



Dragonlance Adventures

Dragonlance Adventures

a Castles & Crusades campaign sourcebook

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Introduction

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

Basic setting information

Languages

All characters with an Intelligence Prime are assumed to be literate in all the languages they know. Otherwise, they must expend one point of their Intelligence modifier (C&C PH p.8) to learn how to read/write (or devote a Background Skill choice to the Scribner skill, if those optional rules are used). Each language denoted as “additional” in the races writeups can be learned by starting characters by performing an Intelligence check (CL0), or by expending one point of Intelligence modifier (as per standard rules).

Ansalonian languages

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

Coinage

Before the Age of Despair, the coinage system can be assumed to be equal to the standard one (C&C PH p. 40). After the Cataclysm, gold was not used as the standard coin, instead steel coins (also called Emas) became dominant. For campaigns set after the Cataclysm, use the following table. All values in the PH reported in gp must be read as steel pieces.

Coinage of Ansalon (after the Cataclysm)

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

Races

Human

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

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

Kender

They have all the abilities of Halflings (C&C PH p.36), with the following exceptions and additions:

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

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

Handling (Dexterity): Kender are “natural born thieves”, although they steal things not out of greed but curiosity. They receive a +2 bonus for “handling” maneuvers (pick pocket and open lock).

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

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

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

Racial age: 50, 70, 90 + 3d10

Kender Hoopak: This is the typical Kender weapon and general purpose tool. It is essentially a combination staff and sling.

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

Elf

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

– **Kagonesti**

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

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

– **Qualinesti**

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

– **Silvanesti**

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

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

Half-elf

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

Languages: Common, Elven.

Dwarf

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

– **Hill Dwarves**

Animosity (Aghar) and, for campaigns set after the Dwarfgate War, **Animosity (Mountain Dwarves)**.

Languages: Dwarven, Common. Additional languages: Elven, Goblin, Ogre.

– **Mountain Dwarves**

Animosity (Aghar) and, for campaigns set after the Dwarfgate War, **Animosity (Hill Dwarves)**.

Languages: Dwarven, Common. Additional languages: Giant, Gnome, Hammertalk.

Gnome, Fey

The gnome race in the C&C PH is not suitable to represent the Krynnish gnomes. However, the CK can treat the C&C Gnome as one of the sylvan fey folk, like dryads, nixies, nymphs, pixies, satyrs and

centaurs.

Gnome

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

Racial Traits and Abilities

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

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

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

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

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

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

Size: Small

Movement: 20 feet

Typical Classes: Rogue, Fighter, Cleric, Wizard, Illusionist, Assassin

Attribute Modifiers: +1 Dexterity, -1 Strength

Rogue Modifier: +3 listen

Assassin Modifier: +3 listen, +2 poisons

Racial age: as Gnome (C&C PH p.31)

– “Tinker” Gnomes

Description

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

Racial Traits and Abilities

Guild Affiliation: every Gnome joins a Guild since his early age. Such early indoctrination allows Gnomes wide practical and theoretical knowledge, depending on the chosen field of study. At character creation, a Gnome will be considered a Craftsman, Sage or Technician, and he will receive a +3 bonus on all checks involving his chosen specialization.

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

Attribute Modifiers: +1 Intelligence, -1 Wisdom

– “Thinker” (mad) Gnomes

Description

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

Racial Traits and Abilities

Gear Head: due to their methodical attitudes, thinker gnomes are usually capable of putting their love of mechanical devices to good use. They receive a +2 to open lock checks and to other checks involving dealing with small mechanical devices (including traps).

Rogue Modifier: +2 open lock, +2 traps

Assassin Modifier: +2 traps

Half-Ogre

Racial Traits and Abilities

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

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

Hulking Brute: Half-Ogres are treated as Large creatures, which gives them the initiative advantage in combat (C&C PH p.115) and allows them to double their starting hit die. However, due to their size, armor and other garb cost 200% the normal price.

Ogre Blood: Half-Ogres are treated as Ogres for what concerns the Combat Marauder and Favored Enemy abilities of Rangers, the Defensive Expertise ability of Dwarves and for all spells and effects which target Ogres.

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

Size: Large

Movement: 30 feet

Typical Classes: Fighter, Barbarian, Assassin

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

Racial age: 55, 73, 90 + 2d20

Minotaur

Racial Traits and Abilities

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

Enhanced sense of smell: as Half-Orc (C&C PH p.37).

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

Hulking Brute: Minotaurs are treated as Large creatures, which gives them the initiative advantage in combat (C&C PH p.115) and allows them to double their starting hit die. However, due to their size, armor and other garb cost 200% the normal price.

Ogre Blood: Minotaurs are treated as Ogres for what concerns the Combat Marauder and Favored Enemy abilities of Rangers, the Defensive Expertise ability of Dwarves and for all spells and effects which target Ogres.

Seamanship: Minotaurs are trained to be excellent seafarers, and since a young age serve aboard ships (see the Seamanship ability in the Mariner class description). They receive a +2 bonus to all dexterity checks involving seamanship activities.

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

Size: Large

Movement: 30 feet

Typical Classes: Fighter, Barbarian, Ranger, Wizard, Cleric, Mariner

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

Ranger Modifier: +2 track

Mariner Modifier: +2 seamanship

Racial age: 60, 90, 120 + 3d10

Half-Orc

Half-Orcs do not exist on Krynn, however the CK can allow the Half-Orc race (C&C PH p.37) by treating it as Goblin offspring (resulting from a union between Human and Goblin, Hobgoblin or Bugbear).

Classes

Wizards of High Sorcery (Intelligence)

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

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

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

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

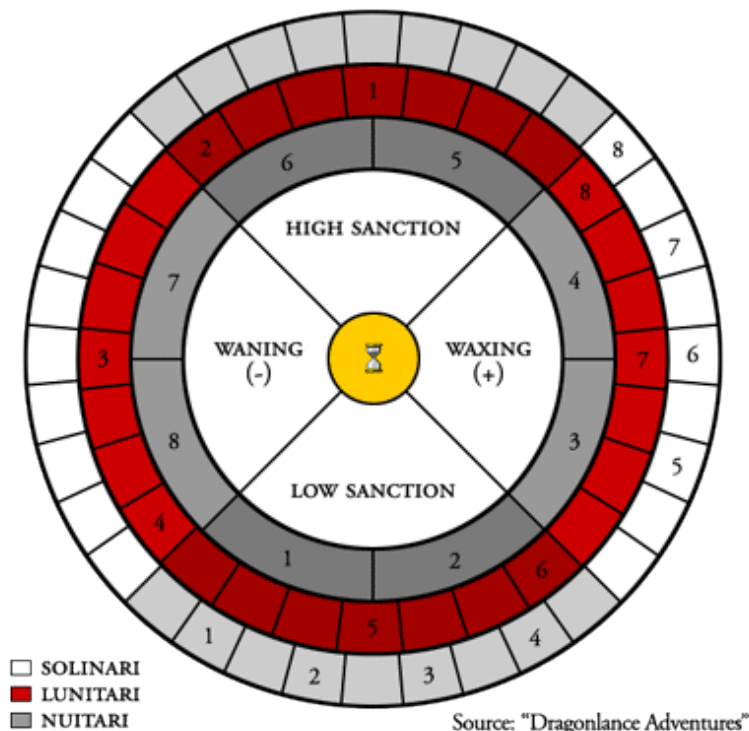
ABILITIES

MAGIUS LITERACY: All Wizards of High Sorcery are literate in Magius, the ancient language in which magical research notes are written. Its spoken form is only used for casting spells.

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

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

MOONS OF KRYNN: ANSALONIAN MOON TRACKING CHART



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

The following table indicates the effect that the phase of a moon has on the corresponding colour of the magic-user. The phases of each moon only affect magic-users of the corresponding colour robes. The level increase applies to all level-based checks, and to determine the effects of spells or other special abilities.

Moon Phase Effects Table

Moon Phase**	Additional Spells	Effective Level
Low Sanction	0	-1
Waning	0	Even
Waxing	+1	Even
High Sanction	+2	+1*

* Only available to magic-users of 6th level or higher with Intelligence scores of 15 or better. Additional spells may be of any level that the magic-user can cast.

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

MOON ALIGNMENT: If the moons themselves are in alignment, additional modifiers apply to the various robes. The following modifiers are cumulative with those from the Moon Phase Effects Table above. For example a Wizard of High Sorcery with 15 Intelligence, on the Night of the Eye (when all moons are in alignment at High Sanction), enjoys +4 additional spells and +2 effective level.

Moon Alignment Effects

Alignment	Additional Spells	Effective Level
Solinari and Lunitari	+1	+1
Nuitari and Lunitari	+1	+1
Solinari and Nuitari	0	Normal
All Three Moons	+2	+1

PRIME ATTRIBUTE: Intelligence

ALIGNMENT: any (determines the Order)

HIT DICE: d4

WEAPONS: as wizard/illusionist

ARMOR: none

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

Curse of the Magi (optional)

In some novels the use of magic is described as physically taxing to the magic-user (e.g. Raistlin is sometimes seen to falter when casting spells).

If the CK wants to give a gritty tone to the campaign, the following rule can be adopted.

Whenever a magic-user casts a spell of the higher level he can cast, he must succeed at a Constitution or Charisma Saving Throw (some resist by being physically resilient, others by pure will), with a Challenge Level equal to the spell level. If the check succeeds, the spell is cast without adverse effects. If the check fails, the spell is not cast (but it is not erased from memory) and the magic-user suffers a number of hit points (as subdual damage, C&C PH p.121) equal to the spell level. So, repeatedly casting high level spells can easily result in the magic-user passing out.

Knights of Solammia (Charisma)

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

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

The Knight class (C&C PH p.25) is the base on which the Knight of Solammia class is built.

Knights of the Crown

This order follows all the rules for the Knight class.

Knights of the Sword

When a Knight of the Crown has enough experience to gain 3rd level (4501 XP), he can access the order of the Sword. He continues gaining Knight abilities, but the EPP is as follows:

Level	EPP
3	4,501
4	9,001
5	18,001
6	38,001
7	76,001
8	155,001
9	310,001
10	620,001
11	820,001
12	1,020,001
13+	200,000 EP per level

At 6th level a Knight of the Sword gains the use of spells as a 1st level Cleric, according to the Cleric and Druid spellcasting Table (C&C PH p. 24), however he does not get bonus spells for high Wisdom. As he advances in level as a Knight, so he progresses in spellcasting powers; in general, he casts spells as a Cleric five levels lower. Note however that he can regain spells *just one day per week*. On such a day devoted to fasting and prayer, he follows the same rules as Clerics. The Knights of the Sword, while paying lip service to Paladine, receive their spells from Kiri-Jolith, the God of Warfare.

Knights of the Rose

When a Knight of the Sword has enough experience to gain 4th level (9001 XP), he can access the order of the Rose. He continues gaining Knight abilities, but the EPP is as follows:

Level	EPP
4	9,001
5	18,001
6	38,001
7	76,001
8	155,001
9	320,001
10	640,001
11	865,001
12	1,090,001
13+	225,000 EP per level

At 6th level a Knight of the Rose gains the use of spells as a Knight of the Sword (see above). Furthermore, at 9th level he gains the Aura of Courage ability of Paladins (C&C PH p.28).

Mariner (Dexterity)

ABILITIES

SEAMANSHIP (Dexterity): This ability deals with all the activities necessary to practically run a vessel, e.g. piloting, climbing sails and ropes, using ropes, rigging sails, moving around during tempests etc. A mariner is also aware of the function of each man aboard ship and may substitute for any position if required.

This ability is penalised if wearing armor different than those allowed, by -1 for each point of armor class above 12 and by -1 for use of shield.

SURVIVAL (Wisdom): Mariners learn all the perils of the sea, and know how to best defend themselves from heat, salt water, how to fish, how to prepare drinkable water etc. This ability works as the Ranger Survival ability (C&C PH p. 13) but it works in a sea or near-sea environment (in particular, determination of the true north is done by referencing the stars, and is used for navigation purposes). This ability also allows the mariner to predict the weather in the immediate area (sea or shore-lying, within a 5-mile radius of his position) within the next 8 hours.

SEA LORE (Intelligence): This skill deals with knowledge of nautical legends, such as recognizing the names of sunken ships and remembering their history, recognizing uncharted islands from rumors and reports of landmarks, identifying sea monsters and ghost ships, knowing how to tie 101 different knots, etc. The information is not always exact, since, as typical in such cases, stories are told by guys who heard them from guys who heard them from other guys!

SIGNALING CODES: A mariner can learn as many signaling codes as he can learn languages. A mariner automatically knows a "common" flag code and a "common" conch-horn code, and may pick up new codes at 3rd level and at every three levels afterward.

SEA COMBAT STYLE: Sea combat is not always to the death; it is often preferable to capture opponents, as experienced sailors are hard to come by. Thus, mariners often try to win fights by killing as few sailors as possible. The following abilities define the combat style common among mariners:

- Due to their training and agility in combat, mariners gain a +2 bonus on their Armour Class. Such bonus cannot be used when the mariner is negated his Dexterity bonus to Armour Class (e.g. when he is surprised).
- Skill at close-quarters fighting (including infamous "pier six brawls") gives mariners a +1 bonus to hit when using Unarmed Combat maneuvers (C&C PH p.117). This bonus increases to +2 at 5th level, +3 at 9th level, and +1 for every four levels thereafter.
- Starting at 4th level, if a mariner successfully disarms an opponent (C&C PH p.119), he may strike at the opponent again, either to kill or subdue, as an extra attack. Optionally, if using a sharp-edged weapon, the mariner may place the weapon against a vital spot on the opponent and demand the victim's surrender. If the victim refuses, the mariner gains automatic initiative to strike, and gains a +1 bonus to hit and damage the opponent. This bonus increases to +2 at 8th level, +3 at 12th level, and +1 for every four levels thereafter. This attack will finish out the maneuvers for the mariner in that round.

The above abilities do not work when the mariner wears armour heavier than those allowed.

SHIPCRAFT (Intelligence): A mariner is trained in the art of ship construction and design. A 3rd-

level mariner is able to design and oversee the construction of a seaworthy (i.e., average) vessel; a 10th-level mariner can construct (with an experienced building team) a good quality ship; and a 11th-level mariner (with master craftsmen) can produce a vessel of excellent quality. It is up to the CK to determine the construction time and costs in accordance to manpower available.

ROUSE (Charisma): High level mariners can rouse their crews so they fight at an increased efficiency. Such a rouse requires three uninterrupted turns, and the entire crew must be gathered to listen. This ability works like the Knight's Inspire ability (C&C PH p. 26), but it starts at 10th level (up to 12 creatures), and improves at levels 12 (up to 25 creatures), 14 (up to 50 creatures) and 16 (up to 250 creatures).

PRIME ATTRIBUTE: Dexterity

HIT DICE: d8

ALIGNMENT: any (usually partly neutral due to their pragmatic attitude)

WEAPONS ALLOWED: as Rogue, plus brass-knuckles, scimitar, trident, harpoon, spear.

ARMOR ALLOWED: as Rogue; **SHIELDS:** small, buckler; **HELMS:** leather coif

ABILITIES: Seamanship, survival, sea lore, signaling codes, sea combat style, shipcraft, rouse.

STARTING GOLD: 5d4 gp

Level	HD	BtH	EPP
1	d8	0	0
2	d8	+1	2,251
3	d8	+1	4,501
4	d8	+2	9,001
5	d8	+2	20,001
6	d8	+3	40,001
7	d8	+3	75,001
8	d8	+4	150,001
9	d8	+4	300,001
10	d8	+5	575,001
11	+3 HP	+5	850,001
12	+3 HP	+6	1,125,001
13+	275,000 EP per level		

Monk

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

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

Paladin

Paladins are quite rare on Krynn. Only a few selected individuals receive the call to paladinhood. Paladins are highly respected by clerics of their patron deity, and are welcome into the churches as

holy warriors in the cause of good. Paladins on Krynn require a lawful good, lawful neutral or neutral good patron deity, and they cannot use their abilities without one.

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

Druid

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

Cleric

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

Contrary to the standard rules (PHB p.39), the alignment of a cleric need not be equal to the one of the patron deity, but it can be one step removed, along the ethic or moral axis (with the exception that a cleric may have a completely neutral alignment only if his patron deity is completely neutral). In the following table all the gods of Krynn are shown, with their alignments, spheres of influence and major weapons usable by their clerics (C&C PH p.23).

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

Background Skills

What follows is a simple system to handle background skills. It can be “plugged” into any existing campaign with no effort, does not require any tables nor accumulation or expenditure of skill or experience points. The list of skills has been adapted from the "Dragonlance SAGA Companion" book.

Starting skills

Every character receives a number of skills based on level, plus her Intelligence modifier (however, at least 1 skill is received if the total is 0 or less).

The following table shows the number of skills as a function of character level:

Level	Skills
0	2
1	3
2	4
4	5
7	6
11	7
16	8
22	9
29+	10

Additional skills

The CK may require that, before reaching the necessary level to acquire a new skill, a character previously declares which skill he is going to learn. This can be useful to create plots and situations in which the character learns the skill fundamentals “on the field”.

Using skills

Skills are not tied to any particular attribute, since their scope is usually wide enough to possibly require different attributes. A skill check is simply an attribute check, the relevant attribute being chosen by the CK depending on the application of the skill. Having a skill allows a +2 modifier to the attribute check. A skill may be selected more than once to reflect extreme specialisation. Each subsequent choice grants a cumulative +2 modifier to the check.

List of skills

The following list shows the available skills. It should be noted that some skills are more “complex” than others, so they have a prerequisite skill. Skills which are followed by "(spec)" require the choice of a specialty.

Skill	Prerequisite	Skill	Prerequisite	Skill	Prerequisite
Alchemist	Herbalist	Diplomat	Scribner	Mathematician	Scribner
Architect	Scribner	Engineer	Scribner	Merchant	Clerk
Armorer	Blacksmith	Farmer		Miner	
Artisan (spec)		Fisherman	Boatsman	Navigator	Scribner
Astrologer	Scribner	Gambler		Philosopher	
Blacksmith		Gamesman		Physician	Healer
Boatsman		Groom		Potter	
Bowyer		Healer	Herbalist	Rancher	
Brewer (spec)		Herbalist		Scribner	
Carpenter		Historian (spec)	Scribner	Sailor	Boatsman
Cartographer	Scribner	Hunter		Shipwright	Carpenter
Cartwright	Carpenter	Innkeeper	Valet/Maid	Tailor	
Clerk	Scribner	Jeweler		Tanner	
Clockmaker		Lawyer	Scribner	Valet/Maid	
Cook		Mason			

References

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