spend its turns trying to move as far away from you as it can, and it can't willingly move to a space within 30 feet of you. It also can't take reactions. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving. If there's nowhere to move, the creature can use the Dodge action.

War God's Blessing. When a creature 30 feet of you makes an attack roll, you can use your reaction to grant that creature a +10 bonus to the roll, using your Channel Divinity. You make this choice after you see the roll, but before the DM says whether the attack hits or misses.

Spellcasting. You have the ability to cast spells. Wisdom is your spellcasting ability for your cleric spells. You use your Wisdom whenever a spell refers to your spellcasting ability.

You prepare the list of cleric spells that are available for you to cast. To do so, choose 13 spells. The spells must be of a level for which you have spell slots.

To cast a spell, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

You can use a holy symbol as a spellcasting focus for your cleric spells. You can cast any cleric spell as a ritual if that spell has the ritual tag.

Spell Save DC: 16

Spell Attack Modifier: +8

Spell Slots: 1st-level (4), 2nd-level (3), 3rd-level (3), 4th-level (3), 5th-level (1)

Cantrips (at will): *guidance, light, mending, sacred flame*

DIVINE DOMAIN: WAR

Divine Strike. Once on each of your turns when you hit a creature with a weapon attack, you can cause the attack to deal an extra 1d8 damage of the same type dealt by the weapon to the target.

Domain Spells. You know the following domain spells that are always prepared and don't count against the number of spells you can prepare each day:

1st-level: *divine favor, shield of faith*

2nd-level: *magic weapon, spiritual weapon*

3rd-level: *crusader's mantle, spirit guardians*

4th-level: *freedom of movement, stoneskin*

5th-level: *flame strike, hold monster*

War Priest. When you use the Attack action, you can make one weapon attack as a bonus action. You can use this feature four times. You regain all expended uses when you finish a long rest.

EQUIPMENT

Plate mail, shield, +1 warhammer, dagger, light crossbow, 20 crossbow bolts, crossbow bolt case.

DATHAS WINDKNOWER, RED-ROBED MAGE

Neutral Male Human, Wizard 9

Dathas considered herself aloof from the war for Ansalon, even scorning the efforts of the Conclave to try to organize resistance. However, she now sees that even the tower of sorcery might not be safe from the onslaught of Ariakan's army, and she belatedly accepts the necessity of resistance.

Dathas is 5'1" tall, weighs 110 pounds, and resides in Palanthas at the Tower of High Sorcery.

Hit Dice 9d6

Hit Points 38

Armor Class 14 (*bracers of defense*)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	10 (+0)	20 (+5)	13 (+1)	8 (-1)

Background Sage

Proficiency Bonus +4

Saving Throws Int +9, Wis +5

Skills Arcana +9, History +9, Insight +5, Investigation +9

Feats Spell Sniper

Armor None

Weapons Daggers, darts, slings, quarterstaves, light crossbows

Tools None

Senses passive Perception 11

Languages Common, Draconic, Magius, Nerakese, Solamnic

ATTACK ROUTINE

Steelfriend (Action). *Melee or Ranged Weapon Attack:* +9 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 1d4 + 5 piercing damage.

CLASS FEATURES

Arcane Recovery. Once per day when you finish a short rest, you can choose expended spell slots to recover. The spell slots can have a combined level equal to or less than 5.

Moon Magic. The waxing and waning of Lunitari has an effect upon your magic. When Lunitari is at High Sanction, you gain advantage on attack rolls with spells and gain a +1 bonus to your spell save DCs. When a moon is at Low Sanction, you have disadvantage on attack rolls with spells, and a -1 penalty to your spell save DCs. During the waxing and waning periods around the quarter moons, you cast your spells normally.

When the moons align, it has several effects. When two moons align, you gain a +1 bonus to your spell save DCs. When all three moons align, you gain a +2 bonus to your spell save DCs. This bonus is cumulative with High and Low Sanction bonuses or penalties.

Spellcasting. You have the ability to cast spells. Intelligence is your spellcasting ability for your wizard spells. You use your Intelligence whenever a spell refers to your spellcasting ability.

You prepare the list of wizard spells that are available for you to cast. To do so, choose 14 spells. The spells must be of a level for which you have spell slots.

To cast a spell, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

You can use an arcane focus as a spellcasting focus for your wizard spells. You can cast any wizard spell in your spellbook as a ritual if that spell has the ritual tag.

Spell Save DC: 17

Spell Attack Modifier: +9

Spell Slots: 1st-level (4), 2nd-level (3), 3rd-level (3), 4th-level (3), 5th-level (1)

Cantrips (at will): *fire bolt, light, mage hand, prestidigitation*

ARCANE TRADITION: SCHOOL OF CONJURATION

Benign Transportation. You can use your action to teleport up to 30 feet to an unoccupied space that you can see. Alternatively, you can choose a space within range that is occupied by a Small or Medium creature. If that creature is willing, you both teleport, swapping places.

Once you use this feature, you can't use it again until you finish a long rest or you cast a conjuration spell of 1st level or higher.

Conjuration Savant. The gold and time you must spend to copy a conjuration spell into your spellbook is halved.

Minor Conjuration. You can use your action to conjure up an inanimate object in your hand or on the ground in an unoccupied space that you can see within 10 feet of you. This object can be no larger than 3 feet on a side and weigh no more than 10 pounds, and its form must be that of a nonmagical object that you have seen. The object is visibly magical, radiating dim light out to 5 feet.

The object disappears after 1 hour, when you use this feature again, or if it takes any damage.

SPELLS IN SPELLBOOK

1st-level spells: *charm person, detect magic, identify, mage armor, magic missile, shield, sleep, unseen servant*

2nd-level spells: *continual flame, detect thoughts, hold person, mirror image*

3rd-level spells: *dispel magic, fireball, lightning bolt, tongues*

4th-level spells: *dimension door, greater invisibility, ice storm, polymorph*

5th-level spells: *conjure elemental, telekinesis*

FEATS

Spell Sniper. When you cast a spell that requires you to make an attack roll, the spell's range is doubled.

Your ranged spell attacks ignore half cover and three-quarters cover.

EQUIPMENT

Bracers of defense, Steelfriend (+3 dagger), spellbook.

KNIGHTS OF TAKHISIS AND ALLIEN CHARACTERS

The Knights of Takhisis and allied characters can be found on pages 9-11.

SIR FARALL SKYCUTTER, KNIGHT OF THE LILY, WARDER OF THE LILY

Lawful Evil Male Human, Fighter 9

Farall is a dedicated dragonrider whose patron is Ariakan himself. The lord brought Farrall as a youth out of the slums of Flotsam, and the young warrior rewards his mentor with loyalty, ingenuity, and courage. Bearing a *+1 lance*, he rides the mighty blue dragon Kerrilastian.

Farall is 6' tall, weighs 200 lb, and resides in Storm's Keep.

Hit Dice 9d10

Hit Points 76

Armor Class 19 (+1 plate)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	14 (+2)	11 (+0)	13 (+1)	8 (-1)

Background Urchin

Proficiency Bonus +4

Saving Throws Str +9, Con +6

Skills Animal Handling +5, Athletics +9, Insight +5, Sleight of Hand +5, Stealth +5

Feats Great Weapon Master, Heavy Armor Master, Mounted Combatant

Armor All armor, shields

Weapons Simple weapons, martial weapons

Tools Disguise kit, thieves' tools

Senses passive Perception 11

Languages Common, Nerakese

ATTACK ROUTINE

+1 Greatsword (Action). *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 2d6 + 6 slashing damage.

+1 Greatsword (Extra Attack). *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 2d6 + 6 slashing damage.

OR

+1 Lance (Action). *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 1d12 + 6 piercing damage.

+1 Lance (Extra Attack). *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 1d12 + 6 piercing damage.

OR

Dagger (Action). *Melee or Ranged Weapon Attack:* +9 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 1d4 + 5 piercing damage.

Dagger (Extra Attack). *Melee or Ranged Weapon Attack:* +9 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 1d4 + 5 piercing damage.

OR

Longbow (Action). *Ranged Weapon Attack:* +5 to hit, range 150/600 ft., one target. *Hit:* 1d8 + 1 piercing damage.

Longbow (Extra Attack). *Ranged Weapon Attack:* +5 to hit, range 150/600 ft., one target. *Hit:* 1d8 + 1 piercing damage.

CLASS FEATURES

Action Surge (Recharges After a Short or Long Rest). On your turn, you can take one additional action on top of your regular action and a possible bonus action.

Extra Attack. You can attack twice instead of once whenever you take the Attack action on your turn.

Fighting Style: Great Weapon Fighting. When you roll a 1 or 2 on a damage die for an attack you make with a melee weapon that you are wielding with two hands, you can reroll the die and must use the new roll, even if the new roll is a 1 or a 2. The weapon must have the two-handed or versatile property for you to gain this benefit.

Indomitable (Recharges After a Long Rest). You can reroll a saving throw that you fail. If you do so, you must use the new roll, and you can't use this feature again until you finish a long rest.

Second Wind (Recharges After a Short or Long Rest). On your turn, you can use a bonus action to regain 1d10 + 9 hit points. Once you use this feature, you must finish a short or long rest before you can use it again.

MARTIAL ARCHETYPE: CAVALIER

Bonus Proficiency. You gain proficiency in Animal Handling skill.

Born to the Saddle. You have advantage on saving throws made to avoid falling off your mount. If you fall off your mount and descend no more than 10 feet, you can land on your feet if you're not incapacitated.

Finally, mounting or dismounting a creature costs you only 5 feet of movement, rather than half your speed.

Unwavering Mark. When you hit a creature with a melee weapon attack, you can mark the creature until the end of your next turn. This effect ends early if you are incapacitated or you die, or if someone else marks the creature.

While it is within 5 feet of you, a creature marked by you has disadvantage on any attack roll that doesn't target you.

In addition, if a creature marked by you deals damage to anyone other than you, you can make a special melee weapon attack against the marked creature as a bonus action on your next turn. You have advantage on the attack roll, and if it hits, the attack's weapon deals 5 extra damage to the target.

Regardless of the number of creatures you mark, you can make this special attack 5 times, and you regain all expended uses of it when you finish a long rest.

Warding Maneuver (2; Recharges After a Long Rest). If you or a creature you can see within 5 feet of you is hit by an attack, you can roll 1d8 as a reaction if you're wielding a melee weapon or a shield. Roll the die, and add the number rolled to the target's AC against that attack. If the attack still hits, the target has resistance against the attack's damage.

FEATS

Great Weapon Master. On your turn, when you score a critical hit with a melee weapon or reduce a creature to 0 hit points with one, you can make one melee weapon attack as a bonus action.

Before you make a melee attack with a heavy weapon that you are proficient with, you can choose to take a -5 penalty to the attack roll. If the attack hits, you add +10 to the attack's damage.

Heavy Armor Master. While you are wearing heavy armor, bludgeoning, piercing, and slashing damage that you take from non-magical weapons is reduced by 3.

Mounted Combatant. You have advantage on melee attack rolls against any unmounted creature that is smaller than your mount.

You can force an attack targeted at your mount to target you instead.

If your mount is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, it instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

EQUIPMENT

+1 plate mail, shield (used while riding), +1 greatsword, +1 lance, dagger, longbow, 20 arrows, quiver.

SIR JEROD ARGENTBANE, KNIGHT OF THE LILY, GUARDIAN OF THE LILY

Lawful Evil Male Human, Fighter 9

Sir Jerod entered the ranks of the Knights by serving as page to one of Ariakan's right-hand men. With the death of his sponsor in the early part of the summer's campaign, Sir Jerod devotes himself to vengeance with a single-minded determination that earns the admiration of Lord Ariakan himself. Famed for the deadly accuracy of his longbow, Sir Jerod has learned to shoot from dragonback with perfect accuracy. His favorite mount is the blue dragon Krackellix.

Jerod is 5'9" tall, weighs 180 pounds, and resides in Storm's Keep.

Hit Dice 9d10

Hit Points 68

Armor Class 20 (+2 chain mail, shield)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	18 (+4)	12 (+1)	10 (+0)	14 (+2)	13 (+1)

Background Soldier

Proficiency Bonus +4

Saving Throws Str +7, Con +5

Skills Animal Handling +6, Athletics +7, Intimidation +5, Perception +6, Persuasion +5

Feats Mounted Combatant, Sharpshooter

Armor All armor, shields

Weapons Simple weapons, martial weapons

Tools Playing card set, vehicles (land)

Senses passive Perception 16

Languages Camptalk, Common, Nerakese

ATTACK ROUTINE

Longsword (Action). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 1d8 + 3 slashing damage.

Longsword (Extra Attack). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 1d8 + 3 slashing damage.

OR

Dagger (Action). *Melee or Ranged Weapon Attack:* +8 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 1d4 + 4 piercing damage.

Dagger (Extra Attack). *Melee or Ranged Weapon Attack:* +8 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 1d4 + 4 piercing damage.

OR

Longbow (Action). *Ranged Weapon Attack:* +10 to hit, range 150/600 ft., one target. *Hit:* 1d8 + 4 piercing damage.

Longbow (Extra Attack). *Ranged Weapon Attack:* +10 to hit, range 150/600 ft., one target. *Hit:* 1d8 + 4 piercing damage.

CLASS FEATURES

Action Surge (Recharges After a Short or Long Rest). On your turn, you can take one additional action on top of your regular action and a possible bonus action.

Extra Attack. You can attack twice instead of once whenever you take the Attack action on your turn.

Fighting Style: Archery. You gain a +2 bonus to attack rolls you make with ranged weapons.

Indomitable (Recharges After a Long Rest). You can reroll a saving throw that you fail. If you do so, you must use the new roll.

Second Wind (Recharges After a Short or Long Rest). On your turn, you can use a bonus action to regain 1d10 + 9 hit points.

MARTIAL ARCHETYPE: CAVALIER

Bonus Proficiency. You gain proficiency in Animal Handling skill.

Born to the Saddle. You have advantage on saving throws made to avoid falling off your mount. If you fall off your mount and descend no more than 10 feet, you can land on your feet if you're not incapacitated.

Finally, mounting or dismounting a creature costs you only 5 feet of movement, rather than half your speed.

Unwavering Mark. When you hit a creature with a melee weapon attack, you can mark the creature until the end of your next turn. This effect ends early if you are incapacitated or you die, or if someone else marks the creature.

While it is within 5 feet of you, a creature marked by you has disadvantage on any attack roll that doesn't target you.

In addition, if a creature marked by you deals damage to anyone other than you, you can make a special melee weapon attack against the marked creature as a bonus action on your next turn. You have advantage on the attack roll, and if it hits, the attack's weapon deals 5 extra damage to the target.

Regardless of the number of creatures you mark, you can make this special attack 5 times, and you regain all expended uses of it when you finish a long rest.

Warding Maneuver (Recharges After a Long Rest). If you or a creature you can see within 5 feet of you is hit by an attack, you can roll 1d8 as a reaction if you're wielding a melee weapon or a shield. Roll the die, and add the number rolled to the target's AC against that attack. If the attack still hits, the target has resistance against the attack's damage.

FEATS

Mounted Combatant. You have advantage on melee attack rolls against any unmounted creature that is smaller than your mount.

You can force an attack targeted at your mount to target you instead.

If your mount is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, it instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Sharpshooter. Attacking at long range doesn't impose disadvantage on your ranged weapon attack rolls.

Your ranged weapon attacks ignore half cover and three-quarters cover.

Before you make an attack with a ranged weapon that you are proficient with you can choose to take a -5 penalty to the attack roll. If the attack hits, you add +10 to the attack's damage.

EQUIPMENT

+2 plate mail, shield, longsword, dagger, +1 longbow, 20 arrows, quiver.

LADY CYRINE HARRIAN- CAERGOOTHIA, KNIGHT OF THE LILY, MARSHAL OF THE LILY

Lawful Evil Female Human, Fighter 9

Cyrine, a petite and vivacious young woman with a core of steel, sports a temper she unleashes on those who balk her in the performance of her duties. Rigidly honorable, she wears a chip on her shoulder. Ariakan uses her as a spy and trusts her reports implicitly. She rides the blue dragon Lyssirix.

Cyrine is 5'2" tall, weighs 110 pounds, and resides in Storm's Keep.

Hit Dice 9d10

Hit Points 58

Armor Class 19 (chain mail, shield, *ring of protection*)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	10 (+0)	11 (+0)	15 (+2)	16 (+3)

Background Urchin

Proficiency Bonus +4

Saving Throws Str +7, Con +7

Skills Animal Handling +6, Perception +6, Persuasion +7, Sleight of Hand +8, Stealth +8

Feats Alert, Inspiring Leader, Mounted Combatant

Armor All armor, shields

Weapons Simple weapons, martial weapons

Tools Disguise kit, thieves' tools

Senses passive Perception 16

Languages Common, Nerakese

ATTACK ROUTINE

+2 Longsword (Action). *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 1d8 + 6 slashing damage, or 1d10 + 6 slashing if used with two hands.

+2 Longsword (Extra Attack). *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 1d8 + 6 slashing damage, or 1d10 + 6 slashing if used with two hands.

OR

Dagger (Action). *Melee or Ranged Weapon Attack:* +8 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 1d4 + 6 piercing damage.

Dagger (Extra Attack). *Melee or Ranged Weapon Attack:* +8 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 1d4 + 6 piercing damage.

OR

Longbow (Action). *Ranged Weapon Attack:* +8 to hit, range 150/600 ft., one target. *Hit:* 1d8 + 4 piercing damage.

Longbow (Extra Attack). *Ranged Weapon Attack:* +8 to hit, range 150/600 ft., one target. *Hit:* 1d8 + 4 piercing damage.

CLASS FEATURES

Action Surge (Recharges After a Short or Long Rest). On your turn, you can take one additional action on top of your regular action and a possible bonus action.

Extra Attack. You can attack twice instead of once whenever you take the Attack action on your turn.

Fighting Style: Dueling. When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon. (This is factored into the stat block.)

Indomitable (Recharges After a Long Rest). You can reroll a saving throw that you fail. If you do so, you must use the new roll.

Second Wind (Recharges After a Short or Long Rest). On your turn, you can use a bonus action to regain 1d10 + 10 hit points.

MARTIAL ARCHETYPE: CAVALIER

Bonus Proficiency. You gain proficiency in Animal Handling skill.

Born to the Saddle. You have advantage on saving throws made to avoid falling off your mount. If you fall off your mount and descend no more than 10 feet, you can land on your feet if you're not incapacitated.

Finally, mounting or dismounting a creature costs you only 5 feet of movement, rather than half your speed.

Unwavering Mark. When you hit a creature with a melee weapon attack, you can mark the creature until the end of your next turn. This effect ends early if you are incapacitated or you die, or if someone else marks the creature.

While it is within 5 feet of you, a creature marked by you has disadvantage on any attack roll that doesn't target you.

In addition, if a creature marked by you deals damage to anyone other than you, you can make a special melee weapon attack against the marked creature as a bonus action on your next turn. You have advantage on the attack roll, and if it hits, the attack's weapon deals 5 extra damage to the target.

Regardless of the number of creatures you mark, you can make this special attack 5 times, and you regain all expended uses of it when you finish a long rest.

Warding Maneuver (Recharges After a Long Rest). If you or a creature you can see within 5 feet of you is hit by an attack, you can roll 1d8 as a reaction if you're wielding a melee weapon or a shield. Roll the die, and add the number rolled to the target's AC against that attack. If the attack still hits, the target has resistance against the attack's damage.

FEATS

Alert. You gain a +5 bonus to initiative.

You can't be surprised while you are conscious.

Other creatures don't gain advantage on attack rolls against you as a result of being hidden from you.

Inspiring Leader. You can spend 10 minutes inspiring your companions, shoring up their resolve to fight. When you do so, choose up to six friendly creatures (which can include yourself) within 30 feet of you who can see or hear you and who can understand you. Each creature can gain temporary hit points equal to 13. A creature can't gain temporary hit points from this feat again until it has finished a short or long rest.

Mounted Combatant. You have advantage on melee attack rolls against any unmounted creature that is smaller than your mount.

You can force an attack targeted at your mount to target you instead.

If your mount is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, it instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

EQUIPMENT

Chain mail, shield, *ring of protection*, +2 longsword, dagger, longbow, 20 arrows, quiver.

LADY DAREWIND WAVERUNNER, KNIGHT OF THE LILY, GUARDIAN OF THE LILY, CAPTAIN OF THE WAVECUTTER

Lawful Evil Female Human, Rogue 9

Darewind is a legendary mariner who has captained a number of vessels in Ariakan's fleet. Her current (and favorite) command is the Wavecutter, a small, fast single-masted sloop that leads the Dark Knights into the Bay of Branchala.

Darewind is 5'10" tall, weighs 140 pounds, and resides in Storm's Keep.

Hit Dice 9d8

Hit Points 57

Armor Class 17 (studded leather, *ring of protection*)

Speed 30 ft., swim 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	13 (+1)	14 (+2)	14 (+2)	15 (+2)

Background Sailor

Proficiency Bonus +4

Saving Throws Dex +8, Int +6

Skills Acrobatics +12, Athletics +10, Insight +6, Perception +10, Persuasion +6, Stealth +12

Feats Defensive Duelist, Dual Wielder, Keen Mind

Armor Light armor

Weapons Simple weapons, hand crossbows, longswords, rapiers, shortswords

Tools Navigator's tools, vehicles (water)

Senses passive Perception 20

Languages Common, Nerakese, Thieves' cant

ATTACK ROUTINE

+2 Rapier (Action). *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 1d8 + 6 piercing damage.

Rapier (Bonus Action). *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 1d8 + 4 piercing damage.

OR

Dagger (Action). *Melee or Ranged Weapon Attack:* +8 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 1d4 + 4 piercing damage.

OR

Shortbow (Action). *Ranged Weapon Attack:* +8 to hit, range 80/320 ft., one target. *Hit:* 1d6 + 4 piercing damage.

CLASS FEATURES

Cunning Action. You can take a bonus action on each of your turns in combat. This action can be used only to take the Dash, Disengage, and Hide.

Evasion. When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

Expertise. Your proficiency bonus is doubled for Acrobatics, Athletics, Perception, and Stealth skill checks.

Sneak Attack. Once per turn, you can deal an extra 5d6 damage to one creature you hit with an attack if you have advantage on the attack roll. The attack must use a finesse or a ranged weapon.

You don't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and you don't have disadvantage on the attack roll.

Thieves' Cant. A secret mix of dialect, jargon, and code allows Artemis to hide messages in seemingly normal conversation. Only another creature that knows thieves' cant understands such messages. It takes four times longer to convey such a message than it does to speak the same idea plainly.

In addition, Artemis understands a set of secret signs and symbols used to convey short, simple messages, such as whether an area is dangerous or the territory of a thieves' guild, whether loot is nearby, or whether the people in an area are easy marks or will provide a safe house for thieves on the run.

Uncanny Dodge. When an attacker that you can see hits you with an attack, you can use your reaction to halve the attack's damage against you.

ROGUSH ARCHETYPE: SWASHBUCKLER

Fancy Footwork. You know how to land a strike and then slip away without reprisal. During your turn, if you make a melee attack against a creature, that creature can't make opportunity attacks against you for the rest of your turn.

Panache. Your charm becomes extraordinarily beguiling. As an action, you can make a Charisma (Persuasion) check contested by a creature's Wisdom (Insight) check. The creature must be able to hear you, and the two of you must share a language.

If you succeed on the check and the creature is hostile to you, it has disadvantage on attack rolls against targets other than you and can't make opportunity attacks against targets other than you. This effect lasts for 1 minute, until one of your companions attacks the target or affects it with a spell, or until you and the target are more than 60 feet apart.

If you succeed on the check and the creature isn't hostile to you, it is charmed by you for 1 minute. While charmed, it regards you as a friendly acquaintance. This effect ends immediately if you or your companions do anything harmful to it.

Rakish Audacity. Your unmistakable confidence propels you into battle. You can add your Charisma modifier to your initiative rolls.

In addition, you don't need advantage on your attack roll to use your Sneak Attack if no creature other than your target is within 5 feet of you. All the other rules for the Sneak Attack class feature still apply to you.

FEATS

Defensive Duelist. When you are wielding a finesse weapon with which you are proficient and another creature hits you with a melee attack, you can use your reaction to add your proficiency bonus to your AC for that attack, potentially causing the attack to miss you.

Dual Wielder. You gain a +1 bonus to AC while you are wielding a separate melee weapon in each hand.

You can use two-weapon fighting even when the one-handed melee weapons you are wielding aren't light.

You can draw or stow two one-handed weapons when you would normally be able to draw or stow only one.

Keen Mind. You always know which way is north.

You always know the number of hours left before the next sunrise or sunset.

You can accurately recall anything you have seen or heard within the past month.

EQUIPMENT

Studded leather armor, *ring of protection*, +2 rapier, rapier, dagger, shortbow, 20 arrows, quiver.

SIR BORAC KYRISTIAN, KNIGHT OF THE SKULL, GUARDIAN OF THE SKULL

Lawful Evil Male Human, Cleric 9 of Takhisis

Borac has been a loyal priest of Takhisis since his young days as an orphan in Sanction. He earned the trust of the clerics at the Dark Queen's temple, finally killing a corrupt and greedy high priest in order to assume the seat himself. From there his obvious fealty allowed him acceptance into the Knighthood even though he was already an adult. Starting as a raw Knight of the Lily, he worked his way up through the ranks.

Borac is 5'11" tall, weighs 170 pounds, and resides in Storm's Keep.

Hit Dice 9d8

Hit Points 48

Armor Class 21 (+1 plate, shield)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	11 (+0)	11 (+0)	18 (+4)	14 (+2)

Background Urchin

Proficiency Bonus +4

Saving Throws Wis +8, Cha +6

Skills Insight +8, Religion +4, Sleight of Hand +5, Stealth +5

Feats Heavily Armored, War Caster

Armor All armor, shields

Weapons Simple weapons, martial weapons

Tools Disguise kit, thieves' tools

Senses passive Perception 14

Languages Abanasinian, Common

ATTACK ROUTINE

+2 Spear (Action). *Melee or Ranged Weapon Attack:* +9 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 1d6 + 5 piercing damage, or 1d8 + 5 piercing damage if used with two hands to make a melee attack.

OR

Dagger (Action). *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. or range 20/60, one target. *Hit:* 1d4 + 3 piercing damage.

OR

Heavy Crossbow (Action). *Ranged Weapon Attack:* +5 to hit, range 100/400 ft., one target. *Hit:* 1d10 + 1 piercing damage.

CLERIC FEATURES

Channel Divinity (2; Recharges After a Short or Long Rest). You can channel divine energy to create one of the following effects.

Touch of Death. When you hit a creature with a melee attack, you can use Channel Divinity to deal 23 points of extra necrotic damage to the target.

Turn Undead. As an action, you present your holy symbol and speak a prayer censuring the undead. Each undead that can see or hear you within 30 feet of you must succeed on a DC 16 Wisdom saving throw or become turned for 1 minute or until it takes any damage. If the creature has a challenge rating of 1 or lower, it is destroyed instead.

A turned creature must spend its turns trying to move as far away from you as it can, and it can't willingly move to a space within 30 feet of you. It also can't take reactions. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving. If there's nowhere to move, the creature can use the Dodge action.

Spellcasting. You have the ability to cast spells. Wisdom is your spellcasting ability for your cleric spells. You use your Wisdom whenever a spell refers to your spellcasting ability.

You prepare the list of cleric spells that are available for you to cast. To do so, choose 13 spells. The spells must be of a level for which you have spell slots.

To cast a spell, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

You can use a holy symbol as a spellcasting focus for your cleric spells. You can cast any cleric spell as a ritual if that spell has the ritual tag.

Spell Save DC: 16

Spell Attack Modifier: +8

Spell Slots: 1st-level (4), 2nd-level (3), 3rd-level (3), 4th-level (3), 5th-level (1)

Cantrips (at will): *light, sacred flame, spare the dying, thaumaturgy*

DIVINE DOMAIN: DEATH

Bonus Proficiency. You gain proficiency with martial weapons.

Divine Strike. Once on each of your turns when you hit a creature with a weapon attack, you can cause the attack to deal an extra 1d8 necrotic damage to the target.

Domain Spells. Your clerical domain grants you certain spells that are always prepared, which do not count against the number of spells you can prepare each day. All of your domain spells count as cleric spells for you.

1st-level: *false life, ray of sickness*

2nd-level: *blindness/deafness, ray of enfeeblement*

3rd-level: *animate dead, vampiric touch*

4th-level: *blight, death ward*

5th-level: *antilife shell, cloudkill*

Inescapable Destruction. Necrotic damage dealt by your spells and Channel Divinity options ignores resistance to necrotic damage.

Reaper. You learn one necromancy cantrip (*spare the dying*) of your choice on any spell list. When you cast a necromancy cantrip that normally targets only one creature, the spell can instead target two creatures within range and within 5 feet of each other.

FEATS

Heavily Armored. You gain proficiency with heavy armor.

War Caster. You have advantage on Constitution saving throws that you make to maintain your concentration on a spell when you take damage. You can perform the somatic components of spells even when you have weapons or a shield in one or both hands.

When a hostile creature's movement provokes an opportunity attack from you, you can use your reaction to cast a spell at the creature, rather than making an opportunity attack. The spell must have a casting time of 1 action and must target only that creature.

EQUIPMENT

+1 plate mail, shield, +2 spear, dagger, heavy crossbow, 20 crossbow bolts, crossbow bolt case.

LADY SANDARYLL SMOKINGWAR, KNIGHT OF THE THORN, GUARDIAN OF THE THORN

Lawful Evil Female Human, Wizard 9

Sandaryll Smokingwar displays a natural affinity for magic that enabled her to make it through warrior training, even though she lacked some of the size and stamina for hand to hand combat. Now a valued power in the Thorn Knights, she performs difficult missions, sometimes for Ariakan himself.

Sandaryll is 5'5" tall, weighs 160 pounds, and resides in Storm's Keep.

Hit Dice 9d6

Hit Points 44

Armor Class 12 (*ring of protection*)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	10 (+0)	18 (+4)	13 (+1)	7 (-2)

Background Sage

Proficiency Bonus +4

Saving Throws Int +8, Wis +7

Skills Arcana +8, History +8, Investigation +8, Perception +5

Feats Spell Sniper, War Caster

Armor None

Weapons Daggers, darts, slings, quarterstaves, light crossbows

Tools Alchemist's supplies

Senses passive Perception 15

Languages Common, Nerakese, Solamnic

ATTACK ROUTINE

+1 Dagger (Action). *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 1d4 + 2 piercing damage.

WIZARD FEATURES

Arcane Recovery. Once per day when you finish a short rest, you can choose expended spell slots to recover. The spell slots can have a combined level equal to or less than 5.

Moon Magic. The waxing and waning of all three moons has an effect upon your magic. When any moon is at High Sanction, you gain advantage on attack rolls with spells and gain a +1 bonus to your spell save DCs. When any moon is at Low Sanction, you have disadvantage on attack rolls with spells, and a -1 penalty to your spell save DCs. During the waxing and waning periods around the quarter moons, you cast your spells normally.

When the moons align, it has several effects. When two moons align, you gain a +1 bonus to your spell save DCs. When all three moons align, you gain a +2 bonus to your spell save DCs. This bonus is cumulative with High and Low Sanction bonuses or penalties.

Spellcasting. You have the ability to cast spells. Intelligence is your spellcasting ability for your wizard spells. You use your Intelligence whenever a spell refers to your spellcasting ability.

You prepare the list of wizard spells that are available for you to cast. To do so, choose 13 spells. The spells must be of a level for which you have spell slots.

To cast a spell, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

You can use an arcane focus as a spellcasting focus for your wizard spells. You can cast any wizard spell in your spellbook as a ritual if that spell has the ritual tag.

Spell Save DC: 16

Spell Attack Modifier: +8

Spell Slots: 1st-level (4), 2nd-level (3), 3rd-level (3), 4th-level (3), 5th-level (1)

Cantrips (at-will): *acid splash, blade ward, fire bolt, light, mage hand, shocking grasp*

ARCANE TRADITION: SCHOOL OF EVOCATION

Evocation Savant. The gold and time you must spend to copy an evocation spell into your spellbook is halved.

Potent Cantrip. When a creature succeeds on a saving throw against your cantrip, the creature takes half the cantrip's damage (if any) but suffers no additional effect from the cantrip.

Sculpt Spells. You can create pockets of relative safety within the effects of your evocation spells. When you cast an evocation spell that affects other creatures that you can see, you can choose a number of them equal to 1 + the spell's level. The chosen creatures automatically succeed on their saving throws against the spell, and they take no damage if they would take half damage on a successful save.

SPELLS IN SPELLBOOK

1st-level spells: *burning hands, charm person, comprehend languages, detect magic, identify, mage armor, magic missile, witch bolt*

2nd-level spells: *cloud of daggers, flaming sphere, mirror image, web*

3rd-level spells: *dispel magic, fireball, fly, lightning bolt*

4th-level spells: *blight, ice storm, stoneskin, wall of fire*

5th-level spells: *cloudkill, dominate person*

FEATS

Spell Sniper. When you cast a spell that requires you to make an attack roll, the spell's range is doubled.

Your ranged spell attacks ignore half cover and three-quarters cover.

War Caster. You have advantage on Constitution saving throws that you make to maintain your concentration on a spell when you take damage.

You can perform the somatic components of spells even when you have weapons or a shield in one or both hands.

When a hostile creature's movement provokes an opportunity attack from you, you can use your reaction to cast a spell at the creature, rather than making an opportunity attack. The spell must have a casting time of 1 action and must target only that creature.

EQUIPMENT

Ring of protection, +1 dagger.

KERRILASTIAN, YOUNG MALE BLUE DRAGON

Kerril takes on the role of mentor of Lyssirix and Krackell. He is a veteran of many campaigns, and Ariakan has instructed Kerril to use his own judgment in matters of military importance. He is the favorite mount of Farall Skycutter.

Large dragon, lawful evil

Armor Class 18 (natural armor)
Hit Points 152 (16d10 + 64)
Speed 40 ft., burrow 20 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	10 (+0)	19 (+4)	14 (+2)	13 (+1)	17 (+3)

Saving Throws Dex +4, Con +8, Wis +5, Cha +7
Skills Perception +9, Stealth +4
Damage Immunities lightning
Senses blindsight 30 ft., darkvision 120 ft., passive Perception 19
Languages Common, Draconic

Challenge 9 (5,000 XP)

Innate Spellcasting. Kerrilastian's spellcasting ability is Charisma (spell save DC 14). Kerrilastian can innately cast the following spells, requiring no material components:

1/day each: *create or destroy water, major image, phantasmal force*

Actions

Multiattack. Kerrilastian makes three attacks: one with his bite and two with his claws.

Bite. Melee Weapon Attack: +9 to hit, reach 10 ft., one target. *Hit:* 16 (2d10 + 5) piercing damage plus 5 (1d10) lightning damage.

Claw. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage.

Lightning Breath (Recharge 5-6). Kerrilastian exhales lightning in a 60-foot line that is 5 feet wide. Each creature in that line must make a DC 16 Dexterity saving throw, taking 55 (10d10) lightning damage on a failed save, or half as much damage on a successful one.

KRACKELLIX, YOUNG FEMALE BLUE DRAGON

Krackel, a mischievous wyrm, displays a penchant for cruel jokes against her enemies and embarrassing and somewhat dangerous pranks worked against her companions. However, her clear ferocity in battle earns her the right to get away with tricks that might draw punishment to dragons of lesser status.

Large dragon, lawful evil

Armor Class 18 (natural armor)
Hit Points 152 (16d10 + 64)
Speed 40 ft., burrow 20 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	10 (+0)	19 (+4)	14 (+2)	13 (+1)	17 (+3)

Saving Throws Dex +4, Con +8, Wis +5, Cha +7
Skills Perception +9, Stealth +4
Damage Immunities lightning
Senses blindsight 30 ft., darkvision 120 ft., passive Perception 19
Languages Common, Draconic

Challenge 9 (5,000 XP)

Innate Spellcasting. Krackellix's spellcasting ability is Charisma (spell save DC 14). Krackellix can innately cast the following spells, requiring no material components:

1/day each: *create or destroy water, major image, phantasmal force*

Actions

Multiattack. Krackellix makes three attacks: one with her bite and two with her claws.

Bite. Melee Weapon Attack: +9 to hit, reach 10 ft., one target. *Hit:* 16 (2d10 + 5) piercing damage plus 5 (1d10) lightning damage.

Claw. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage.

Lightning Breath (Recharge 5-6). Krackellix exhales lightning in a 60-foot line that is 5 feet wide. Each creature in that line must make a DC 16 Dexterity saving throw, taking 55 (10d10) lightning damage on a failed save, or half as much damage on a successful one.

LYSSIRIX, YOUNG FEMALE BLUE DRAGON

Lyssirix is a devoted servant of her clan, and when her nest matriarch designated her for service in Ariakan's army she felt deeply honored. During this summer's campaign she has had success carrying Knight of the Lily Lady Cyrine Harrian-Caergothia into battle. They have proven exceptionally adept at spying on and evading the Good dragons.

Large dragon, lawful evil

Armor Class 18 (natural armor)
Hit Points 152 (16d10 + 64)
Speed 40 ft., burrow 20 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	10 (+0)	19 (+4)	14 (+2)	13 (+1)	17 (+3)

Saving Throws Dex +4, Con +8, Wis +5, Cha +7
Skills Perception +9, Stealth +4
Damage Immunities lightning
Senses blindsight 30 ft., darkvision 120 ft., passive Perception 19

Languages Common, Draconic
Challenge 9 (5,000 XP)

Innate Spellcasting. Lyssirix's spellcasting ability is Charisma (spell save DC 14). Lyssirix can innately cast the following spells, requiring no material components:

1/day each: *create or destroy water*, *major image*, *phantasmal force*

Actions

Multiattack. Lyssirix makes three attacks: one with her bite and two with her claws.

Bite. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 16 (2d10 + 5) piercing damage plus 5 (1d10) lightning damage.

Claw. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage.

Lightning Breath (Recharge 5-6). Lyssirix exhales lightning in a 60-foot line that is 5 feet wide. Each creature in that line must make a DC 16 Dexterity saving throw, taking 55 (10d10) lightning damage on a failed save, or half as much damage on a successful one.

ARENTIAN, YOUNG MALE SILVER DRAGON

Arentian fought during the heady last days of the War of the Lance. He spent the decades since reliving the great battles wages against red and black dragons over central Ansalon. Distance makes the memories ever sweeter, and this young hothead feels very distressed about the necessity to hold himself back from the current strife.

Large dragon, lawful good

Armor Class 18 (natural armor)
Hit Points 168 (16d10 + 80)
Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	10 (+0)	21 (+5)	14 (+2)	11 (+0)	19 (+4)

Saving Throws Dex +4, Con +9, Wis +4, Cha +8
Skills Arcana +6, History +6, Perception +8, Stealth +4
Damage Immunities cold
Senses blindsight 30 ft., darkvision 120 ft., passive Perception 18
Languages Common, Draconic
Challenge 9 (5,000 XP)

Innate Spellcasting. Arentian's spellcasting ability is Charisma (spell save DC 16). Arentian can innately cast the following spells, requiring no material components:

1/day each: *feather fall*, *fog cloud*, *gust of wind*, *wind wall*

Actions

Multiattack. Arentian makes three attacks: one with his bite and two with his claws.

Bite. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 17 (2d10 + 6) piercing damage.

Claw. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) slashing damage.

Cold Breath (Recharge 5-6). Arentian uses one of the following breath weapons.

Cold Breath. Arentian exhales an icy blast in a 30-foot cone. Each creature in that area must make a DC 17 Constitution saving throw, taking 54 (12d8) cold damage on a failed save, or half as much damage on a successful one.

Paralyzing Breath. Arentian exhales paralyzing gas in a 30-foot cone. Each creature in that area must succeed on a DC 17 Constitution saving throw or be paralyzed for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Change Chape. Arentian magically polymorphs into a humanoid or beast that has a challenge rating no higher than his own, or back into his true form. He reverts to his true form if he dies. Any equipment he is wearing or carrying is absorbed or borne by the new form (Arentian's choice).

In a new form, Arentian retains his alignment, hit points, Hit Dice, ability to speak, proficiencies, and Intelligence, Wisdom, and Charisma scores, as well as this action. His statistics and capabilities are otherwise replaced by those of the new form, except any class features of that form.

DERIANSTYN, YOUNG MALE SILVER DRAGON

Derian witnessed a lot of war, being one of its first silvers to fly from the Dragon Isles during the War of the Lance. He lost two Knights from his own back and saw the deaths of all his nestmates during battle against the blue dragons of Kitiara's wing. Far more cautious than the younger Arentian, he remains courageous and strong.

Large dragon, lawful good

Armor Class 18 (natural armor)
Hit Points 168 (16d10 + 80)
Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	10 (+0)	21 (+5)	14 (+2)	11 (+0)	19 (+4)

Saving Throws Dex +4, Con +9, Wis +4, Cha +8
Skills Arcana +6, History +6, Perception +8, Stealth +4
Damage Immunities cold
Senses blindsight 30 ft., darkvision 120 ft., passive Perception 18
Languages Common, Draconic
Challenge 9 (5,000 XP)

Innate Spellcasting. Derianstyn's spellcasting ability is Charisma (spell save DC 16). Derianstyn can innately cast the following spells, requiring no material components:

1/day each: *feather fall, fog cloud, gust of wind, wind wall*

Actions

Multiattack. Derianstyn makes three attacks: one with his bite and two with his claws.

Bite. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 17 (2d10 + 6) piercing damage.

Claw. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) slashing damage.

Cold Breath (Recharge 5-6). Derianstyn uses one of the following breath weapons.

Cold Breath. Derianstyn exhales an icy blast in a 30-foot cone. Each creature in that area must make a DC 17 Constitution saving throw, taking 54 (12d8) cold damage on a failed save, or half as much damage on a successful one.

Paralyzing Breath. Derianstyn exhales paralyzing gas in a 30-foot cone. Each creature in that area must succeed on a DC 17 Constitution saving throw or be paralyzed for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Change Shape. Derianstyn magically polymorphs into a humanoid or beast that has a challenge rating no higher than his own, or back into his true form. He reverts to his true form if he dies. Any equipment he is wearing or carrying is absorbed or borne by the new form (Derianstyn's choice).

In a new form, Derianstyn retains his alignment, hit points, Hit Dice, ability to speak, proficiencies, and Intelligence, Wisdom, and Charisma scores, as well as this action. His statistics and capabilities are otherwise replaced by those of the new form, except any class features of that form.

WARALL-ARGENT, YOUNG FEMALE SILVER DRAGON

Warall carried a young Knight into battle at the High Clerist's Tower, a man for whom the silver serpent felt a powerful infatuation. Sir Banford Overdane died in the first clash, and the rest of the fight passed in a blur—until the protective Derian escorted Warall westward. She grieves for the Knight at the same time as she hopes for revenge.

Large dragon, lawful good

Armor Class 18 (natural armor)
Hit Points 168 (16d10 + 80)
Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	10 (+0)	21 (+5)	14 (+2)	11 (+0)	19 (+4)

Saving Throws Dex +4, Con +9, Wis +4, Cha +8
Skills Arcana +6, History +6, Perception +8, Stealth +4
Damage Immunities cold
Senses blindsight 30 ft., darkvision 120 ft., passive Perception 18
Languages Common, Draconic
Challenge 9 (5,000 XP)

Innate Spellcasting. Warall-Argent's spellcasting ability is Charisma (spell save DC 16). Warall-Argent can innately cast the following spells, requiring no material components:

1/day each: *feather fall, fog cloud, gust of wind, wind wall*

Actions

Multiattack. Warall-Argent makes three attacks: one with her bite and two with her claws.

Bite. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 17 (2d10 + 6) piercing damage.

Claw. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) slashing damage.

Cold Breath (Recharge 5-6). Warall-Argent uses one of the following breath weapons.

Cold Breath. Warall-Argent exhales an icy blast in a 30-foot cone. Each creature in that area must make a DC 17 Constitution saving throw, taking 54 (12d8) cold damage on a failed save, or half as much damage on a successful one.

Paralyzing Breath. Warall-Argent exhales paralyzing gas in a 30-foot cone. Each creature in that area must succeed on a DC 17 Constitution saving throw or be paralyzed for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Change Shape. Warall-Argent magically polymorphs into a humanoid or beast that has a challenge rating no higher than her own, or back into her true form. She reverts to her true form if she dies. Any equipment she is wearing or carrying is absorbed or borne by the new form (Warall-Argent's choice).

In a new form, Warall-Argent retains his alignment, hit points, Hit Dice, ability to speak, proficiencies, Legendary Resistance, lair actions, and Intelligence, Wisdom, and Charisma scores, as well as this action. Her statistics and capabilities are otherwise replaced by those of the new form, except any class features or legendary actions of that form.

STARTING THE ADVENTURE

You can find this chapter on page 13.

INITIAL QUEST: AN AERIE OF SILVER

See page 16 for the following information. Arentian is a **young silver dragon**, Deriastyn, and Warall-Argent are **adult silver dragons** and can be found from the aerie. Statistics

PART ONE: BATTLE FOR PALANTHAS

You can find this chapter on page 20.

GATEHOUSES

See page 23 for the following information. To lift the grate requires a successful DC 25 Strength (Athletics) check.

STORY DEVELOPMENTS AT THE GATES

See pages 24-25 for the following information. There are four **knights** (elder knights) and 20 **guards** with longswords at the gates.

The attacking force has 20 **kapak draconians**, 20 **guards** (armed footmen) with longswords, two **gray knights**, and 100 **brutes**. Each brute carries a longsword or a short sword and a missile weapon—either longbow, three handaxes, or spear.

STORY DEVELOPMENTS AT THE DOCKS

See page 26 for the following information. Jarek Reefcutter is a **pirate captain** with breastplate and there are 20 **pirates** (buccaneers) at the docks.

PROPHET OF DOOM

See page 29 for the following information. Man-at-arms is a **thug** with chainmail, shield, and longsword.

THIEVES AND SCOUNDRELS

See pages 30-31 for the following information. The four ex-guardsmen are **men-at-arms**. Giselle Slickfinger is a **spy**.

THE TEMPLE OF PALADINE

See page 33 for the following information. **Crysania** and her **white tiger** are located inside the temple.

THE TOWER OF HIGH SORCERY

See page 35 for the following information. The Shoikan Grove emanates fear as by the spell for 500 feet outward from every tree with a DC of 20. Creatures normally immune to the frightened condition are still affected. Creatures entering the Grove are attacked first by **zombies** and **skeletons** trying to grab the characters and pull them down. At the same time, the creatures are attacked by **wights** and **specters**.

To enter the Grove safely, one needs a coal-black gemstone called the *Nightjewel* or the protection of the spell *kiss of night's guardian*. **Dalamar** is located inside the Tower with a 50% chance and he is alerted if someone enters the Grove. He can command the undead to cease their attack.

THE CHAMBER OF SEEING

See page 35 for the following information. To successfully employ the use of the Chamber of Seeing, the character attempting to study the pool must make a successful DC 15 Concentration check in order to avoid distraction by the Live Ones, and then a successful DC 15 Intelligence (Arcana) check to awaken the power of the magical pool.

THE SOLAMNIC ARMORY

See page 37 for the following information. The two Knights of the Rose are **knights**.

THIEVES' GUILD

See pages 37-38 for the following information. There are 20 **thugs** (thieves) with longswords instead of maces and without heavy crossbows, 12 **thugs** (archers) with shortswords and shortbows, and an **assassin** (Guildmaster Lynched Geoffrey).

STORY DEVELOPMENTS AT THE THIEVES' GUILD

See page 38 for the following information. **Usha Majere** can be found from the thieves' guild.

TEMPLE OF ZEBOIM

See pages 38-39 for the following information. **Indigo Reefspan** can be found inside the temple.

TUNNELS OF THE OLD CITY

See page 40 for the following information. Characters who try to lift the grate must make a successful DC 15 Strength (Athletics) check. If the character is below the grate, the character must make a successful DC 20 Strength (Athletics) check.

CATACOMBS OF THE UNDEAD

See pages 40-41 for the following information. There are 16 **zombies**, 20 **skeletons**, two **wights**, and six **specters** in the catacombs.

DRACONIAN LAIR

See page 41 for the following information. There are two **aurak draconians**, six **kapak draconians**, and 10 **baaz draconians** in the draconian lair.

PIT OF THE SPIRIT NAGA

See page 42 for the following information. There is a **spirit naga** in the pit.

LORD'S PALACE AND CITY PLAZA

See pages 42-43 for the following information. The gates are guarded by four **knights** (Knights of the Crown) and 20 **guards** with longswords instead of spears.

CITY JAIL

See page 44 for the following information. The jail is guarded by four **guards** with longswords instead of spears and **Sir Ballakar the Elder**.

NOBLES' HILL

See pages 44-45 for the following information. The hill is patrolled by **guards** with longswords instead of spears and they have two **scouts** (guard runners).

PART TWO: AFTERMATH OF BATTLE

You can find this chapter on page 46.

LORD ARIAKAN'S ADDRESS

See page 50 for the following information. There are 12 **knights** (dark knights) at the address.

PRISON CAGE

See page 50 for the following information. There is a **gray knight** and two **knights** (dark knights) at the prison cage.

GARRISONS

See pages 52-53 for the following information. There is a **dark knight captain**, 10 **knights** (dark knights), **gray knight** (Knight of the Thorn), **Knight of the Skull**, 10 **brutes**, 10 **kapak draconians**, and 12 **baaz draconians** at the garrisons.

MAP OF ZEBOIM

See page 57 for the following information. Any character from Palanthas, or a sailor familiar with the port may attempt a DC 15 Intelligence (Investigation) check to recognize the shorelines just northwest of the city. Other characters must make a successful DC 20 Intelligence (Investigation) check to successfully place the locale.

The spiraling object to the left of the map can be identified with another DC 15 Intelligence (Investigation) check.

WELL OF THE SEA DRAGON

See page 58 for the following information. There is a **sea dragon** lurking in the depths.

SHELF OF DRY LAND

See page 58 for the following information. To notice the footprints requires a DC 15 Wisdom (Perception) check.

INTERSECTION

See page 58 for the following information. To detect the singing requires a successful DC 10 Wisdom (Perception) check.

CAVERN OF SONG

See page 59 for the following information. To jump over the pit requires a successful DC 10 Strength (Athletics) check.

CAVERN OF FIREBIRTH

See page 59 for the following information. There are seven **chaos sentinels** in the cavern.

CHAMBER OF THE GARGOYLES

See page 60 for the following information. There are 12 **gargoyles** in the chamber.

CHAOS LAIR

See pages 60-61 for the following information. Shou-Chak is a **daemon warrior**. If the characters have been making it through the adventure quite easily, there might be one additional **daemon warrior**.

EPILOGUE

See page 62 for the following information. All weapons blessed by Zeboim are considered magical with a +1 bonus to attack and damage rolls against creatures of Chaos if they are not magical already.

APPENDIX 1: MONSTER/NPC STATISTICS

AURAK DRACONIAN

Medium dragon (draconian), lawful evil

Armor Class 15 (natural armor)

Hit Points 90 (12d8 + 36)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	16 (+3)	14 (+2)	10 (+0)	14 (+2)

Saving Throws Int +5, Cha +5

Skills Arcana +5, Perception +3, Persuasion +5

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 13

Languages Common, Draconic

Challenge 7 (2,900 XP)

Death Throes. When the aurak dies, it explodes and each creature within 5 feet of it must make a DC 14 Dexterity saving throw, taking 14 (4d6) force damage, or half as much damage on a successful one. The explosion destroys the equipment the aurak was carrying.

Innate Spellcasting. The aurak's innate spellcasting ability is Charisma (spell save DC 13). It can innately cast the following spells, requiring no components:

At will: *greater invisibility*

3/day: *dimension door* (60 feet, self only)

1/day: *dominate person*, *suggestion*

Spellcasting. The aurak is an 8th-level spellcaster. Its spellcasting ability is Charisma (save DC 13, +5 to hit with spell attacks). The aurak has the following sorcerer spells prepared:

Cantrips (at will): *dancing lights*, *light*, *mage hand*, *prestidigitation*, *shocking grasp*

1st level (4 slots): *magic missile*, *shield*, *sleep*

2nd level (3 slots): *blindness/deafness*, *mirror image*, *scorching ray*

3rd level (3 slots): *blink*, *lightning bolt*

4th level (2 slots): *wall of fire*

Actions

Multiattack. The aurak makes three melee attacks: one with its bite and two with its claw or uses its Energy Ray twice.

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) piercing damage.

Claw. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) slashing damage.

Energy Ray. *Ranged Spell Attack:* +5 to hit, range 60 ft., one target. *Hit:* 13 (2d10 + 2) force damage.

Poison Breath (Recharge 5-6). The aurak exhales poisonous gas in a 5-foot cone. Each creature in that area must make a DC 15 Constitution saving throw, taking 21 (6d6) poison damage on a failed save, or half as much damage on a successful one.

Alternate Form (3/Day). The aurak can *polymorph* into any animal form of Medium or Small size. The aurak can remain in its animal form for up to 1 hour or until it chooses to assume a new one or returns to its natural form.

Disguise Self (3/Day). The aurak can *disguise self* for up to 1 hour to make itself resemble an individual humanoid it has seen and perfectly imitate its voice.

BAAZ DRACONIAN

Medium dragon (draconian), chaotic evil

Armor Class 15 (natural armor)

Hit Points 27 (5d8 + 5)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	13 (+1)	8 (-1)	8 (-1)	10 (+0)

Skills Deception +2

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 9

Languages Common, Draconic

Challenge 1/2 (100 XP)

Glide. The baaz can use its wings to glide, negating any damage from a fall of any height. It can also travel horizontally up to four times the vertical distance it descends.

Death Throes. When the baaz dies, it turns to stone instantly. If the killing blow was dealt with a slashing or piercing melee weapon, the creature dealing the killing blow must make a DC 11 Dexterity saving throw. If it fails, its weapon is stuck in the petrified draconian and cannot be removed. The baaz crumbles to dust 1 minute after death. Items in the baaz's possession are unaffected by the petrification and subsequent dissolution.

Actions

Multiattack. The baaz makes two attacks: one with its longsword and one with its bite. Alternatively, it makes two attacks: one with its bite and one with its claw.

Longsword. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 5 (1d8 + 1) slashing damage, or 6 (1d10 + 1) slashing damage if used with two hands.

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) piercing damage.

Claw. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) slashing damage.

BRUTE

Medium humanoid (human), lawful evil

Armor Class 15 (Tarmak war paint)

Hit Points 11 (2d8 + 2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	11 (+0)	13 (+1)	9 (-1)	10 (+0)	8 (-1)

Senses passive Perception 10

Languages Common, Tarmakian

Challenge 1/2 (100 XP)

Tarmak War Paint. While wearing this paint, the brute has AC 15 and it regains 5 hit points at the start of its turn. When the paint has healed a total of 20 points of damage, it loses its effectiveness.

Actions

Longsword. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 5 (1d8 + 1) slashing damage, or 6 (1d10 + 1) slashing damage if used with two hands.

Shortsword. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage.

Spear. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage, or 5 (1d6 + 2) piercing damage if used with two hands to make a melee attack.

Handaxe. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d6 + 1) slashing damage.

Longbow. *Ranged Weapon Attack:* +2 to hit, range 150/600 ft., one target. *Hit:* 4 (1d8) piercing damage.

CHAOS SENTINEL

Medium elemental, chaotic evil

Armor Class 13

Hit Points 30 (4d8 + 12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	17 (+3)	16 (+3)	3 (-4)	10 (+0)	7 (-2)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities fire, poison

Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses darkvision 60 ft., passive Perception 10

Languages Ignan

Challenge 2 (450 XP)

Heated Body. A creature that touches the sentinel or hits it with a melee attack while within 5 feet of it takes 5 (1d10) fire damage.

Illumination. The sentinel sheds bright light in a 10-foot radius and dim light for an additional 10 feet.

Water Susceptibility. For every 5 feet the sentinel moves in water, or for every gallon of water splashed on it, it takes 1 cold damage.

Actions

Touch. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) fire damage. If the target is a creature or a flammable object, it ignites. Until a creature takes an action to douse the fire, the target takes 5 (1d10) fire damage at the start of each of its turns.

CRYSANIA

Medium humanoid (human), lawful good

Armor Class 11 (*ring of protection*)

Hit Points 135 (18d8 + 54)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	11 (+0)	16 (+3)	13 (+1)	20 (+5)	16 (+3)

Saving Throws Wis +10, Cha +8

Skills History +5, Insight +9, Medicine +9, Persuasion +7, Religion +5

Senses passive Perception 15

Languages Abanasinian, Common, Elvish, Solamnic

Challenge 12 (8,400 XP)

Spellcasting. Crysania is an 18th-level spellcaster. Her spellcasting ability is Wisdom (spell save DC 17; +9 to hit with spell attacks). She has the following cleric spells prepared:

Cantrips (at will): *guidance, light, mending, sacred flame, spare the dying, thaumaturgy*

1st Level (4 slots): *bless, burning hands, cure wounds, detect magic, faerie fire, protection from evil*

2nd Level (3 slots): *calm emotions, flaming sphere, hold person, scorching ray, zone of truth*

3rd Level (3 slots): *daylight, dispel magic, fireball, remove curse, revivify*

4th Level (3 slots): *death ward, divination, guardian of faith, locate creature, wall of fire*

5th Level (3 slots): *dispel evil, flame strike, greater restoration, mass cure wounds, scrying*

6th Level (2 slots): *heal, true seeing*

7th Level (1 slot): *resurrection*

8th Level (1 slot): *antimagic field*

9th Level (1 slot): *mass heal*

•These spells are Crysania's domain spells.

Actions

Unarmed Strike. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 1 bludgeoning damage.

Corona of Light. Crysania can use her action to activate an aura of sunlight that lasts for 1 minute or until she dismisses it using another action. She emits bright light in a 60-foot radius and dim light 30 feet beyond that. Her enemies in the bright light have disadvantage on saving throws against any spell that deals fire or radiant damage.

Channel Divinity (3; Recharges at Long Rest). Crysania uses one of the following channel divinity actions.

Radiance of the Dawn. As an action, any magical darkness within 30 feet of her is dispelled. Additionally, each hostile creature within 30 feet of her must make a Constitution saving throw. A creature takes 29 (2d10 + 18) points of radiant damage on a failed saving throw and half as much on a successful one.

Turn Undead. Crysania may turn undead that are within 30 feet of her. The undead makes a Wisdom saving throw and is turned for 1 minute if it fails the saving throw or takes any damage. If the undead's challenge rating is 4 or lower, it is destroyed instead.

Reactions

Warding Flare. When Crysania or any creature within 30 feet of her is attacked by a creature within 30 feet of her that she can see, she can use her reaction to impose disadvantage on the attack roll, causing light to flare before the attacker before it hits or misses. Crysania can use this feature 5 times (1/Turn). She regains all expended uses when she finishes a long rest.

DAEMON WARRIOR

Medium undead, chaotic evil

Armor Class 17 (natural armor)

Hit Points 45 (7d8 + 14)

Speed 30 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
17 (+3)	19 (+4)	15 (+2)	13 (+1)	13 (+1)	15 (+2)

Damage Vulnerabilities radiant

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities fire, poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 11

Languages Common, Infernal

Challenge 5 (1,800 XP)

Death Throes. When the warrior dies, it explodes, and each creature within 5 feet of it must make a DC 13 Dexterity saving throw, taking 21 (6d6) fire damage on a failed save, or half as much damage on a successful one. The explosion ignites flammable objects in that area that aren't being worn or carried, and it destroys the warrior's weapons.

Fear Aura. Any creature hostile to the warrior that starts its turn within 30 feet of the warrior must make a DC 12 Wisdom saving throw, unless the warrior is incapacitated. On a failed save, the creature is frightened until the start of its next turn. If a creature's saving throw is successful, the creature is immune to the warrior's Fear Aura for the next 24 hours.

Unholy Smite (Recharge 6). When the warrior hits a creature with a melee weapon attack, it can deal an extra 9 (2d8) necrotic damage.

Actions

Multiattack. The warrior makes two greatsword attacks. Alternatively, the warrior makes two attacks: one with its bite and one with its claw.

Greatsword. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 3) slashing damage.

Bite. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Claw. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. *Hit:* 8 (2d4 + 3) slashing damage.

DALAMAR

Medium humanoid (elf), chaotic evil

Armor Class 15 (*bracers of defense*)

Hit Points 99 (18d8 + 18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	12 (+1)	20 (+5)	16 (+3)	14 (+2)

Saving Throws Int +9, Wis +7; advantage on saves against being charmed, spells and other magical effects

Skills Arcana +13, History +13, Insight +7, Perception +7, Persuasion +6

Damage Resistances damage from spells; nonmagical bludgeoning, piercing, and slashing (from stonesskin)

Senses darkvision 60 ft., passive Perception 17

Languages Common, Draconic, Elven, Magius, Nerakese, Nestari, Solamnic

Challenge 12 (8,400 XP)

Fey Ancestry. Dalamar has advantage on saving throws against being charmed, and magic can't put him to sleep.

Magic Resistance. Dalamar has advantage on saving throws against spells and other magical effects.

Spellcasting. Dalamar is an 18th-level spellcaster. His spellcasting ability is Intelligence (spell save DC 17; +9 to hit with spell attacks). Dalamar can cast disguise self and invisibility at will and has the following wizard spells prepared:

Cantrips (at will): *blade ward, fire bolt, light, mage hand, prestidigitation, shocking grasp*

1st Level (4 slots): *charm person, detect magic, identify, magic missile* 2nd Level (3 slots): *detect thoughts, mirror image, misty step*

3rd Level (3 slots): *counterspell, fly, lightning bolt*

4th Level (3 slots): *banishment, fire shield, stonesskin*

5th Level (3 slots): *cone of cold, scrying, wall of force*

6th Level (1 slot): *globe of invulnerability*

7th Level (1 slot): *teleport*

8th Level (1 slot): *mind blank*

9th Level (1 slot): *time stop*

•Dalamar casts these spells on himself before combat.

Actions

+2 Dagger. Melee or Ranged Weapon Attack: +9 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 7 (1d4 + 5) piercing damage.

DARK KNIGHT CAPTAIN

Medium humanoid (human), lawful evil

Armor Class 18 (plate)
Hit Points 65 (10d8 + 20)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	11 (+0)	14 (+2)	14 (+2)	11 (+0)	15 (+2)

Saving Throws Con +4, Wis +4
Senses passive Perception 10
Languages Common, Nerakese
Challenge 3 (700 XP)

Brave. The captain has advantage on saving throws against being frightened.

Actions

Multiattack. The captain makes two melee attacks.

+1 Greatsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

Heavy Crossbow. *Ranged Weapon Attack:* +2 to hit, range 100/400 ft., one target. *Hit:* 5 (1d10) piercing damage.

Reactions

Parry. The captain adds 2 to its AC against one melee attack that would hit it. To do so, the captain must see the attacker and be wielding a melee weapon.

GRAY KNIGHT

Medium humanoid (human), lawful evil

Armor Class 15 (leather, shield; 17 with *mage armor*)
Hit Points 40 (9d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	11 (+0)	17 (+3)	13 (+1)	11 (+0)

Saving Throws Int +6, Wis +4
Skills Arcana +6, History +6
Senses passive Perception 11
Languages Common, Draconic, Nerakese, Solamnic
Challenge 6 (2,300 XP)

Spellcasting. The knight is a 9th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). The knight has the following wizard spells prepared:

Cantrips (at will): *fire bolt, light, mage hand, prestidigitation*

1st level (4 slots): *mage armor, magic missile, sleep*

2nd level (3 slots): *darkness, invisibility, web*

3rd level (3 slots): *fireball, lightning bolt, slow*

4th level (3 slots): *polymorph, wall of fire*

5th level (1 slot): *transmute rock*

Actions

Longsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) slashing damage, or 7 (1d10 + 2) slashing damage if used with two hands.

INDIGO REEFSPAN

Medium humanoid (human), chaotic evil

Armor Class 16 (chain mail)
Hit Points 58 (9d8 + 18)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	14 (+2)	14 (+2)	17 (+3)	10 (+0)

Saving Throws Wis +6, Cha +3
Skills History +5, Insight +6, Medicine +6, Religion +5
Senses passive Perception 13
Languages Common, Solamnic
Challenge 6 (2,300 XP)

Divine Eminence. As a bonus action, Indigo Reefspan can expend a spell slot to cause its melee weapon attacks to magically deal an extra 10 (3d6) necrotic damage to a target on a hit. This benefit lasts until the end of the turn. If he expends a spell slot of 2nd level or higher, the extra damage increases by 1d6 for each level above 1st.

Spellcasting. Indigo is a 9th-level spellcaster. His spellcasting ability is Wisdom (spell save DC 14; +6 to hit with spell attacks). He has the following cleric spells prepared:

Cantrips (at will): *guidance, light, mending, sacred flame, spare the dying, thaumaturgy*

1st Level (4 slots): *cure wounds, fog cloud, inflict wounds, protection from evil and good, sanctuary, thunderwave*

2nd Level (3 slots): *blindness/deafness, gust of wind, hold person, shatter, spiritual weapon*

3rd Level (3 slots): *call lightning, dispel magic, sleet storm, water breathing, water walk*

4th Level (3 slots): **control water, freedom of movement, guardian of faith, ice storm*

5th Level (1 slot): *destructive wave, flame strike, insect plague*

•These spells are Indigo's domain spells.

Actions

Mace. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage.

Change Shape. Indigo can magically polymorph into a fish, or back into his true form upon immersion in salt water for up to 1 hour. He reverts to his true form if he dies. Any equipment he is wearing or carrying is absorbed or borne by the new form (Indigo's choice).

In a new form, Indigo retains his alignment, hit points, Hit Dice, proficiencies, and Intelligence, Wisdom, and Charisma scores, as well as this action. His statistics and capabilities are otherwise replaced by those of the new form, except any class features of that form.

KAPAK DRACONIAN

Medium dragon (draconian), lawful evil

Armor Class 13 (natural armor)
Hit Points 32 (5d8 + 10)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	14 (+2)	8 (-1)	8 (-1)	11 (+0)

Skills Stealth +4
Senses blindsight 10 ft., darkvision 60 ft., passive Perception 9
Languages Common, Draconic
Challenge 1 (200 XP)

Glide. The kapak can use its wings to glide, negating any damage from a fall of any height. It can also travel horizontally up to four times the vertical distance it descends.

Death Throes. When the kapak dies, its body instantly dissolves into a 5-foot radius pool of acid. All creatures within this area suffer 10 (3d6) points of acid damage at the start of each of their turns they remain in the pool. The acid evaporates in 1 minute. All armor, weapons, an items carried by the kapak suffer damage from the acid as well.

Poison. The kapak's poison doesn't affect other kapaks.

Sneak Attack (1/Turn). The kapak deals an extra 7 (2d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the kapak that isn't incapacitated and the kapak doesn't have disadvantage on the roll.

Actions

Multiattack. The kapak makes two melee attacks: one with its shortsword and one with its bite or two ranged attacks with its shortbow. Alternatively, the kapak makes two melee attacks: one with its bite and one with its claw.

Shortsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage and the target must make a DC 12 Constitution saving throw, becoming poisoned on a failed save for 10 minutes. The target is paralyzed while poisoned in this way.

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) piercing damage and the target must make a DC 12 Constitution saving throw, becoming poisoned on a failed save for 10 minutes. The target is paralyzed while poisoned in this way.

Claw. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) slashing damage.

Shortbow. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage and the target must make a DC 12 Constitution saving throw, becoming poisoned on a failed save for 10 minutes. The target is paralyzed while poisoned in this way.

KNIGHT OF THE SKULL

Medium humanoid (human), lawful evil

Armor Class 18 (chain mail, shield)
Hit Points 44 (8d8 + 8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	12 (+1)	13 (+1)	16 (+3)	13 (+1)

Saving Throws Wis +5, Cha +2
Skills History +3, Medicine +5, Persuasion +3, Religion +3
Senses passive Perception 13
Languages Common, Nerakese, Solamnic
Challenge 3 (700 XP)

Spellcasting. The knight is an 8th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). The knight has the following cleric spells prepared:

Cantrips (at will): *light, resistance, sacred flame, thaumaturgy*

1st level (4 slots): *bles, command, cure wounds, false life, inflict wounds, ray of sickness*

2nd level (3 slots): *blindness/deafness, enhance ability, hold person, ray of enfeeblement, spiritual weapon*

3rd level (3 slots): *animate dead, bestow curse, dispel magic, revivify, vampiric touch*

4th level (2 slots): *blight, death ward, guardian of faith, stone shape*

Actions

Mace. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage.

MAN-AT-ARMS

Medium humanoid (human), lawful neutral

Armor Class 18 (chain mail, shield)

Hit Points 32 (5d8 + 10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	11 (+0)	14 (+2)	10 (+0)	10 (+0)	11 (+0)

Skills Intimidation +2

Senses passive Perception 10

Languages Common, Solamnic

Challenge 1/2 (100 XP)

Pack Tactics. The man-at-arms has advantage on an attack roll against a creature if at least one of the man-at-arm's allies is within 5 feet of the creature and the ally isn't incapacitated.

Actions

Multiattack. The man-at-arms makes two melee attacks.

Longsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) slashing damage, or 7 (1d10 + 2) slashing damage if used with two hands.

Heavy Crossbow. *Ranged Weapon Attack:* +2 to hit, range 100/400 ft., one target. *Hit:* 5 (1d10) piercing damage.

SEA DRAGON

Huge dragon, chaotic evil

Armor Class 20 (natural armor)

Hit Points 172 (15d12 + 75)

Speed 20 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	10 (+0)	20 (+5)	8 (-1)	12 (+1)	12 (+1)

Saving Throws Dex +5, Con +10, Wis +6

Damage Resistances fire

Senses darkvision 120 ft., passive Perception 11

Languages Aquan, Common, Draconic

Challenge 12 (8,400 XP)

Amphibious. The sea dragon can breathe air and water.

Actions

Multiattack. The sea dragon makes three attacks: one with its bite and two with its claws. It can make one tail attack in place of its two claw attacks.

Bite. *Melee Weapon Attack:* +11 to hit, reach 15 ft., one target. *Hit:* 17 (2d10 + 6) piercing damage.

Claws. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 13 (2d6 + 6) slashing damage.

Tail. *Melee Weapon Attack:* +11 to hit, reach 15 ft., one target. *Hit:* 15 (2d8 + 6) bludgeoning damage.

Steam Breath (Recharge 5-6). The sea dragon exhales scalding steam in a 50-foot cone. Each creature in that area must make a DC 18 Constitution saving throw, taking 52 (15d6) fire damage on a failed save, or half as much damage on a successful one. Being underwater doesn't grant resistance against this damage.

SIR BALLAKAR THE ELDER, KNIGHT OF THE SWORD

Medium humanoid (human), lawful good

Armor Class 18 (plate)
Hit Points 78 (12d8 + 24)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	11 (+0)	14 (+2)	14 (+2)	11 (+0)	15 (+2)

Saving Throws Con +4, Wis +4
Senses passive Perception 10
Languages Common, Solamnic
Challenge 4 (1,100 XP)

Brave. Sir Ballakar has advantage on saving throws against being frightened.

Actions

Multiattack. Sir Ballakar makes three melee attacks.

+1 Greatsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

Heavy Crossbow. *Ranged Weapon Attack:* +2 to hit, range 100/400 ft., one target. *Hit:* 5 (1d10) piercing damage.

Leadership (Recharges after a Short or Long Rest). For 1 minute, Sir Ballakar can utter a special command or warning whenever a nonhostile creature that he can see within 30 feet of him makes an attack roll or a saving throw. The creature can add d4 to its roll provided it can hear and understand Sir Ballakar. A creature can benefit from only one Leadership die at a time. This effect ends if Sir Ballakar is incapacitated.

Reactions

Parry. Sir Ballakar adds 2 to his AC against one melee attack that would hit it. To do so, he must see the attacker and be wielding a melee weapon.

USHA MAJERE

Medium humanoid (human), neutral good

Armor Class 13
Hit Points 13 (2d8 + 4)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	14 (+2)	14 (+2)	10 (+0)	17 (+3)

Skills Perception +2, Stealth +5
Senses passive Perception 12
Languages Abanasinian, Common, Solamnic
Challenge 1/4 (50 XP)

Sneak Attack (1/Turn). Usha deals an extra 3 (1d6) damage when she hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of Usha that isn't incapacitated and Usha doesn't have disadvantage on the roll.

Actions

Dagger. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.

WHITE TIGER

Large beast, lawful good

Armor Class 12

Hit Points 37 (5d10 + 10)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	14 (+2)	15 (+2)	12 (+1)	8 (-1)

Skills Perception +3, Stealth +6

Senses darkvision 60 ft., passive Perception 13

Languages Common, Solamnic (can't speak)

Challenge 1 (200 XP)

Keen Smell. The tiger has advantage on Wisdom (Perception) checks that rely on smell.

Pounce. If the tiger moves at least 20 feet straight toward a creature right before hitting it with a claw attack, the target must succeed on a DC 13 Strength saving throw or be knocked prone. If the target is prone, the tiger can take a bonus action to make one bite attack against it.

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (1d10 + 3) piercing damage.

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage.

APPENDIX 2: KNIGHTS OF TAKHISIS



f all the knightly orders of Ansalon, none are as feared as the Dark Knights of Takhisis. Born from the vision of Ariakan, the Knights of Takhisis stand in the pages of history as the greatest organized force of Evil to ever walk the face of Krynn.

After Ariakan's time of imprisonment by the Knights of Solamnia, he envisioned a dark knighthood that would draw from the best aspects of the Knights of Solamnia, without falling into the traps of the Solamnics' failings. While studying the Knights of Solamnia as their prisoner, he realized his father's greatest flaw. Ariakas relied on the Law of the Dark Queen—Evil feeds on itself, gaining strength from the failure of its weaker members. By undermining the ability of the forces of Evil to work together, this had proven to be the downfall of Takhisis throughout history, most notably with the dragonarmies during the War of the Lance.

What if Evil did not turn upon its own? What if there was a group of dark knights who put the Knighthood before personal gain? These questions haunted Ariakan until his encounter with the Dark Warrior, a fearsome aspect of the goddess Takhisis. He bared his heart to her and, though he had touched upon her own failings, she approved of his vision. She commanded him to build a knighthood in her name.

The Knights of Takhisis are divided into three orders. The Knights of the Lily are the physical body of the Knighthood, warriors trained to fight in single combat, whether on foot, on horse, or riding a dragon. The Knights of the Skull are the spiritual body of the Knights of Takhisis, guiding them through the power of the Vision. The Knights of the Thorn are the intellectual mind of the Knights of Takhisis, whose divinations augment their conquests. The Knights of Takhisis bring steel, spirit, and sorcery together in powerful combination.

As Ariakan foresaw, his knighthood would have to be like the ironwood trees, merging a strong foundation with the ability to move and adapt. The foundations of the Knights of Takhisis remain the same. To reach their Vision of dominating Ansalon and the world beyond—no matter who they believe the leader of this world will be—they are empowered by the laws of the Code to guide them and to maintain unity. The Blood Oath fuels their actions and, in the end, all must submit or die.

HISTORY OF THE KNIGHTS OF TAKHISIS

The foundations of the Knights of Takhisis date back to the year 352 AC when Ariakan, son of the Dragon Emperor Ariakas by an aspect of the goddess Zeboim, was captured by the Whitestone forces at the Temple of Neraka. His very existence wasn't even known to the Solamnics until the fall of the Temple of Neraka. His capture and subsequent imprisonment was one of the biggest secrets of the War of the Lance.

During this time, Ariakan learned all that he could about the structure, organization, and mentality of the Knights of Solamnia. A personable youth, handsome and charming, he soon won the favor and admiration of his captors. The Knights were eager to indoctrinate him in the Oath and the Measure, believing that such a course of study would benefit the young man and teach him the error of his ways. The error was on the part of the Knights.

Ariakan studied the Knighthood as a warrior sizing up his enemy. It was only a matter of time before Ariakan knew all the right things to say to convince the Knights of his rehabilitation and conversion. Indeed, after two years, he was given an early release from the High Clerist's Tower, but he asked to stay and finish his studies. His request was happily granted.

At the end of five years, learning all he could from the Knights, he offered his farewells. Many among the Knighthood were sorry to see him go, for Ariakan was a charming companion, a knowledgeable scholar, and an excellent fighter. Only after he had left the Knights did it occur to them that, during all the time that he was with them, he had been careful never to actually proclaim any true allegiance, swear any vow, take any oath.

Ariakan was in his mid-twenties when he rode out onto the Solamnic Plain. He had an escort—Knights bound for other parts of the realm—but he soon managed to divest himself of his unwanted companions. Immersed in their own affairs, attempting to put back together a country shattered by war, the Solamnic Knights made only a halfhearted attempt to capture Ariakan. He had led them to believe he was going to enter the mercenary line of work and, though they considered this a lowly occupation, they agreed that he must be off in some realm, selling his sword to earn his living.

Ariakan had no thought of selling his sword. He had learned much more from the Knights than just their culture, tradition, and history. Using the skills the Knights had taught him, he eluded their watch and slipped back across the plains. Amidst a raging blizzard, he climbed the forbidding mountains of Neraka and soon lost his way. Frozen and starving, he collapsed in a snowdrift and, with his last breath, prayed to his mother Zeboim, for aid.

As he ended his prayer, he saw a seashell in the snow before him. Accepting this as a sign from his goddess mother, Ariakan struggled to his feet. A trail of seashells led him to a cavern. Here he found shelter against the storm, a cache of food, and dry wood for a fire. He ate and, exhausted, fell asleep.

Ariakan awoke to find a figure clad in shining black armor near the fire. He did not fear the figure, thinking it a manifestation of his dead father. When the figure told Ariakan to relate his experiences, he told the figure how he admired the Knights of Solamnia—the discipline, training, and willingness to sacrifice themselves for their cause. He described why the dragonarmies had failed and suggested that a new knighthood could succeed where they had fallen short.

It was then that the figure revealed himself to be the Dark Warrior, an aspect of the goddess Takhisis. She was not happy to hear a list of her faults and her enemies' virtues, but she realized the value of Ariakan's honesty and insight. Ariakan shared his vision of this new knighthood, one that would improve upon the example set by the Knights of Solamnia and surpass them as the dominant knighthood on Ansalon. The Dark Queen gave her blessing to Ariakan's plan.

Ariakan quickly gathered what remained of his father's forces and set about building the Knights of Takhisis. Wary of discovery, Ariakan sought a secret base from which to build his forces. Zeboim guided her son to an island in the North Sirrorion Sea; Storm's Keep was built within a year, becoming one of the most unassailable fortresses on all of Krynn. A cool current from Icewall Glacier kept the island chilly. Great storms brewed overhead as the frigid polar waters met the warmer northern waters and sheathed the isle in fog, keeping its location secret.

While work on this great military edifice progressed, Ariakan explored the sea beyond Ansalon and recruited followers. During a voyage beyond the Blood Sea Isles, he discovered the island-continent of Ithin'Carthia, home of the towering human-like brutes known as the Tarmaks. Ariakan convinced them he was the manifestation of one of their departed gods and gained their loyalty.

By the summer of 383 AC, Ariakan was ready. In less than fifteen years, he had built the Knights of Takhisis into a force that would dominate Ansalon. He had written the Code, the laws that governed the Dark Knights. He had organized three Orders—those of the Lily, the Skull, and the Thorn—each with an individual specialty and purpose, but working as a united whole. His Knights were strengthened by blue dragon mounts, by the Tarmaks, and by the Minions of Dark, an infantry force of mercenaries. The time had come to put his dark paladins to the ultimate test.

Moving with an audacity born of courage, discipline, and unshakable faith, the Knights of Takhisis invaded Ansalon. In a single month's time, Ariakan's forces had conquered more territory than the dragonarmies had during the entire War of the Lance. Each new conquest brought more recruits.

LEADERSHIP AND ORGANIZATION

The Knights of Takhisis are organized in such a way that the strengths of each of the three Orders work to complement one another, combining the power of steel, sorcery, and spirit. The Knights of the Lily are the warriors of the Knighthood, fighting on the battlefield in a variety of roles, from foot soldiers to cavalry to dragon riders. The Knights of the Skull are divine spellcasters who guide the Knighthood spiritually, weeding out all those who would be traitors to the Vision as well as threats from the outside. Their unholy power is used on the battlefield to aid fellow Knights and to harm enemies. The Knights of the Thorn are the arcane spellcasters of the Knighthood. They use their arcane arts to predict the movements of their adversaries and use magical power to obliterate their foes.

During the War of the Lance, the forces of Good were defeated until they decided to work together under a unified leadership. Ariakan took this a step further by training warriors, clerics, and wizards to complement one another in battle. Although a Knight's training may begin within his own Order, they begin working with other Orders at the compgroup level and higher.

The Knights of Takhisis army is led by the Lord of the Night, who reigns as supreme commander of the entire army. He is advised by the Lord Knights of each order. The army is then broken down into seven quadrons, each one led by a Master of the Lily, Skull, or Thorn, who report to their respective Lord Knight. Quadrons are broken down into four shields, which are led by a Marshal. Each shield consists of five compgroups, which is led by a Champion. Compgroups are made of seven wings and include 30–40 support staff. A wing is led by a Knight of Warder rank and consists of five talons. The talon, a group of nine people each, is led by a Knight of Guardian rank. At the wing and talon level, Knights come from only one order. This allows for small missions that may only require members of one order, as well as an environment that is conducive towards teaching younger Knights the ways of the Knighthood.

RANK STRUCTURE

The rank structure of the Knights of Takhisis is modeled after the rank structure of the Knights of Solamnia to a degree, though changes were made to fit the organization of the Knights of Takhisis. The ranks of the Knights of Takhisis were created to represent the individual identity of each Order, while maintaining a unified rank structure that all knights could easily identify. The hierarchy of the Knights of Takhisis is divided into three groups: supplicants who are essentially green troops, knight-officers who directly command troops in battle, and the Order of Lords who are the generals and strategists of the Knighthood. A Squire of the Lily is not officially considered part of the Knighthood and therefore does not hold a military rank within the Knights.

Supplicants are the lowest-ranking members in each Order. They are the backbone of the Knighthood and the largest percentage of Knights of Takhisis hold a rank within this level. At this stage, they are given the title of Sir or Madam. A supplicant enters the Knighthood at the Novice level where the initial training of each Order takes place. Novices learn their place within their respective Orders and begin the fundamental instruction that the Order requires. They are quickly trained in the art of battle and how their Order approaches combat. Acolytes, having mastered the basics expected by their Order, begin to put their lessons to more practical use. Most Knights of Takhisis on the battlefield hold this rank. As the Knights of Takhisis progress to the Warrior rank, they are placed in a leadership role as second-in-command of a talon.

A Knight of Takhisis who becomes a Knight-Officer has proven that he is capable of leading others. Knights of Guardian rank are given command of a talon, a group of nine Knights. A Warder commands a wing—five talons consisting of forty-five Knights total. From there, he advances to the rank of Champion, commanding a compgroup consisting of seven wings, a total of 315 knights and 30–40 support personnel. Champion is the first rank at which a Knight of Takhisis commands members of another Order as well as his own. A Champion may, for example, command two Lily Wings, two Skull Wings, and one Thorn Wing. Knights who reach Champion level are indoctrinated in the concept that victory is more assured when all available assets are used. It is a point of honor to the Knighthood that no favoritism is shown to one's own Order. Such an accusation of dishonor and impropriety never goes unanswered.

Once a Knight has proven himself as a Knight-Officer and successfully commanded a compgroup, he may seek to advance into the Order of Lords. This level of power is only attainable if there is a vacancy. Such a vacancy may be created; advancement through formal challenge and knightly combat is not only permissible, it is encouraged. The victorious Knight assumes the rank of the defeated Knight. When a vacancy in the upper ranks of the Knighthood comes about as the result of attrition (such as a Lord Knight dying of natural causes or being killed in battle, outside single combat), all applicants must present themselves before a tribunal of the Order of Lords. The reviewing tribunal determines the criteria under which the position shall be won. Typically, such criteria will consist of elimination tournaments or particularly hazardous ventures.

Those who attain rank within the Order of Lords may use the title of Lord or Lady. This is the first time that a Knight commands forces numbering thousands. The lowest rank within the Order of Lords is the Marshal, who commands a shield consisting of five compgroups (1,575 knights). A Master commands a quadron consisting of four shields (6,300 knights). Masters report to the heads of their Orders, the Lord Knights. There are only three Lord Knights at any given time, one per Order, who report directly to the Lord of the Night. Lord Knights are the guiding forces within their Orders.

At the head of the Knighthood is the Lord of the Night, who may come from any of the three Orders. He is the supreme military commander of the entire Knighthood, leading the army through the Order of the Lords.

THE KNIGHTS OF TAKHISIS ORDER OF BATTLE

Commander	Unite Type	Approximate Unit Size
Lord	Army (7 Quadrons)	44,100 men
Master	Quadron (4 Shields)	6,300 men
Marshal	Shield (5 Compgroups)	1,575 men
Champion	Compgroup (7 Wings)	315 men
Warder	Wing (5 Talons)	45 men
Guardian	Talon	9 men

THE KNIGHTS OF TAKHISIS RANK STRUCTURE

Rank	Lily Knights	Skull Knights	Thorn Knights
Lord of the Night	Lord of the Night	Lord of the Night	Lord of the Night
Lord Knight	Lord of the Lily	Lord of the Skull	Lord of the Thorn
Master	Master of the Lily	Master of the Skull	Master of the Thorn
Marshal	Marshal of the Lily	Marshal of the Skull	Marshal of the Thorn
Champion	Champion of the Lily	Champion of the Skull	Champion of the Thorn
Warder	Warder of the Lily	Warder of the Skull	Warder of the Thorn
Guardian	Guardian of the Lily	Guardian of the Skull	Guardian of the Thorn
Warrior	Night Warrior	Bone Clerist	Blood Apprentice
Acolyte	Night Acolyte	Bone Acolyte	Blood Acolyte
Novice	Night Novice	Bone Novice	Blood Novice

TRADITIONS OF THE KNIGHTS OF TAKHISIS

The Knights of Takhisis were founded on a chivalric code of honor that was based in principle on the honor of the Knights of Solamnia, though modified to fit the Vision. The Code is based on the ideal of respect, both for allies and for enemies who have earned it, such as the Knights of Solamnia. All others are beneath a Knight of Takhisis. The Knights of Takhisis also hold true to loyalty. However, unlike the Knights of Solamnia, the Knights of Takhisis don't hold true to virtue. A Knight of Takhisis is free to murder or even steal, but only if doing so furthers the goals of the Knighthood. The Knights of Takhisis' code of honor is not as generous as that of the Knights of Solamnia, having harsh penalties for failure. Knight of Takhisis honor has many things in common with the minotaur code of honor, though it is more "civilized" and not as brutal. In theory, a Knight's life should revolve around honor.

Each morning as the sun rises, the Knights of Takhisis present themselves on the field in front of their commander. There, they recite the Blood Oath five times, interspersed with excerpts from the Code in order to keep it fresh in the minds of all Knights. During the day, Knights are expected to perform their everyday duties. In the evening, all the Orders must spend time on their individual focus. Lily Knights focus on exercise and practice with the sword, Thorn Knights study their arcane arts, and Skull Knights spend time in meditation and prayer.

The Knights of Takhisis are a brotherhood trained to work for the betterment of the Knighthood. Personal goals and feelings are set aside in favor of the goals of the Knights of Takhisis. Individual ambition for one's own sake is discouraged, while ambition for the sake of the Knighthood is encouraged. Knights are expected to work together, not only within their Order but with members of the other Orders as well.

Duels are a common feature in Knight of Takhisis culture. A duel can take place for a number of reasons, though typically it is to settle a dispute centered on a point of honor. For example, if one Knight accuses another of stealing, the two will duel. Whichever of the two Knights is left alive is considered to have met any requirements of honor, while the defeated Knight will be buried without honor. Duels also determine advancement into the Order of Lords, if an opening does not already exist. A Knight who wishes to advance challenges a Knight within the Order. If he succeeds and his foe is slain, he takes his opponent's place in the Order of Lords.

In combat, it is customary to salute one's opponent if that opponent is known to be honorable. A Knight of Solamnia, may be saluted; kender, gnomes, or human mercenaries may not.

The Dark Knights take a very grim view of failure. While there may be setbacks on the field of battle, utter and complete failure will be met with harsh discipline. Often this is based on the circumstances. A minor infraction may only result in a lashing. The Knight is stripped of his armor for the duration of the punishment, as he is not considered honorable enough to wear the symbols of his Order. A Knight's hands are tied to a stake which is driven into a wall above the level of his head. His offenses are recited as he is whipped, ending with a recitation of the portion of the Code that governs this particular behavior. When the lashing ends, the Knight must stand on two feet and look his commander in the eye, swearing an oath that he will never commit the offense again. If he is unable to stand, he will undergo the lashing again the next day and each subsequent day until he can stand as a Knight.

Some offenses are severe enough to warrant execution, such as treason, disobeying orders, or murdering a fellow Knight without a duel. In such cases, the Knight's sponsor is to carry out the execution. The Knight is placed in kneeling position, then beheaded by his own sword. If the Knight is not in custody, his sponsor will work with an adjudicator to hunt down and kill the Knight.

Knights accused of breaking the Code may present proof of their innocence and may request an advocate. The advocate will offer the proof of the Knight's innocence and his unerring dedication to the Code, as well as listing the accomplishments of the Knight. If the adjudicator agrees with the advocate, the accusation is removed from the records. If the adjudicator finds the Knight guilty, then the Knight and his advocate are both executed.

The Dark Knights set aside one day a year to honor Ariakan's mother, Zeboim, and the founding of the Knights of Takhisis.

RECRUITMENT AND TRAINING

Recruitment for a Knight of Takhisis begins at a young age, typically around twelve years old. Few candidates are accepted past age fourteen. For the next three years, the young petitioner will undergo a program of rigorous physical training and indoctrination. The Knights of the Skull are responsible for their training, shaping the bodies, hearts, and minds of the young petitioners through harsh discipline. Petitioners quickly learn the values of honor and obedience and the tenets of the Vision, the Blood Oath, and the Code. Young petitioners who display a knack for magical talent may also gain additional training by the Knights of the Thorn. After this three-year period, petitioners are ready to become Squires of the Lily.

Although it is a rare occurrence, the Knighthood does welcome older candidates who have sworn their allegiance and demonstrated the heart of honor of a Knight of Takhisis. Like their younger counterparts, older petitioners undergo their own program of training and indoctrination by the Knights of the Skull. This program is different, focused on removing existing worldly views and replacing them with the Vision of the Knights of Takhisis.

Recruits to the Knighthood are typically human, though the occasional dark elf, half-elf, fatherless dwarf, half-ogre, or minotaur will join the ranks. Minotaurs are valued for their strength in battle and deep code of honor, while dark elves and fatherless dwarves are valued for the talents and information they have that can be used against their parent race. Half-elves and half-ogres are treated as half-breeds, though half-elves often make superior Skull Knight ambassadors and half-ogres perform well in the ranks of the Knights of the Lily. Ogres are frowned upon. Though very strong, they have slow minds and no sense of honor. Kender and gnomes are not welcome, and draconians are regarded as little more than subhuman monsters. Nonhuman Dark Knights discover that the other Knights of Takhisis are not always welcoming of their company. The Code does allow for nonhumans, so they are accepted, though grudgingly. The Knights of the Skull examine each nonhuman candidate, checking into their backgrounds to weed out those who would betray the Knighthood, as well as evaluating what skills the petitioners might bring with them.

After serving as a petitioner, the prospective Knight becomes a Squire of the Lily, serving under a patron Knight. It is during this time, typically around a year, that their training and indoctrination are first put to practical use. Though a squire may serve under a Thorn or Skull Knight, they are still considered part of the Order of the Lily since the squires require basic warrior training. A Thorn or Skull Knight may recognize talents with arcane or divine magic and may groom the squire to some degree, but the vast majority of training focuses on honor and the warrior arts. The squire will work with members of all three Orders, learning how they work together to fight a foe.

When a squire completes the Test of Takhisis, he typically serves a year of general service in his Order. As he rises in rank, he may choose specialized training.

While all Knights are proficient in basic combat, Knights of the Lily can expand upon that training. Many Lily Knights train as cavaliers, learning the techniques of mounted combat. Horsemanship is paramount, and the Knight must learn to take care of his steed. Cavalry training also includes training with a lance. Jousting is used to further this training. Some Lily Knights take mounted combat to the ultimate level by learning the specialized role of a dragon rider. Dragon riders learn that aerial combat is a lot more unpredictable than regular mounted combat. Ranks are replaced with aerial formations, such as the Blue Lady's Formation, the Flying V, and the Thunderbolt, though dragon riders are also taught that, once battle begins, formations don't last very long. Aerial combat tactics include the use of lances, missile weapons (for archers), and the dragons' natural weapons (fang and claw attacks, wing buffets, tail slaps, and breath weapons).

Knights of the Skull can train in several different specializations. All Skull Knights train in the basics precepts of their faith and are in charge of internal security and, when at war, support services and interrogation. Most are capable of defending themselves. A select few are chosen to join the ranks of the Cabal of the Code as adjudicators. Such Skull Knights must memorize the entire Code and learn the skills of adjudication. Perhaps the most important task of the Skull Knights is to serve as taskmasters for young petitioners, focusing on doctrine, discipline, and control. Skull Knights can also serve as ambassadors for the Knighthood. In addition to the art of diplomacy, the ambassadors learn how to gather information on other races and nations in order to benefit the Knighthood.

Knights of the Thorn may specialize in one of several roles open to arcane spellcasters. Many take on the role of war mage, aiding their fellow Lily Knights from behind the lines of battle. Some Thorn Knights focus on using divination in their role of gathering external intelligence, supplementing the valuable intelligence gathered by mundane spies. Some Thorn Knights are trained in the art of casting spells while riding dragonback. Typically, a Thorn Knight will sit in a specially made three-seated saddle, with a Lily Knight in the front and the Thorn Knight riding behind him, next to a Skull Knight who offers healing, protection, and enhancement magic to the other Knights. This allows the Thorn Knight to concentrate on casting his spells. If the dragon has spellcasting abilities as well, the Thorn Knight will learn how to cast spells in tandem with the dragon.

All Knights of Takhisis are taught the battle techniques of the Knights of Solamnia. The Knights of Takhisis not only learn their tactical weaknesses, but also the weakness of the Solamnic heart. By understanding what it is to be a Knight of Solamnia, the Knights of Takhisis learn what it takes to defeat them.

The Knights of Takhisis try to train all Knights to be leaders. While it is true that some individuals are better followers than leaders, the Knights of Takhisis view lack of ambition as a weakness. Leadership training includes not only basic principles, but also how all three Orders work together and how to command those who are not from your Order. It also centers on placing the Knighthood above the self, even if it means sacrificing your own life.

THE VISION AND THE BLOOD OATH

When Ariakan formed the Knights of Takhisis, he knew that he would need a set of laws to govern his knights so that order would be maintained. While Ariakan drew inspiration from the Measure of the Knights of Solamnia, he was frustrated by the debates over minor points of the Measure that he witnessed during his time in captivity. He envisioned a set of laws that would allow a knight to know what was expected of him, even if separated from his fellow knights, yet would allow flexibility and occasional exceptions. Ariakan drew up the Code to serve as those laws, based on the Vision of Takhisis. Knights would be expected to swear the Blood Oath to demonstrate their unwavering dedication to the Code.

THE VISION

The Vision is a statement of the ultimate goal of the Knighthood: One World Order. The goal is nothing short of the total and unquestioned domination of the world of Krynn. The Blood Oath and the Code were established to make the Vision manifest. Each Knight also experienced his own personal Vision, originally granted by Takhisis through the Knights of the Skull. This individual Vision showed each Knight his place within the Dark Knights and how he fit into Takhisis' grand scheme.

THE BLOOD OATH

The Blood Oath of the Knights of Takhisis is quite simple: Submit or Die. The Blood Oath is part of the indoctrination process, teaching young aspirants into the Knighthood that they must be utterly dedicated, both in body and soul, to the cause. All thoughts of self are submerged, sublimated. This doesn't mean that the Knights of Takhisis may not think for themselves, merely that the Knighthood comes before all self-interest.

THE CODE OF THE KNIGHTS OF TAKHISIS

The Code is the set of laws, crafted by Ariakan himself, that are designed to deal with both military situations and the lives of each member of the Knighthood. The Code borrows from the Measure of the Knights of Solamnia, but it has been adapted to Ariakan's vision of the Knights of Takhisis. Strict adherence to the Code is required, though each case is decided on its own merits and exceptions can be made.

Ariakan determined that council meetings to consider changes to the Code wasted precious time on endless bickering over trivial points of law and honor. Ariakan established the Code as the unwavering foundation of the Knights of Takhisis. Obvious violations were dealt with swiftly and with certainty.

On the other hand, Ariakan realized the need to be flexible, so he established means by which exceptions to the Code might be considered and accepted or rejected on their own merits. Adjudicators of the Code, drawn from the higher ranks of the Knights of the Skull, are appointed by the Lord of the Night to look into each case. An adjudicator is recognizable by the scepter he wields, presented to him by the Lord of the Night as a badge of his office. The adjudicator's decision is law. If the adjudicator decides that the Code has been violated, then punishment—usually death—is meted out to the offender.

The bulk of the Code deals with establishing lines of communication and authority, detailing how orders are dispatched and acted upon quickly. Ariakan knew that there would be times when a Knight might find himself cut off from the chain of command. Therefore, he devoted sections of the Code to teaching the Knights how to act on the Vision and carry out the will of the Knighthood when on their own. Even within the bounds of the Code, a Knight has a fair amount of discretion on how to carry out the Vision.

The Code allows for a Knight to lie, steal, or murder, but only if such acts further the Vision and are not done for self-gain or due to loss of control. The Knights of Takhisis do not rape, pillage, and plunder. Such acts are considered to be averse to advancing the Vision and the establishment of an ordered world, free of chaos.

The Code is divided into several basic precepts, which guide each Order of the Knights of Takhisis.

Order of the Lily. *Independence breeds chaos. Submit and be strong.* The Order of the Lily is the body of the Knights of Takhisis. They are the strength by which order is maintained, providing unity through that strength.

Order of the Skull. *Death is patient. It flows both from without and from within. Be vigilant in all and skeptical of all.* The Order of the Skull is the soul of the Knights of Takhisis, guiding them with the Vision and eliminating those who would seek to undo them.

Order of the Thorn. *One who follows the heart finds it will bleed. Feel nothing but victory.* The Order of the Thorn is the mind of the Knights of Takhisis. Thorn Knights believe that intellect should always come before emotion. Intellect and knowledge provide the keys to victory, while the heart is nothing but a distraction.

QUESTS AND TRIALS

The quests of the Knights of Takhisis typically revolve around their single-minded purpose: One World Order. Each challenge the Knights of Takhisis overcome brings the conquest of Ansalon a closer. Some may revolve around open warfare, while others are more covert in nature. Each Knight is expected to make sacrifices for the Knights of Takhisis, and they may be assigned to a variety of missions.

All of the Knights of Takhisis must undergo the Test of Takhisis, before becoming a Knight. Like the Test of High Sorcery, the Test of Takhisis tests the Knight, revealing much about him and his place in the Knighthood.

THE TEST OF TAKHISIS

For all of the Orders within the Knighthood, continuation past the level of Squire of the Lily requires that the Knight pass the Test of Takhisis, just as wizards must face the dread Test of High Sorcery. Failure in this test results in death. There has never been a case where a failed Knight has survived; even if a Knight manages to escape, the members of all three Orders use their powers to track the Knight down.

The Test of Takhisis usually centers on the three themes of Vision, Order, and Obedience. Typical problems posed are: Will the Knight sacrifice whatever is necessary—power, fortune, a loved companion, life itself—in order to fulfill the Vision? Will order and obedience win out over sentiment and the heart? Will the Knight obey an order at the sacrifice of the Knight's own life or the lives of kin or loved ones?

As with the Test of High Sorcery, the Test of Takhisis may be an illusion, though the tested Knights truly believe that what they are undergoing is real. In some instances, the Knights may be sent on missions or quests designed to prove their worthiness. The Test is dangerous and often extremely cruel, but those who pass are as strong as steel forged in the fires of Neraka.

The nature of the Test is determined by the Knight's advocate—the person who best knows the Knight. The advocate understands and appreciates the fact that a Knight must be strong in order to fulfill the Vision. There can be no weak links in the chain. Therefore, the Test is never made easy for the squire. Quite the contrary, no advocate wants to be known as the sponsor of a weak and ineffective Knight; therefore, the Test is designed to be as difficult as possible.

Knights who pass the Test are free to choose the Order they wish to enter. Often, though not always, this is the Order of their advocate. The ascension of the Knight into the next Order takes place in a solemn ceremony at the Knighthood's headquarters. The Knight is kept in seclusion in a Skull Knight temple, fasting and praying, for four days prior to the ceremony. At the end of this period, during which the Knight receives the Vision, the Knight is blessed by the Knights of the Skull and sent forth. The Knight comes before the rank and file of Knights currently in residence, including the Lord of the Night himself. The Procession of Knights is enacted, and the Knight is formally presented by his advocate. The advancement in rank is bestowed by the Lord of the Night, and the Knight is accepted into his Order of choice.

CONQUEST

The primary objective of the Knights of Takhisis is the conquest of Ansalon and the world beyond. Knights of Takhisis figure prominently in times of war. Smaller acts of conquest may present themselves during times of peace, if the Knights of Takhisis feel they can annex a city into their territory or bring people under their control. Lily Knights are typically assigned battlefield positions, either as infantry, cavalry, or dragon riders. Thorn Knights often stay behind the lines, offering arcane aid to infantry and cavalry troops. Knights of the Skull are as likely to enter the fray, delivering their deadly magic directly, as they are to hold back and serve as support. Spellcasting Knights often ride behind a Lily Knight on dragonback as part of a cooperative triad, the Lily Knight directing the dragon mount and the two others using spells and their special abilities to assist.

INTELLIGENCE GATHERING

To defeat an enemy, you must know him. Thus, intelligence gathering is a critical component of victory. The Knights of the Thorn have elevated this to a fine art, acquiring much of their knowledge through divination magic. In most cases, however, first hand testimony is preferable. A Knight of the Thorn or Knight of the Skull frequently undertake quests to uncover information, leading groups of lower-rank Knights, chosen by the expedition leader for their readiness to use force, as well as the guile required in successful intelligence-gathering. These specialized talons are much feared, even by other Knights of Takhisis, capable of appearing in almost any area under the influence of the Knighthood to root out traitors, survey populated areas, and establish an intelligence foothold over the opposition.

ITEMS OF POWER

The Knights of Takhisis are always on the lookout for weapons to use against their enemies. Items of power can give the Knighthood an edge during conflicts. Sometimes this comes in the form of creating new weapons; sometimes Knights of Takhisis search for ancient artifacts to give them an advantage. Knights may also seek out personal items to aid them in combat. Lily Knights might search for ancient swords of legend, Thorn Knights might search for ancient tomes of magic, and Skull Knights might search for unholy artifacts of divine power.

PROPAGANDA

The Knights of Takhisis make use of propaganda in order to gain allies and garner support for their goals. Skull Knights may be sent to spread disinformation regarding the gods. Lily Knights may speak of how the Knights of Takhisis can “protect” a town from the forces that threaten it, while in reality they intend to take control. Thorn Knights spread propaganda regarding matters of intelligence or magical affairs. They often speak out against the Wizards of High Sorcery, portraying them as elitists with mysterious traditions and high entry requirements. Propaganda may be used within the borders of Nerakan territory to solidify Knight of Takhisis holdings, or outside of their borders to increase their holdings.

QUESTS OF HONOR

The Knights of Takhisis value honor to such a strong degree that a Knight must sometimes undertake a quest in order for their personal integrity and reputation to be satisfied. This may include dueling someone who slighted the Knight, retrieving a family heirloom (such as a family sword), or repaying a debt of honor. Such a quest is deeply personal and must be fulfilled. The Code’s punishment for failure is death.

THE KNIGHTS OF TAKHISIS AND RELIGION

Founded on her authoritarian principles and with her dark blessing, the Knights of Takhisis are devoted mind, body, and soul to the Queen of Darkness. Through her, the Knights of the Skull are able to administer the Vision to the Knights of Takhisis so that they would each know their place in the Dark Queen’s plans.

THE KNIGHTS OF TAKHISIS AND THE GODS OF DARKNESS

Takhisis has been their source of strength and inspiration, but she has also been very fickle. She has played a variety of roles within the Knighthood, sometimes very visibly and sometimes behind the scenes. The Knights of Takhisis primarily view Takhisis in her aspect of the Dark Warrior who sat with Ariakan as he laid out his plans for the Knighthood. The Dark Warrior is portrayed as a Knight of the Lily, a tall man in midnight-black armor riding a dark bay charger and wielding a barbed greatsword. The Knights of Takhisis also revere Takhisis in her chromatic dragon aspect, said to be the most powerful of all dragons.

Zeboim is revered by the Knights of Takhisis as the mother of Ariakan. Legends surrounding the creation of Storm’s Keep say that she raised it from the ocean depths as a gift for her son. The capricious sea goddess is seen in different forms by the Knights of Takhisis. Many Knights of Takhisis view her as a powerful storm cloud, with lightning striking those who displease her. Such a storm cloud is said to rise over Storm’s Keep on the anniversary of its founding. Knight of Takhisis mariners tend to view her as her Dragon Turtle aspect, a mighty beast that rises from the deep to snap apart any vessel that displeases her. As a courtesy, the Knights of Takhisis will ask for Zeboim’s blessing when going on ocean voyages.

The Knights of Takhisis do not revere any of the other gods of Evil, but they at least show them respect. Sargonnas especially is esteemed as a fierce god of war and as Takhisis’ consort. Morgion, who would rather waste away than die in battle, is viewed with distaste. Chemosh is well regarded by the Knights of the Skull for his patronage of the mysteries of death. Nuitari is admired by the Knights of the Thorn, though they do not worship him. Hiddukel is looked upon as an untrustworthy and dishonorable trickster. Though the Knights of Takhisis have an appreciation of his power, they are wary.

THE KNIGHTS OF TAKHISIS AND THE GODS OF BALANCE

The gods of Balance are largely perceived as indecisive. Reorx is respected as god of the forge and Shinare as goddess of industry, though her recent patronage of the Knights of Solamnia has caused the Knights of Takhisis to view her with suspicion. Gilean is seen as a weakling whose knowledge would be put to better use by the Knights of the Thorn. Sirrion is a fool who lets his urges control him, lacking discipline. Chislev is valued as goddess of nature, though the Knights of Takhisis seek to dominate nature. Zivilyn is a total mystery to the Dark Knights, who don't understand how the god's attention can be distracted from the present. The Knights of the Thorn admire Lunitari, viewing her in the same light as Nunitari.

THE KNIGHTS OF TAKHISIS AND THE GODS OF LIGHT

All of the gods of Good are regarded with contempt, some more than others. Paladine is viewed with a mixture of respect and spite as one of the patrons of the Knights of Solamnia, yet also the sworn enemy of the Queen of Darkness. Kiri-Jolith is acknowledged for his honorable ways and as patron of the sworn enemy of the Knights of Takhisis, the Knights of Solamnia. Habbakuk is monitored with caution, as his teachings of renewal fly in the face of the Code. He is also respected as patron to the Order of the Crown.

The Skull Knights take great enjoyment in killing clerics of Mishakal, quashing her message of hope in the process. With hope gone, the masses will be much easier to subjugate.

Majere is frowned upon as a coward who never gets involved in the affairs of man. Branchala is perceived as a buffoon who should be paying more attention to the world around him, rather than playing like a child. The Knights of the Thorn offer Solinari respect similar to that enjoyed by his magical cousins, though his compassion is viewed as a weakness.

THE KNIGHTS OF TAKHISIS AND DRAGONS

Like the dragonarmies before them, the Knights of Takhisis know the value of working with dragons. Power incarnate, dragons are capable of breathing blasts of fire, bolts of lightning, or worse; with their massive size and dragonfear, their alliance is the Knights of Takhisis' ultimate weapon.

DRAGON CLANS

The Knights of Takhisis differ from the dragonarmies in their alliance with dragonkind. The dragonarmies worked with all five clans of evil dragon. While each clan of dragon has its uses, several are individualistic and have chaotic natures.

For this reason, the Knights of Takhisis primarily use the fiercely loyal blue dragons, which work well within the organized atmosphere of the Knighthood and are accustomed to following orders. Blue dragons, for their part, hold the Knights of Takhisis in great respect for their courage, discipline, and leadership. Blues are excellent aerial combatants and work well with their riders in battle; this bond between a blue dragon and her rider is a lifelong covenant, so the loss of a rider is a devastating blow. The Knights of Takhisis are careful to partner a blue with a Knight who shares the dragon's personality, so this bond will form swiftly during training.

Red dragons are vastly intelligent and have a fine grasp of military strategy and tactics, but they are supremely arrogant and aware of their power. They perform poorly under orders. However, their fiery breath weapons and cunning nature have often turned the tide of battle, so the Knights of Takhisis have occasionally partnered them with confident and high-ranking Knights who share their mindset. The most famous of the red dragons to serve the Knighthood was Pyraxxus, the mount of Ariakan.

Black dragons are used primarily by the Knights of the Skull, who use the somewhat skull-like features of the wyrms to their advantage when intimidating foes. Black dragons are self-serving and prone to brooding or turning on their masters, so the Cabal of the Code's adjudicators are the only Knights of Takhisis who use them with any frequency.

White and green dragons have found little to no use as mounts or allies by the Knights of Takhisis.

The Knights of Takhisis grudgingly respect the metallic dragons of Good, especially the gold, silver, and bronze dragons that see so much wartime activity, but they almost always meet them as enemies, not companions or potential allies. The good dragons serve alongside the elves and the Knights of Solamnia in opposing the Knights of Takhisis at every opportunity. Frequent allies of the Knights of Solamnia, the silver dragons in particular present a strong contrast to the blues in service to the Knights of Takhisis, as they are equally fond of humans, equally responsive to discipline and righteous battle, and just as likely to form lifelong bonds with their riders.

TRAINING

A Knight of Takhisis employs a staff of handlers to take care of his dragon ally. These handlers work to ensure that the dragons are well-fed, in good health, and generally content. Dragon handlers also aid in the training of dragons for combat. Blue dragons are the easiest to train, knowing what is expected of them. The others are too arrogant, too crafty, or too irascible to work well with a structured training regimen.

Most dragons are trained with a single rider, though a three-person saddle is used in times of war so that members of all three Orders can serve as a single mounted unit, employing martial expertise, clerical or mystical support, and arcane firepower. Such an arrangement was initially alien to the blues, but they adapted quickly. Larger dragons have also been trained to serve almost as airborne troop transports, often carrying units of Knight of Takhisis strike teams or even draconians into battle, then flying off to serve in other roles elsewhere on the field.

THE KNIGHTS OF TAKHISIS AND MAGIC

The Knights of Takhisis approach magic differently from their enemies, the Knights of Solamnia. The Solamnic Knights embraced the divine power of Kiri-Jolith, but they shun arcane magic. The Knights of Takhisis, on the other hand, are much more accepting of magic. Two of their three Orders are devoted to magic. Knights of the Skull wield divine energies, while Knights of the Thorn wield arcane power. This unity gives the Knights of Takhisis an advantage on the battlefield.

The Knights of the Skull draw their divine power from the goddess Takhisis. Though the Skull Knights revere Zeboim as well, they were nevertheless wholly dedicated to the Dark Queen. Through her, unholy miracles are made manifest. The Skull Knights channel the power of Takhisis to inflict wounds on their enemies while healing their comrades. They use the power of Takhisis to bestow the Vision on the Dark Knights and to weed out their enemies.

The Knights of the Thorn are the arcane spellcasters of the Dark Knights. They use the power of High Sorcery, granted to them directly by Takhisis. The inspiration for the Thorn Knights was Ariakan's own father, Ariakas, who had received arcane energies from Takhisis during the War of the Lance. Though each school of magic is studied, the Thorn Knights place particular emphasis on the school of divination, with which they can anticipate the moves of their enemies. They also established their own tower at Storm's Keep. The Tower of the Thorn was the Thorn Knights' counterpart to the Tower of Wayreth, serving as a place of study and training and a storehouse of arcane power.

The Thorn Knights spread falsehoods about the origins of their magic, including a tale claiming that the Thorn Knights drew their magic from all three moons of magic. Other stories claimed that the Thorn Knights studied schools of magic different from the Orders of High Sorcery and that the Tower of the Thorn was their own Tower of High Sorcery.

THORN KNIGHTS AND THE MOONS OF KRYNN

The sorcerer Knights of the Thorn have their own schools of magic. They wear grey or black robes and 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. This grants a far more powerful magical edge to Thorn Knights. Just how they have accomplished this feat remains unknown to the conclave. It is not surprising that the robed wizards of Ansalon are extremely disturbed by the appearance of this new and powerful order of sorcery in the world. They view it as a distinct threat to themselves, and wizards of all robes are exerting all their efforts to both study it and eradicate it.

MOON MAGIC

The waxing and waning of all three moons has an effect upon your magic. When any moon is at High Sanction, you gain advantage on attack rolls with spells and gain a +1 bonus to your spell save DCs. When any moon is at Low Sanction, you have disadvantage on attack rolls with spells, and a -1 penalty to your spell save DCs. During the waxing and waning periods around the quarter moons, you cast your spells normally.

When the moons align, it has several effects. When two moons align, you gain a +1 bonus to your spell save DCs. When all three moons align, you gain a +2 bonus to your spell save DCs. This bonus is cumulative with High and Low Sanction bonuses or penalties.

MAGIC ITEMS

The Knights of Takhisis typically make more use of magic items than their Solamnic counterparts. The Thorn Knights use magic items for a variety of reasons, from divination to assisting the Lily Knights in battle. Drawing on their sorcerous talents, they craft their own items, although the Gray Robes continue to seek out those created by the Wizards of High Sorcery.

The Knights of the Skull utilize several unholy items blessed by Takhisis. The original copy of the Code is believed to be blessed by Takhisis herself and is held as the most sacred of unholy artifacts. The scepters given to the Adjudicators of the Code, signifiers of their responsibility, are often charged with unholy power.

Of the three Orders, the Knights of the Lily are the least likely to use magic items outside of weapons and armor.