DragonLance

A JumpChain! Sourcebook



Another world, another adventure. Another reality to explore, a thrilling new … library? A library, complete with the faintly musty smell of old tomes. Long tall stacks of books, scrolls, and tablets run the length of the chamber you find yourself in. Seated at a desk near the back of the chamber is a lone figure. He scratches away with quill and ink on a scroll, pausing only to wet his quill in a small inkpot and look into a crystal globe located to his left.



"Astinus of Palanthas, Master of the Library of Palanthas and Historian of Krynn. He keeps a record of everything that happens here. Everything of note, at least. Most people think he's immortal or some kind of god. No one seems to know for certain, though."

No one?

Your Benefactor smiles one of those little smiles you've become so familiar with.

"Well, maybe not no one. Maybe you'll figure it out and tell me all about it?"

Seemingly bored with that train of thought, your Benefactor turns away from you and runs their hands along the stacks.

"So here we are: DRAGONLANCE! Actually, the name of the world is Krynn. Dragonlance is the title given to the intellectual property created, 'created,' by Margret Weiss and Tracy Hickman. So, if you'd like to take a minute to read up on what this place is about, now's the time and here's the place to do it. Or I can just give you the Chain's Notes. Get it? Chain's Notes? It's like Cliff's Notes, but … never mind."

"In the beginning was The High God and from the Beyond he called forth Paladine, Gilean and Takhisis, good, neutral and evil gods respectively. Those gods called forth and created even more gods, and then all the gods created this universe, to include the planet you're standing on, Krynn. Dragons, ogres, humans, elves, magic and wonders followed shortly thereafter. Pretty much your standard magic fantasy creation myth. Well, this place places a premium on moral equilibrium; good, neutral and evil are meant to stay in cosmic balance. Doesn't always work out that way, though. Anyway, enough exposition, you know the next part."

"I'm giving you **1,000 Choice Points** and at least decade here. Let's see what you can do."



Events in Krynn are influenced by time as much as place, the various Ages of Krynn each having their own unique dangers and challenges. Chance will dictate when and where you arrive. Yet if you invoke Choice, you may select either for 50CP or both for 100. Roll 2d8-1 to determine the details of your arrival, once for where you arrive and once for when.

1. **Palanthas**: Sometimes called the Jewel of Solamnia, Palanthas is a beautiful port city located in Northern Ansalon on the Bay of Branchala. Palanthas is home to the Library of Palanthas and a Tower of High Sorcery.

2. **Silvanost**: Capital city of the elven city of Silvanesti. Located in central Silvanesti, Silvanost is surrounded by lush forests. Silvanost is an ancient city and has weathered the many storms of Krynns Ages with little damage.

3. **Qualinost**: Founded after the Kinslayer wars, Qualinost is the capital city of Qualinesti. Aesthetically Qualinost is an unusual blend of dwarven and elven craftsmanship with rose-quarts buildings surrounded by well-tended gardens.

4. **Istar**: Founded as a small fishing village on the shores of Lake Istar, Istar would grow in power and importance as the nation of Istar ascended. At its height, Istar was a beautiful wealthy city of crystal, alabaster, and gold. After the Cataclysm Istar is destroyed, and all the surrounding area becomes the Blood Sea of Istar.

5. **Icereach**: A frozen desolate region in the south of Ansalon. Icereach is home to all manner of dangerous beasts, barbarian tribes, and the Thanoi, a race of bipedal walrus men.

6. **Mount Nevermind**: Located inside of a dormant volcano on the westernmost landmass of Ansalon, Mount Nevermind is the largest settlement of gnomes in Ansalon.

7. **Neraka**: A dark city situated deep in the Khalkist Mountains, Neraka is frequently a center for evil cults, empires, and magics.

8. **Tarsis**: A trade city and capital to the nation of Tarsis. First established as a port city, Tarsis flounder for many years after the Cataclysm when its port dried up.

9. **Pax Tharkas**: A dwarven fortress located in between elven Qualinesti and dwarven Thorbardin. Its strong walls and deep mines have withstood many sieges.

10. **Plains of Dust**: Located between Thorbardin and Silvanesti, the Plains of Dust are desolate and largely barren. Small scattered tribes are the sole population.

11. **Sanction**: A sprawling port city surrounded by mountains located on the New Sea. Sanction has a times been a respected trading hub and a home for pirates and villainy.

12. **Dragon Isles**: Tropical islands located in the center of Krynn, the Dragon Isles are a magically protected place. Little is known about the islands other than they are home to many powerful races and species.

13. **Blood Sea Isles**: Home of the Minotaur Empire, the Blood Sea Isles are remote and desolate. Wars frequently ignore this place, but the inhabitants are known to sell their services to whatever army can pay the most.

14. **The Abyss**: The seat of power for the dark gods of Krynn. This Outer Sphere is also home to many powerful evil beings and extraplanar creatures. For mortal and fiend alike, this is a place of pain and torment. Best find a way out quickly.

15. **Jumpers Choice**: Choose anywhere in Krynn to begin your adventure.



The Ages of Krynn

The first Age of Krynn was the Age of Starbirth. In the beginning there was only The High God and Chaos. The High God called forth into the Beyond, and three answered back: Takhisis, Paladine, and Gilean. These three would become the patron gods of evil, good, and neutrality respectively. Each of the three patron gods called forth into the Beyond and summoned companions: lesser gods of like ideology that would be patrons of their respective domains. The gods, together with the High God, created Krynn. The gods of good then created the metallic dragons, powerful servants of good. The gods of evil, jealous, corrupted some of the dragons and they became the chromatic dragons. This led to the All-Dragons War.

Some time later it was discovered that the stars had a something yet undiscovered: souls. War was waged over the fate of these souls, the All-Saints War. It was ended by the High God. Each pantheon offered the stars something. From good they received physical bodies, evil granted them ambition and desire, neutrality gave them free will. From these stars were created the first mortals. Evil created the ogres, good the elves, and neutrality crafted humanity.

To celebrate the truce and the creation of life and the restoration of balance, the three gods of magic were created: silvery Solinari, the good; crimson Lunitari, the neutral; black Nuitari for evil.

Age of Dreams

The second Age of Krynn. The Chaos Gem, an object of untold power forged by the god Reorx, has left its mark on the world. New races appear and magic wielding mortals will shape the events and lands of Krynn. The world is new, and rife with power, and little that happens will not frame Ages to come. The Age of Dreams will see great wars and great works before it is finally brought to a close with Huma Dragonbane's sacrifice and victory over the dark goddess Takhisis at the close of the Third Dragon War.

1. **Age of the Ogre, 8500 – 5000 PC**: The Ogres were the chosen of the dark gods, strong, powerful and beautiful. They built a massive slave empire and ruled for millennia, until their cruelty and vanity caused the collapse of their empire and the fall of their race. Those Ogres that do not fall, the Irda, flee from their Fallen brethren and form their own society. You may select any point during this period to being your journey.

2. **The First Dragon War, 3900 – 3550 PC**: Takhisis sends her armies of chromatic dragons, ogres, and sympathetic humanoids to invade Krynn. Elves, metallic dragons, and the good and neutral humanoids rally but are overwhelmed. The War is won by the direct intervention of the gods of magic, who are banished for their direct intervention on Krynn. The gods of magic take up residence in Krynns moons and found the Orders of High Sorcery. You may select any point during this period to being your journey.

3. **Kinslayer Wars, 2192 – 2140 PC**: A combination of politics, war, and circumstance cause the Sundering of Elven Harmony. The elven civil war will be joined by dwarves and humans, and will end with two elven nations in place of one: Silvanesti and Qualinesti. The Qualinesti will maintain closer ties to their human and dwarven allies, while the Silvanesti will become increasingly isolationist. You may select any point during this period to begin your journey.

4. **The Third Dragon War, 1060 – 1018 PC**: The armies of Takhisis rally once more, this time around the warlord Crynus. Crynus leads his army of ogres, chromatic dragons, and renegade mages in a bloody war across Krynn. The Knights of Solamnia and their metallic dragon allies rally in defense of Krynn. The Dragonlances and Dragon Orbs are created to help fight the armies of Takhisis. The war ends with the sacrifice of Huma Dragonbane. Takhisis pledges to leave Krynn and both metallic and chromatic dragons withdraw from Ansalon. You may select any point during this period to begin your journey.

Age of Might

The third Age of Krynn will see the rise and fall of the human nation Istar. Paladine, mightiest of the gods of good, will show great favor to the fledgling nation at first, yet as the nation grows in influence and power, so too does it grow in arrogance. In its pride Istar slowly turns from the gods, causing divine magic and miraculous works to dwindle in Krynn. When Istar is at its zenith it will demand the gods empower Istar to remove evil from the world once and for all. This act will anger the gods and cause them to hurl a fiery mountain at Istar. This event, called by all the Cataclysm, will bring the Empire of Istar and the Age of Might to a close.

5. **Istarian Expansion, 1000 – 800 PC**: Once a simple fishing village, circumstance conspires to turn Istar into massive empire. As Istar's influence expands, the concept of Istar as the moral center of the mortal world is introduced. Smaller wars, political alliances, and beneficial trade agreements quickly and dramatically increase the power and influence of Istar. You may begin your journey at any point during this period.

6. **The First Ogre War, 910 – 825 PC**: Ogres attack Thoradin, the seat of power for the Mountain Dwarves. Solamnia rallies in support of the dwarves, as does Istar. The dwarves and their allies soundly defeat the Ogres. Istar claims this victory signals that the gods favor Istar. You may begin your journey at any point during this period.

7. **Temple of the Kingpriest, 260 – 212 PC**: The Kingpriest of Istar, the theocratic dictator of the Istarian Empire, begins building a temple in his name. The temple is nothing short of opulent, and is monument to the growing arrogance of Istar. During this period Istar

will declare that anyone who disagrees with the Kingpriest is evil. Both elven nations will close their borders in response to Istarian arrogance. You begin your journey at any time during this period.

8. **Edict of Thought Control, 6 PC**: The Kingpriest declares that evil thoughts are equivalent to evil deeds, and hires mages to hunt among the populace for evil thoughts. Those found guilty of evil thoughts are thrown into an arena where they are forced to fight to the death. An elven bard has a vision of the Cataclysm and writes a poem as a warning; the poem goes unheeded. At noon six years from when you arrive the Cataclysm will rain down on Istar. You begin your journey one week after the Edict is passed.

Age of Despair

Famine and evil and war and faithlessness, the fourth Age of Krynn is bleak. Following the Cataclysm, the people of Krynn are convinced that the gods have abandoned them. False prophets and religions, The Seekers, will rise to power, though they have no divine magic and can perform no miracles. Takhisis will be the first of the gods to walk the face of Krynn again and with her dragons and followers will begin to amass power in secret before starting the War of the Lance. Some time after the conclusion of the War of the Lance, the Graygem, the Chaos Gem forged by the god Reorx Ages ago, will be rediscovered and lost. This event will set into motion events that will become the Chaos War. The Chaos War will shatter Krynn yet again, robbing the world of arcane and divine magic as all the gods work in concert to banish Chaos from the universe.

9. **The Dwarfgate War, 39 AC**: Tensions increase between the Mountain and Hill Dwarves after Thorbardin, great kingdom of the Mountain Dwarves, closes its borders. Elsewhere in Ansalon a powerful human mage allies with a cleric and raises a significant army. The mage and his army ally with a group of Hill Dwarves and lead an assault of Thorbardin. You begin your journey one month before the mage and his cleric leave Palanthas to raise their army.

10. **The Temple of Neraka, 141 AC**: Takhisis, Dark Queen of the gods of Evil, opens a portal to Krynn and begins to manipulate events personally. During her time she will take stones from the Temple of Istar to Neraka. These stones transform and warp the landscape, turning it into a dark mirror of the first Temple of Istar. Takhisis will awake the chromatic dragons during her time on Krynn, though they will not yet operate in the open. Priests of Takhisis operate in the shadows and divine magic is practiced for the first time in centuries. You begin your journey moments after Takhisis opens her portal to Krynn.

11. **War of the Lance, 348 AC**: The armies of Takhisis storm across Krynn led by dragons and the Dragon Highlords. Nations fall in rapid succession to the armies of the Dark Queen. A group of heroes seek the aid of the gods of Good, and are successful. Shortly thereafter those same heroes secure the aid of the metallic dragons. For the first time in centuries, Dragonlances and the Dragon Orbs are seen on Krynn. The war concludes with the defeat of Takhisis' armies after the death of Dragon Highlord Ariakan. You begin your journey one month after the dragonarmies begin their invasion.

12. **The Graygem and the War of Chaos, 381 AC**: Rumors of an artifact of great power, The Graygem, begin circulating. These rumors will draw the attention of a roguish dwarf and threes sons of famous adventurers. Fear and desperation will lead to the shattering of the Graygem, releasing Chaos onto Krynn. You begin your journey one year before the sons of Caramon and Tika Majere, Heroes of the Lance, set sail with Dougan Redhammer.

Age of Mortals

The Summer of Chaos is over, but the world has changed. While the combined pantheon of Krynn is distracted fighting Chaos, Takhisis steals Krynn away in order to rule over it uncontested. Her theft has left Krynn bereft of traditional divine and arcane magics, but the mortals of Krynn rally and discover mysticism and sorcery. Another unforeseen consequence of the Dark Queens plans are the Dragon Overlords, phenomenally powerful dragons loyal only to their own ambitions. Long years after the Dragon Overlords are defeated, a lone prophetess will begin to wander the land performing miracles and preaching The One God.

13. **The Dragon Purge, 287 AC**: Malystryx, red dragon overlord, uses a ritual to absorb the spirits of other dragons in order to increase her power. With her increased power she seizes more territory. Other dragon overlords take note and begin to do the same. In response to these rituals by the chromatics, the metallic dragons withdraw to the Dragon Isles. You begin your adventure one week after Malystryx completes her first ritual.

14. **The War of Souls, 421 AC**: A prophetess named Mina begins to preach The One God. She is the first person since the end of the Chaos War to perform miracles and wield divine magic. Her power allows her to create a massive army of the living and the dead. Her war is short lived when The One God, revealed to be Takhisis, is rendered mortal and killed. Paladine, in order to maintain the balance, forsakes his immortality and roams Krynn. You begin your journey three months before Mina performs her first miracle.

15. **Jumpers Choice**: Choose any Age to being your adventure in Krynn.

Origin: Class and Race

"So, you know where you're going. That's great and all, but just who and what are you going to be? I've got some options for you below, feel free to choose a race and a class."

Drop In (Free): You awaken in Krynn neither helped nor hindered by any additional memories. Your lack of ties to this universe may make your time here challenging, so the boons offered to you will provide you with additional assistance.

Warrior
50 CP

You learned from an early age how to fight: sword and shield, strike and grapple. Childhood memories are of hunting and training, and of dreaming about the day you'd leave home to travel Krynn on adventures of your own.

Rogue
50 CP

Quick thinking, fast talking, and maybe a little sleight of hand are your stock and trade. You learned from an early age that discretion was better than valor, and that stories are tools that can fix all manner of problems.

Arcane
50 CP

The universe is your playground, at least that's always been your opinion. Your childhood was spent in books, hours spent reading in an attempt to discover hidden mysteries and coax reality to bend to your will. Eventually your studies led you to magic, and from there on your goal was clear: master the Art.

Divine
50 CP

Big questions have always fascinated you: who and what are the gods, do they truly care about the people of Krynn, what does it mean to call someone enlightened, can wisdom be found apart from the gods? The exploration of these questions has granted you power.

Krynn, Power, Levels and You:

How does one quantify power? As you begin your adventures in Krynn this question may occupy your thoughts, so let the following be your guide: purchased skills can either provide a one-time lump sum of power, in the form of levels, or ease of gaining power along those particular paths.

If you want immediate power, assume that 100 point skills provide one level, 200 and 300 point skills provide 6 levels, and 600 point skills provide 8 levels.

If you want to grow into your power, assume that 100 through 300 point purchases put your feet on the path to power and 600 point purchases provide both an aspirational goal and assistance along the path to that goal.

Time and the Races of Krynn

Krynn is not a small world, and it is a world bursting with life. All manner of different races have flourished, perished, and evolved on Krynn over the Ages. You're free to choose one of the Races below as part of your origin, but understand that what you pick will influence your experience of Krynn. Some Races pack a bit more of a punch than others, so Choices will be weighed accordingly. Also, if you pick something that doesn't exist yet, or that is extinct when you arrive, you're bound to engender any number of reactions. I imagine some of those reactions will be unfavorable.

Human* (Free): One of the first three races crafted by the gods during the First Age of Krynn, the Age of Starbirth. Forged by the gods of Neutrality, humans were given Free Will and allowed as individuals to choose their own path. Humans have created mighty empires throughout the Ages, while some pockets of Humanity remain distinctly tribal. Humans can range in size from as small as five feet to as large as seven feet tall, with a corresponding variety in build types. The average human will live to approximately 70 years old.

Elf* (50): Elves were created by the gods of Good during the First Age and, along with humans and ogres, are among the first mortal races to walk Krynn. Elves are smaller and slighter than humans, with sharper more refined facial features.

Elves gain the following abilities:

- Increased dexterity
- Decreased constitution
- Proficiency with a bows, longswords and rapiers
- Immune to magical charm
- Increased chance to resist enchantment style magic
- Darkvision: Elves can see in the dark up to 60 feet

Dwarf (50): Created shortly before the First Dragon War, Dwarves are one of the Graygem races. Dwarves as a whole venerate the Neutral god of the forge, Reorx. Dwarves are shorter and stockier than either elves or humans, and live to on average three to four centuries before succumbing to old age.

Dwarves have the following abilities:

- Increased constitution
- Decreased charisma
- Bonuses to attack against giants, ogres and other large creatures
- Proficiency with an axe or hammer
- Increased skill with masonry and smithing trades
- Darkvision: Dwarves can see in the dark up to 60 feet.

* Half elves pay no CP cost, and receive weakened elven racial abilities, facial hair, and limitless angst.

Kender (50): The kender were created in the same event that created the Dwarves, but whereas the dwarves ancestors were transformed by greed, the kenders progenitors were shaped by curiosity. Curiosity shapes individual kenders and kender society writ large. This curiosity has respect for neither danger nor personal space (or property). Kender stand between 3.5 and 5 feet tall and have strong, but wiry builds. Kenders have the following:

- Bonuses to dexterity
- Penalties to strength and wisdom
- Increased defense and offense versus significantly larger opponents
- Increased survivability
- Penalities to focus and concentration
- Immunity to fear, magical or non-magical
- Increase ability to taunt and bluff

Centaur (100): Frequently found in the wild lands less and less settled areas of Krynn, Centaurs are a race of notable in part for their size. Standing head and shoulders above the tallest human, with muscular builds and refined facial features, Centaurs appear to have the upper body of a human attached to a horse. Centaurs live and travel in herds, and are known for being boisterous about everything from adventure to debauchery. Centaurs are another of the Graygem races and, as such, appeared before the Third Dragon War. Centaurs have the following bonuses and penalties:

- Massive bonuses to strength
- Significant bonuses to dexterity and constitution
- Bonuses to wisdom
- Penalties to intelligence
- Natural armor
- Discount to the the Ranger class

Gnome (50): Gnomes are the descendants of humans that Reorx cursed for their pride. The nature of the curse was such that gnomes feel the need to create, but are never satisfied with their creation. As such, gnomes are Krynns inventors, though their inventions are known to create as many problems as they solve. Gnomes stand three feet tall on average, and are stockier than kender but lither than dwarves. Gnomes are purported to live three to four hundred years. Gnomes receive:

- Bonuses to intelligence and dexterity
- Penalties to strength and wisdom
- Increased defense and offense versus significantly larger opponents
- Increased skill at crafts and trades

Minotaur (100): Equally at home on land and at a sea, Minotaurs are among Krynns most fierce and feared warriors. Minotaurs are a physically impressive species, standing at 7 feet tall and weighing over 400 pounds on average. Minotaurs have the torso of a humanoid, though powerfully built, and bovine heads. Their bodies are covered with short thick fur of various colors and their feet are often hooved. Minotaur society is based on strength, the strength of the individual minotaur and the strength of the Minotaur Empire writ large. Minotaurs were created shortly before the Third Dragon War. Minotaurs receive the following:

- Significant bonuses to strength
- Penalties to dexterity, intelligence, and wisdom
- Natural armor
- Increased swimming, intimidation, and seafaring skills
- Discount to the Fighter class

Ogre (var.): Created by the gods of Evil during the Age of Starbirth, Ogres are one of Krynns original races. Initially Ogres were beautiful, powerful, and highly intelligent. Pride and circumstanced cause them to fall, splitting into two races: the Fallen and the Irda. The Fallen retained the strength and size of their forebears, while the Irda kept the beauty, intelligence and giftedness with magic.

Irda (100CP) – Irda are what remains of the high ogres. When their ancestors allowed themselves to be consumed by evil, the irda turned aside and left the sprawling Ogre Empire. Now largely reclusive, to the point of being a legend to most, the irda live peaceful lives devoted to art, contemplation, and intellectual pursuit. Irda have the following bonuses and penalties:

- Bonuses to intelligence and charisma
- Penalties to constitution
- Low light vision: Irda can see farther with limited light, star light, torch light, than can most races
- Shapeshift: Thrice daily an irda can change their form. The form assumed must be a being that is humanoid in type and can be as large as sixteen feet in height or length or as small as two feet. While in the form assumed, the irda will be able to use all the physical attacks of the creature it is posing as. However, the irda cannot use any of the magical or supernatural attacks or effects the creature they have shapeshifted into possesses. Irda keep their own attributes while shapechanged, and can use whatever magic they possess while shapeshifted regardless of the limitations of that form.
- Once a day irda may use the following spell-like abilities: dancing lights, detect magic, flare, ghost sound, light, and mage hand

Fallen Ogre (100CP) – Standing at between eight and nine feet tall, fallen ogres are physically impressive. Fallen ogres are the brutish descendants of those ogres who remained in the Ogre Empire after the irda left. Ogres have the following bonuses and penalties:

- Monstrous bonuses to strength
- Significant bonuses to constitution
- Significant penalties to intelligence and charisma
- Natural armor: The tough hides of ogres make the more resistant to damage
- Darkvision: Ogres can see in the dark up to 60 feet

Half-Ogres (50CP) – Often the product of slavery and violence, half-ogres stand on average six and a half to seven and a half feet tall. While not as physically powerful as their ogre parents, they are not as mentally inhibited:

- Significant bonuses to strength
- Bonuses to constitution
- Penalties to intelligence and charisma
- Natural armor: Half-ogres inherited their parents tough hides to a degree, and enjoy thicker skin on account
- Low light vision: Half-ogres can see farther with limited light, star light, torch light, than can most races

Draconian (var.): Draconians are the youngest of Krynns races. Created a few years before The War of the Lance by the Dark Queen Takhisis and her followers, first from the eggs of metallic and then later chromatic dragons, Draconians resemble bipedal dragons. Those Draconians created from metallic dragons gravitate toward evil, while those created from chromatic dragons, called Noble Draconians, gravitate toward good. As dragon type creatures, all draconians gain the following: immunity to paralysis and sleep effects; dark and low-light vision up to 60 feet; immunity to diseases; decreased need for food and water; winged draconians are immune to fall damage, as they are able to use their wings to glide; winged draconians are also able to use their wings to increase their running speed; and all draconians are inspired by the presence of like-minded dragons, fighting harder in their presence.

Aurak (400CP) – Hatched from the eggs of golden dragons, Aurak are the most powerful and most rare draconians. Standing roughly seven feet tall and weighing 140 to 190 pounds, auraks are fierce combatants and skilled magic users. Though auraks are the only wingless draconians, they enjoy a variety of other gifts:

- Bonuses to dexterity
- Significant bonuses to intelligence and charisma
- Limited shapeshifting abilities (animal forms and disguises, 3/day)
- Limited short range teleportation (Dimension Door spell, 3/day)
- Free: Arcane Adept and Hedgemage
- Generate and fire energy blasts from their hands at will
- Breath weapon: thrice daily an aurak can breathe a noxious cloud that debilitates and blinds temporarily.
- Death Throe: upon death an aurak releases a blast of destructive magical energy with a radius of five feet.

Baaz (50CP) – The most numerous and smallest type of draconian, baaz draconians were created from brass dragons. Baaz stand between five and six feet tall and have a lithe, wiry build. Baaz have the following bonuses and penalties:

- Bonuses to constitution
- Penalties to intelligence and wisdom
- Death Throe: upon death, a baaz dragon petrifies. A piercing or slashing weapon that kills a baaz has a chance to get stuck in the baaz's body.

Bozak (100CP) – Created from bronze dragons, Bozak are merciless magic users fiercely devoted to the cause of Takhisis who crave adventure. Standing at between six and six and a half feet tall, Bozak have a medium build. Bozak draconians have the following benefits:

- Bonuses to strength, intelligence, and charisma
- Free: Arcane Adept
- Death Throe: immediately upon death, a bozaks flesh crumbles away and their bones explode with an area of effect of ten feet.

Kapak (200CP) – The most dimorphic of the draconians, kapak are the venomous corruption of copper dragons. Male kapak stand between six and seven feet tall, while female kapak average five and a half feet. Kapak draconians receive the following bonuses and penalties:

- Bonuses to dexterity and constitution
- Penalties to intelligence and wisdom
- Venomous saliva (Female): The saliva of female kapak draconians has curative properties. Female kapak draconians can heal a moderate of damage by licking the wounds of injured creatures. This treatment can be administered as often as the kapak has saliva, but the creature being healed may only benefit from this once every four hours.
- Venomous saliva (Male): Male kapak's saliva is a powerful poison that both damages and causes temporary paralysis. This poison may be delievered by bite, or by a kapak envenoming a weapon. Envenomed weapons must have a way of piercing the skin in order to deliver the poison.
- Free: Footpad
- Discount: Thief
- Kapak are universally skilled at ambush techniques and dealing damaged to opponents caught unawares
- Death Throe: Upon death, the kapaks body dissolves into a pool of highly corrosive acid that remains active for roughly five minutes.

Sivak (200CP) – The largest of the draconian race, sivaks are violent shapeshifters created from the eggs of silver dragons. Capable of reaching over nine feet in height, and densely muscled, sivaks are fearsome combatants. Sivak draconians enjoy the following bonuses:

- Massive bonuses to strength
- Significant bonuses to constitution
- Blend (Female): Sivak females have the ability to blend in with their environment in a manner akin, though vastly superior, to chameleons. This ability can be use as often as the sivak desires and whenever the sivak desires.
- Shapeshift (Male): A male sivak may shapeshift into the form of any being that it has recently killed. This form will be a perfect physical copy, though it will lack any of the abilities or memories of the form assumed. The form can be maintained indefinitely, though once the sivak has changed out of that form it may not change back into it again.
- Natural weapons: More than other draconians, sivaks are skilled at seamlessly integrating their natural weapons, tooth, claw, and tail, into their attacks.
- Free: Combatant
- Discount: Fighter
- Death Throe: As a final act of spite, when a male sivak dies it changes into the form of its killer. The sivaks corpse will remain in that form for three days, before disintegrating into a pile of black ash. If the sivaks killer is larger than the sivak, or if the sivak is female, the sivak instead bursts into flames that burn with an area of effect of ten feet.

Flame (300CP) – Standing at just over seven feet tall on average, with the wicked features associated with their parentage, flame draconians are often described as intimidating looking. Crafted from the eggs of red dragons, flame draconians enjoy the following benefits:

- Significant bonuses to strength
- Bonuses to dexterity and constitution
- Immunity to fire
- Vulnerability to cold
- Flight: While by no means maneuverable, flame draconians may fly at moderate speed
- Cast an innate version of fireball thrice daily
- Free: Combatant
- Free: Barbarian
- Breathe Weapon: A flame draconians breath weapon is a gout of flame that deals significant damage with a 30 foot cone area of effect
- Death Throe: Upon death, a flame draconian explodes violently doing considerable damage to everything within forty feet.

Frost (50CP) – The most numerous of the noble draconians, frost draconians were created first by the forces of evil. While not the most intellectually gifted of their race, frost draconians are the most socially adept and gregarious draconians. Frost draconians have the following bonuses and penalties:

- Bonuses to strength and constitution
- Penalties to intelligence and wisdom
- Death Throe: Frost dragons rapidly freeze and explode into a hail of icy projectiles upon their death. Projectiles have an area of effect of ten feet.

Lightning (200CP) – Progeny of the Cacophanax, a blue wyrm of legendary power and bearing, lightning draconians are the most pious and dignified of their kind. Standing at well over seven feet tall, and powerfully built, lightning draconians enjoy the following:

- Significant bonuses to strength and constitution
- Bonuses to wisdom and charisma
- Flight: A lightning draconian flies at moderate speed albeit with poor maneuverability
- Natural weapons: Like their silver cousins, lightning draconians are skilled at seamlessly integrating their natural weapons, tooth, claw, and tail, into their attacks.
- Shocking grasp: A lightening draconian may at will use the wizards spell of the same name, dealing electrical damage either via touch or through a metal weapon
- Free: Combatant and Paladin
- Death Throe: When lightnings die, their bodies explode and a massive arc of powerful electricity lashes out at the nearest creature. This arc moves from creature to

creature, as per a chain lightning spell, until the charge has dissipated.

Vapor (150CP) – The most cerebral of draconians the contemplative vapor dragons were created from the eggs of green dragons. Vapor dragons stand six feet tall, but often appear larger due to their heavy builds. Vapor dragons enjoy the following benefits:

- Bonuses to strength, intelligence, and wisdom
- Free: Acolyte and Mystic
- Spell resistance: Vapor dragons have limited spell resistance that increases in strength as they grow in power.
- Death Throe: Vapor dragons live up to their name in death, dissolving into a cloud of acidic vapor. The area of effect of this cloud is roughly ten feet and it lasts until dissipated.

Venom (100CP) – Far and away the most suspicious of the noble draconians, venoms were created from black dragons. Often found working in the shadows, venom draconians have the following bonuses and penalties:

- Bonuses to dexterity
- Penalties to wisdom and charisma
- Venom: The saliva of venom dragons is highly poisonous, both dealing damage and paralyzing their foes. Venom can be delivered either via bite or by envenoming a weapon capable of piercing the skin.
- Free: Footpad
- Discount: Thief
- Venom dragons are particularly adroit at ambushing opponents, and dealing extra damage to those caught unawares
- Death Throe: Upon death, a venom draconian dissolves into a pool of acid that remains active for roughly five minutes.





Classes, Skills, and Abilities

Alignment Choice (var.): Moral choices are an important facet of this world, so much so in point of fact that people are defined by them. You don't necessarily work like that, but in order to get by here you're going to need to act the part. Pick any alignment on the standard nine-point alignment chart: that's what you register as now. You'll be bound by that alignment, sort of, in that effects that help or harm those of that alignment will affect you, though to a lesser degree than they would someone of this universe. You are required to pick an alignment for this jump, but may choose whether your actions in this jump change it or not. By paying 100CP you gain the ability to use this skill in future jumps, as well as the ability to change your alignment once per day in this jump and subsequent jumps.

Tall Enough (var.): The first purchase of this skill is free and will give you the minimum stats required to excel in your chosen class. If you choose additional classes that require excellence in other areas, pay 50CP per ability set to have your abilities boosted enough to allow you to continue to succeed.

Tradeskill (100): There's more to life than adventuring and running about. Sometimes you've got to make a living, and you know how. Pick a craft or skill, something related to a trade or a profession, nothing magical or the like. You're now skilled enough in that trade that you could make a very comfortable living if you worked at it.

Divine Favor (200): You've garnered the attention of a deity, but in a good way. Well, for the most part. That deity will look out for you, help you when it can if it's not too much trouble. Now, fair is fair, the god may come and ask for assistance on occasion, but you'll come out better for the deal anyway. For the most part. In future adventures in distant lands expect to find local divine patronage.

Noble (200): You were born with a silver spoon in your mouth. While you aren't a direct heir to the throne, you are a common sight at court. People know your name and will be willing to do you favors, but they will expect something in return. It's on you whether you pay out or not, though. Nobility being a character of birth, you can look for similar treatment wherever your adventures take you.

Artifactory (400): Krynn is a place of wonder and power, and has seen the creation of wondrous artifacts. You now possess the knowledge to make comparable items. The creation of these objects will not be easy, crafting a legend never is, and it will require sacrifice and particular reagents, but you'll know what it takes to bring them to life.

Drop In

Hireling (100 – Free Drop In): You gain a follower, someone new from this universe or a previous companion from universe you've already visited. This follower gains 600CP to spend on Origin, Perks, and Items. Your follower cannot select any perks from the Drop In tree and cannot take any drawbacks.

Party (300 – Discount Drop In): High adventure is dangerous, so why not make things easier by bringing along extra help? You may now select up to eight companions to aid you on Krynn. Companions purchased in this manner follow the same rules as those under Hireling.

Dragon Rider (600 – Discount Drop In): Throughout history, dragons and humanoids have formed formidable fighting partnerships. By selecting this option, you join that tradition. Shortly after your arrival to Krynn you will encounter a young or juvenile dragon with whom you will form a bond. That bond will strengthen both you and the dragon and allow you both to fight together with greater skill than either could apart. In time, dragon and rider will learn to communicate telepathically, and gain substantial bonuses to offensive and defensive actions.

The dragon you encounter will be of compatible, though not necessarily the same, alignment. Dragons are not pets, and cannot be commanded and kept as such. However, if you treat your dragon cohort with respect, upon leaving Krynn your dragon may be willing to travel with you on future adventures. If you dragon chooses to join you after leaving Krynn, from that time forward it will count as a Companion. If, in your journeys, you have already befriended a dragon who now travels as your Companion you may use this class to bond with your dragon while traveling on Krynn.

Dragon Types and Alignments

White	**CE**	**Brass**	**CG**	**Dragon Turtle**	**N**
Black	**CE**	**Copper**	**CG**	**Wyvern**	**N**
Red	**CE**	**Gold**	**LG**		
Blue	**LE**	**Silver**	**LG**		
Green	**LE**	**Bronze**	**LG**		

On Dragons and Compatibility of Alignment: The dragons of Krynn are powerful creatures possessed with strong personalities and ideologies. As such, a dragon that wishes to partner with another being will only do so should that being have some shared ideologies. A blue dragon (LE) may overlook a prospective companion's good tendencies should that companion be disposed toward order and structure (LG), just as she might overlook a more lawless companion should that companion lean more toward malevolence than benevolence (CE).

Example: Anonymous is a LN mage who has chosen to become a Dragon Rider. Anonymous' Lawful nature allows him to seek out any of the Lawful dragons, similarly his Neutrality allows him to pursue any of the Neutral dragons. However, Anonymous may not choose any of the Chaotic dragons, as he would have nothing in common with them ideologically.

Warrior

Combatant (100 – Free Warrior): You know the basics of war: how to fight, how to maintain your weapons, and how to train to improve your skills. You aren't a master, by any stretch of the imagination, but you know how to not stab yourself with your own weapons.

Experienced Classes (300 – Discount Warrior):

Fighter – You've been in a fight or two, or twenty. You're a journeyman combatant; you've got a few tricks and techniques that make you separate and distinct from your peers. You can take a hit, and deliver one, better than most and you know enough to start to specialize in particular forms of combat. Your skill is such that you could apply for membership in any prestigious martial order and expect to be accepted.

Paladin – You are the chosen sword and shield of a particular god. Trained by warriors and clergy alike, you wield the martial power of flesh, bone and steel and channel the divine power. Holy warriors are rare in Krynn, and represent no small investment by a god and its church. As such, expect to be called upon to quest after the most dangerous objectives and further expect that hostile faiths will see your downfall as a great coup. You're strong, hale, and charismatic and you are not to be trifled with.

Ranger – The wilderness always called to you and after learning the basics of combat, you answered that call. Your fieldcraft, moving silently and undetected through the underbrush, is the stuff of local legends and your martial prowess causes your enemies to think twice. You learned how to call on one of the three patrons of nature, Habbakuk, Chislev, or Zeboim, and how to invoke the divine to help you commune and defend the wild. Nature has favored you with a companion, an animal to walk by your side, and you have come to hate more than one type of enemy with special fervor.

Barbarian – Whether you were born to the wilds or you rejected civilization, you find no comfort behind city walls or the roofs of keeps. Your time in the wild has taught you to be fleet of foot and hard to hit, either by enemy combatants or traps. Rage is as much a weapon to you as any sword or axe, and by summoning yours you can become something truly fierce.

Monk – The monastery has been your home for many years, a place where you've pursued the inner journey of self-mastery and perfection. This discipline has honed your mind and body into a fearsome weapon. Your hands and feet strike with lethality of swords, but you have far more control. Awareness of self has made it harder for magics and other outside influences to manipulate you, and your mastery of your body has made you immune to diseases.

Golden General (600 – Discount Warrior*): You are a master of your craft, legendary in your ability to practice that craft as an individual, to employ others in your service, and to train others in your chosen martial disciplines. So great is your skill that word of your exploits and expertise will spread, inspiring others to follow your example and seek you out to follow your lead. Wherever you go people will rally to



you, to serve your cause and to learn from you. These people will be loyal, but not blindly so. If you treat them well enough they may provide you with the means to attain political power by way of officially recognized lands, holdings, and titles. A warrior may receive a discount on either Golden General or Legend, but not both.

Legend (600 – Discount Warrior*): There exist men and women who, by strength of arm and heart alone, have bludgeoned their way into the annals of history, and you are now their equal. Feats of might, skill, valor and martial prowess come as easily to you as breathing. Whether facing down a titanic foe in single combat or charging against a screaming horde, you find yourself at ease and know that you have the ability to claim victory. Heroes sometimes fall, it's true, and nothing guarantees victory but all the same no battle is truly unwinnable. So long as you are willing to fight, victory will remain a possible, if costly, outcome. A warrior may receive a discount on either Golden General or Legend, but not both.

Rogue

Footpad (100 – Free Rogue): You know your way around a city and can skulk your way through old ruins with some skill. You've learned how to disarm traps, pick locks, and move without being seen. While you're not a master of these arts, by any stretch, you've learned enough to employ them on the job.

Experienced Classes (300 – Discount Rogue):

> Thief – Any fool can cut a purse or grift a hayseed, but real crime is an art. Over the years, jail free you're proud to say, you've managed some brilliant schemes and made your share of coin. While you're no warrior, mainly because you're smarter than that, your skills with bow and blade have made you deadly, so long as the other fellow is facing away from you. Locked doors, chests, traps, and cells no longer challenge you but instead reveal to you their secrets with minimal effort. Professional organizations who prize discretion will value your skills, and be willing to offer you membership in their ranks with at the merest hint of your interest.
>
> Bard – Everyone appreciates a story, and everyone loves a good song, which has worked out rather well for you, really. You are a master of entertainment, and a font of information. You know how to ply your arts in the tavern, the throne room, and, if truly necessary, on the battlefield. You dabble, professionally, and have learned a bit of spellwork, how to handle a blade, and how to make deft use of dexterous fingers. Your presence is an inspiration, and your company a pleasure. Professional entertainers, and the more discreet members of Court, are happy to make your acquaintance and engage your employ.

Guildmaster (600 – Discount Rogue*): Years spent on the road have paid off; you are truly a master of your craft. There is no lock that will not yield to you, no secret you cannot ferret out with time. Wherever you go, you will find people that owe you favors or at the very least believe they owe you favors. Your network of contacts can both seek out the source of rumors, and create rumors that are accepted as near fact to all. Additionally, your skill and reputation provide you with the means to establish your own professional organization, one that can manage the flow of information, influence politics, and

relocate material goods with ease. Your professional reputation will make it easy to recruit like-minded individuals to staff your organization, and impose a code of conduct on its members. Those you recruit will be loyal to you and you alone. A rogue may receive a discount on the purchase of either Lucky in Loot or Guildmaster, but not both.

Lucky in Loot (600 – Discount Rogue*): No matter the score, you always seem to come out ahead. When it's time to plunder, you find the best loot. Treasure just finds its way into your safekeeping. A heist will pay off more than you planned. The artifact you . . . rescued will be more powerful than you heard. Even if you work with a crew, and the spoils are divided evenly after a job you'll find your pile just a bit more valuable than the rest. Fences will pay you more to move your goods and not consider themselves cheated. Also, a happy additional benefit of this is that it's just a bit harder to steal from you. Your possessions, whether on your person or not, don't seem to go missing as often. A rogue may receive a discount on the purchase of either Lucky in Loot or Guildmaster, but not both.

Arcane

Arcane Adept (100 – Free Arcane): You are possessed of the very basics of arcane spellcraft, and are capable of casting cantrips and very minor spells. With time and practice, your skill and power can be increased.

Experienced Classes (300 – Discount Arcane):

Tower Trained – Through long years of work and study, you've passed the Test and are a fully trained wizard. Cantrips and minor spells come to you with ease, and you've begun to feel the first tastes of real power. Beyond that, though, you understand the connection that magic has to the heavens. Your magic waxes and wanes based on the alignment of the stars and the movement of Krynn's moons: Solinari, Lunitari, and Nuitari.

Hedgemage – While other mages were bowing and scraping for their masters, you pursued your own path. You have no small amount of power, but it is your own and if you draw no power from lunar cycles so too do you suffer no loss from the waning of Krynns moons. Autodidacticism has made you very competent

The Orders of High Sorcery: Arcane magic users on Krynn who train at one of the Towers of High Sorcery must pass the Test of High Sorcery. A grueling challenge intended to test the whole of the mage, not just his or her aptitude for magic. Upon passing their Test, assuming they survive, mages must join one of the three orders: the Order of the Black Robes, the Order of the Red Robes, and the Order of the White Robes. Orders joined are based off of alignment, with respect to the good–evil axis: White Robes must be good, Black Robes must be evil, and Red Robes must be neutral. Those mages who leave the Orders of High Sorcery lose access to the benefits of their Order. However, options and abilities purchased with CP will remain available to the jumper.

in seeking out your own answers, creating your own solutions, and your own spells.

Archmage of High Sorcery (600 – Discount Tower Trained): You stand tall amongst any gathering of arcane masters in both power and prestige. The most powerful spells are yours to command, and other mages will always listen to your words and consider your counsel. Do not be surprised when lesser mages do your bidding purely out of respect. In addition, your arcane mastery has given you a boon from the gods of magic. Never again shall the movements of heavenly bodies cause your powers to wane. Lunar cycles and celestial mechanics can only ever add to your power, albeit temporarily.

Renegade Magecraft (600 – Discount Hedgemage): Hedgemage they called you in your youth, and some would brand you as renegade. You know the truth of the matter, though. They fear your power. Your relentless pursuit of power and knowledge have led to success, which has further fed your hunger for even greater knowledge and power. The laws of magic bend more easily to your will than to others; because you have abjured the counsel of others and pursued power above all else your spells cast faster, hit harder, bind longer and are far less taxing.

The Orders of High Sorcery (cont.):

Order of the Black Robes: Evil aligned Wizards of High Sorcery are more adept in casting necromancy magic. In addition, they've learned how to do the following Secrets of their Order: increase the power or duration of their necromancy at the cost of their allies health; infuse their spells with pure negative energy, changing the damage type and making it harder to resist; cause their spells to generate and inflict magical fear on their foes; and sacrifice their own health to cast more spells.

Order of the Red Robes: Neutral aligned Wizards of High Sorcery are more adept in casting illusion and transmutation magic. In addition, they've learned how to do the following Secrets of their Order: increase the power or duration of their transmutation spells; infuse their spells with pure arcane energy, changing the damage type and making it harder to resist; increase the power or duration of their illusion spells; make their magic harder to detect; and make their magic harder to dispel or counterspell.

Order of the White Robes – Good aligned Wizards of High Sorcery are more adept in casting divination magic. In addition, they've learned how to do the following Secrets of their Order: increase the power or duration of their abjuration spells; increase the power or duration of their abjuration spells; infuse their spells with pure radiant energy, changing the damage type and making it harder to resist; counter or dispel spells with greater ease; ignore distraction and attempts to interrupt their casting with greater ease.

Divine

Acolyte (100 – Free Divine): There is more to the world than simple might, and sorcerous magic is not the height of power. Gods exist and grant favor to their followers: you know this. You've started on the path to channeling some form of divine magic.

Experienced Classes (300 – Discount Divine):

> Cleric – Rites and prayers, symbols and supplications, these are the tools of your trade. You've learned to call on a particular god, and that god in turn has favored you with divine magics and abilities. Your faith is such that minor blessings and healings flow freely from you, and greater miracles and wonders begin to flow through you.
>
> Druid – You've heard nature's call and answered. Among the gods of beast and field, land and sea, Habbabkuk, Chislev, and Zeboim, you've found favor. Your passage through wooded areas is untraceable, and you can call on divine magic to heal and invoke the wrath and power of nature.
>
> Mystic – Power is belief, yet one need not look to the heavens for an anchor of faith. Turning inward, you've learned to believe in yourself and channel the divine magics inherent in the world. This power is greatest when it is effecting either the self or beings of some spiritual nature, such as spirits or beings tied to a spiritual plane.

Epiphany (600 – Discount Divine*): Your faith burns bright and hot, fueled by your will and the strength of your belief. Should you find yourself in a world that has grown cold, where the divine is silent, your faith will not diminish. Instead, your faith will serve to light your path and as a beacon to others. The miracles and wonders you work, from raising the dead to healing those beyond healing, will be the stuff of future legends and myths. Additionally, you can choose to undertake a quest to reignite, or perhaps introduce, the flames of divine magic. This quest will not be easy, and may require great sacrifice, but at its end others will be able to call on the divine and channel it. What they channel and how they channel it will depend upon the nature of the universe in which you find yourself, and not your personal gods and beliefs. *A divine caster may receive a discount on the purchase of either Seeker or Epiphany, but not both.

Seeker (600 – Discount Divine*): Magic can move mountains by either the power of faith or force of will, true. However, you've learned the magic of persuasion and force of personality can move the seas: teeming masses and crowds of people ebb and flow based off of your oration. Whether or not you believe in what you say, whether or not you can command magic or summon miracles, people will be drawn to your words and find your arguments incredibly persuasive. Starting a religion would be a small matter for you. Commanding the respect and devotion of followers is as easy as breathing. *A divine caster may receive a discount on the purchase of either Seeker or Epiphany, but not both.

Classes: Racial and Prestige

Knight of Solamnia (var. – Restricted, Human and Half-Elf Only): *Est Sularus oth Mithas*. My honor is my life. The Solamniac Knights are Krynns oldest and most prestigious chivalric order. Created during the Age of Dreams as a force to combat evil, the Knights have a long and storied history. Knights of Solamnia must be Lawful Good.

Knight of the Crown (100CP): The first tier of the Knights of Solamnia, and the Order charged with exemplifying honor above all. Knights of the Crown are fearless, magical and non-magical fear effects do not affect them. As a Knight of the Crown, you will be able to hit harder with melee attacks, resist magical and non-magical compulsion, and move more freely in armor than you would otherwise. Additionally, your commitment to honor will embolden your allies and make them more resistant to fear.

Knight of the Sword (200CP): The Knights of the Sword are the second tier of Solamniac Knights and the Order charged with using the power of faith to uphold and promote justice, goodness and truth. Knights of the Sword are able to cast divine magic, and turn undead. As a Knight of the Sword you will retain your Crown Knight ability to inspire courage, but you will no longer be resistant to fear. However, Knights of the Sword are particularly endowed to fight evil. Your commitment to goodness radiates from you, weakening evil enemies and empowering your attacks. No evil foe will be immune to your strikes, regardless of what weapon you wield, and your blows will land harder and be more damaging.

Knight of the Rose (200CP): Wisdom is the chief virtue of the Knights of the Rose, though as the top tier of Solamniac Knights they are expected to embody and champion all chivalric virtues. You retain the Sword Knights ability to use divine magic, and turn undead. Though your turning is not quite as strong as a Sword Knights. Lost are your special abilities to combat evil, but you've gained much in wisdom. Extensive study of the Measure, the code of conduct for the Knights of Solamnia, has given you the ability to augur the future twice a day. The answer will always be had in the form of an anecdote, proverb or law from the Measure, but it will be useful. You are immune to all magical and non-magical compulsion effects. You fair radiate leadership, and all your allies are called to courage and greatness by your presence. If facing terrible odds, you can rally your troops to fight harder. Rallied allies will take and deliver more damage than they could otherwise.

Progression through the Solamniac Knights: While progression through the Knights is linear, Crown to Sword to Rose, Choice Point costs are objective: you need only pay the price listed for the Order you wish to join. As a jumper, you can potentially be empowered by local gods as well as your benefactor. As such, you will retain the benefits of whatever Order you buy into as those abilities will be empowered, in and out of jump, by your benefactor. While in Krynn, though, if you choose to progress through the ranks you will gain and lose abilities in the same manner any Solamiac Knight would.

Example: Jumpesse wishes to spend her time on Krynn as a Solamniac Knight, and chooses the Order of the Knights of the Sword. She pays 200CP for that choice. Everyone who knows Jumpesse will assume, remember

or know of Jumpesses time as a Knight of the Crown, but will see her as a Knight of the Sword. If during her time as a Knight she chooses to petition to enter the Order of the Rose, Jumpesse will retain all of her Sword Knight abilities, as she purchased them, and gain Rose Knight abilities as well. Upon leaving the jump, she will have the full abilities of a Knight of the Sword and whatever abilities she gained as a Knight of the Rose.

Elven Windrider (200CP – Restricted, Elf Only): You are a member of an elite fighting force: The Windriders. Let the humans crash into one another, clumsy and slow atop overburdened horses. The skies are your battlefield, and your playground. You are an elven knight bonded to a griffon. The bond is strong and both is and is not telepathic. You are able to communicate with your griffon via your bond, as well as through body language, and as long as you are within a mile of each other, both of you will know where the other is. While mounted atop your griffon you gain bonuses to attack, and defense. Spells that are not capable of effecting both you and your griffon are unable to effect either of you. Your presence on the battle field inspires confidence, and bolsters the fighting ability of all your allies.



On Windriders and the Chain: Griffons bonded to Windriders are highly intelligent animals. However, while griffons are intelligent and sentient, they are not sapient and do not count as companions. Griffons that are slain in combat are resurrected and available in your warehouse 24 hours after their death.

Example: Jumper, an Elven Winderider, is mounted atop his griffon, Fluffor the Terrible, and fighting a litch. As its attack, the litch casts Elf to Mud. Fluffor is within the area of effect of the spell but is not an elf and is therefore unaffected by the spell. As Fluffor is both unaffected by the spell and within a mile of Jumper, Jumper is able to shrug off the litch's spell. The following round, the litch casts Disintegrate at Fluffor. Fluffor fails his saving throw and dies. The next day Jumper returns to his warehouse and finds Fluffor none the worse for wear.

Kender Handler (200CP – Restricted, Kender Only): What's over that next hill? You think you're near. . . What's that, that thing over there? That's shiny. You wonder if it in your pocket? You bet it'd look great in the moonlight, you'll just borrow it until tonight and see if you're right. He won't need it, and you'll leave something else for him to use while you. . . Hey, an inn! You are the quintessential Kender: the Handler. Your sleight of hand is unparalleled, you could very nearly steal the armor of a knights back while he chases you around swinging his sword. Not that he could hit you, you're too quick for that. Knights are so funny, maybe he'd like to hear a story while he chases you? You know tons of stories, and they're useful too! You always seem to know a little about a little. You're just lucky like that, things have a way of always working out in your favor.

Gnomish Tinker (200CP – Restricted, Gnome Only): Science! Science is the key to everything! The physical laws of the universe can be understood with study and time and ifpeoplewill justlistenforachangewhydoyoualwayshaveto repeatyourself? You are skilled at mechanical engineering and construction and are capable of creating items that accomplish a variety of feats: weapons, tools, constructs of various types. You can even make objects that recreate low level magical effects. Oh, sure, sometimes things explosivelymalfunction but that'll clearly be accounted for in the next design iteration! Beyond engineering, your mind is capable of significant intuitive leaps that allow you to accomplish tasks and solve problems through completely new, and bafflingly oblique, means.

Dragon Highlords and Knight of Takhisis (var. – Restricted, No Gnomes, Kender, Draconian): Champions of evil, the Dragon Highlords and Knights of Takhisis stand as malevolent counterparts to the Knights of Solamnia. The Dragon Highlord is the ancient title held by the favored commanders of Takhisis' armies. They are warriors who mastered of combat, or who learned to seamlessly integrate spellwork and melee combat. The Knights of Takhisis are members of a dark chivalric order that rose after the War of the Lance. Modeled loosely after the Solamniac Knights, Takhisis' Knights emphasized loyalty and discouraged infighting. Progression through the Knights of Takhisis is dissimilar from Solamniac Knights in that Takhisis Knights do not progress through different orders, but instead stay within the order in which they are inducted. For the purposes of CP purchase, Highlords and Knights are the same with one exception: <u>Knights must be Lawful Evil, Highlords may be any evil alignment.</u>

Knight of the Lilly (100CP) – Skilled melee combatants, Lilly Knights are masters of demoralizing their foes. Their commitment to evil allows them to: demoralize and intimidate their foes into inaction; shrug off any fear effects, magical or non-magical; resist mind effecting magic; move more easily in heavy armor; coordinate their attacks with their allies for increased defensive and offensive effects.

Knight of the Skull (200CP) – Gifted with divine magic, Skull Knights specialize in combating the forces of good. Blessed by evil, Skull knights are able to: exude an aura that increases their survivability against good foes; empower their weapons with evil to do more damage against good opponents; detect good at will; discern lies; and rebuke undead.

Knight of the Thorn (200CP) – Masters of martial and magical combat, Thorn Knights are planners as much as they are fighters. Their commitment to evil allows them to: perpetually shroud themselves in an aura of terror, causing even the fearless to feel unease and the less brave to be completely shaken; cast all divination magic with greater ease and more often; resist mind effecting magic; wear armor and suffer fewer restrictions to his casting; and use melee weapons to deliver spells normally requiring touch.

Golden Hammer (200CP – Restricted, Dwarf Only): The Golden Hammers owe their genesis to the pride and prowess of the Daewar clan. Despite that, Golden Hammers can be found in any dwarven clan as well as among the other races of Krynn where they act as ambassadors of and advocates for dwarven kind. As strange mixture of military-cohort and bardic college, Golden Hammers are hardened combatants steeped in dwarven lore and traditions who use their valor and knowledge to aid their allies in battle. Their rigorous training provides them with a variety of benefits: ease of motion while wearing heavier armor; particular skill when fighting with either axe or hammer and shield; tougher bodies that are capable of ignoring smaller injuries entirely; and chants to aid small adventuring parties and larger armies alike. This chants have a variety of combat-bolstering effects, and affect all allies within 60 feet of the chanter.

Ogre Slaver (200CP – Restricted, Ogre Only): Slaves have long been the stock and trade of the Krynnish ogres. Ogre slavers, therefore, are an important class within the ogre tribes and peoples. Often selected in youth by family members for the trade, slavers provide fodder for ogre raiding bands, soldiers for the Dragonarmies, and the currency by which ogre tribes do business. No other group in Krynn is as skilled with a whip. Ogre slavers's whips are a nearly perfect extension of their cruel wills, able to deal lethal damage or merely subdue their victims as the slavers see fit. So long as they remain largely healthy and unhurt, slavers are able to inflict damage on an individual and use that to compel a group to work in perfect unity to whatever end the slaver sees fit. The pitiless techniques and ministrations of ogre slavers have been perfected for Ages, and as such ogre slavers are terrifyingly adroit at the wills of their slaves.

Kraken Legion Mariner (200CP – Restricted, Minotaur Only): Born out of equal parts ambition and discipline, the legions of the Minotaur Empire are fierce cohorts that command equal parts fear and respect from their enemies. Located as they are on the isles of Mithas and Kothas deep in the Blood Sea of Istar, the legions assistance to move from their island homes to the plunder-rich shores of Ansalon and Taladas. The minotaurs of Krynn are a sea-faring race, but even among the minotaurs the Kraken Mariners stand apart and above. Kraken Legion Mariners provide both transport and security to their land-based peers. There are no finer combatants and sailors on the seas. Kraken Legion Mariners are highly trained and gifted in variety of ways: construction, deployment, and use of ship-based artillery; peerless boarding, raiding, and fast-damaging attacks; and remaining surefooted enough to fight and work even as a storm capsizes a ship.

Warmage (200CP): While most arcane magic users prefer to stay clear of the fray, War Mages are a notable exception. Owing their heritage to Magius, friend and comrade-in-arms to the legendary knight Huma, who fought in the Third Dragon War. From that point forward, a select few mages understood the value of learning the art of war, and how to apply The Art to war. Standing tall on the battlefield, wielding staff and arcane wrath, War Mages can rally their allies against hopelessness. By applying martial means to magical training, War Mages have strengthened the might and focus of their combat spellwork; spells cast by War Mages are significantly more damaging than those cast by their less specialized peers and War Mages themselves are less likely to be interrupted while casting. In addition, standing shoulder-to-shoulder with men and women at arms has taught War Mages how to ignore some of the detrimental effects caused by casting while wearing armor.



Undead

Undead (var.): Members of the undead are immune to the following: mind-affecting spells, poison, sleep spells, paralysis, stunning, disease, death-effects. Effects that damage physical and mental attributes, ability and energy draining spells, are similarly ineffective against the undead. The undead cannot be healed through conventional healing spells and are actually damaged by them instead. Undead can see in the dark up to 60 feet. Unless otherwise specified, undead are subject to those spells and abilities that specifically target undead. Undead selections are mutually exclusive. Draconians may not select either corporeal undead or death knight, as their bodies are destroyed on death.

Incorporeal Undead (400CP) – Incorporeal undead need only be mostly incorporeal, examples exist of spirits haunting suits of armor. Regardless of appearance, or the cause of their undeath, incorporeal undead have the following characteristics: a permanent aura of fear that causes less powerful beings to flee; immunity to effects and attacks from cold and electricity; immunity to physical attacks that are not magical in nature; able to phase and move through solid matter unhindered provided there is no magical or energy-based barrier; and sense living creatures within five miles.

Once a day an incorporeal undead may keen or wail. Keening can potentially kill all mundane living creatures within 30 feet. The chance of death is dependent on how powerful the creature is. Ordinary animals and plants will die. Incorporeal undead may only keen between sunset and sunrise.

However, for all that power, incorporeal are rendered powerless in and by sunlight. Ordinary light does not affect them, but natural or magical sunlight renders an incorporeal undead unable to attack. Additionally the presence of sunlight will cause the incorporeal undead to flee, albeit more slowly.

Corporeal Undead (400CP) – Corporeal undead can be either fleshy or skeletal in appearance, and have the following advantages: discounted purchase of 1 300CP class; increased damage resistance against physical melee attacks; immunity to cold based attacks and effects; a permanent aura of fear that causes less powerful beings to flee; and a stronger will to resist Turn and Rebuke undead attempts from divine casters. Corporeal undead receive a discount on one item.

Death Knight (800CP – Mandatory Drawback, Damned): Death Knights are former servants of the good gods who committed some great sin, and are now punished with unlife. These creatures are rare, powerful, and feared by everyone. Most famous of these is Lord Soth, Knight of the Black Rose, whose betrayal of his god forfeited the opportunity to avoid the Cataclysm. Death Knights must be evil in alignment Death Knights receive one item of their choosing free of cost, and possess a variety of abilities:

Constant

Turn Immunity – A death knight cannot be turned by divine magic; evil divine caster's ability to control undead is similarly impotent.

Spell Resistance – Spells cast against the death knight have a chance to fail based on the power of the death knight.

Fear Aura – A perpetual aura of dread, death and evil surrounds the death knight. Lesser creatures within 15 feet of the death knight will flee upon feeling it without great effort.

Immunity – Death knights are immune to polymorph spells, cold, and electricity.

Damage Reduction – The death knight's body not only acts as natural armor, but also ignores damage from non-magical weapons that cannot inflict significant damage.

At Will

Create Undead – By concentrating for an hour, a death knight may raise a dead humanoid as a skeletal warrior. This warrior will have all the abilities it did in life, as well as those granted by the undead type (see Undead above).

Summon Undead – Lesser undead are drawn to the death knight, and the death knight may impress them into his service. No undead are created by this ability, and sapient undead or those under the control over another will are unaffected. The number of followers attracted are commiserate with the level of power the death knight possesses. The range of this power is 200 miles. Undead who leave this range or are outside of it are unaffected.

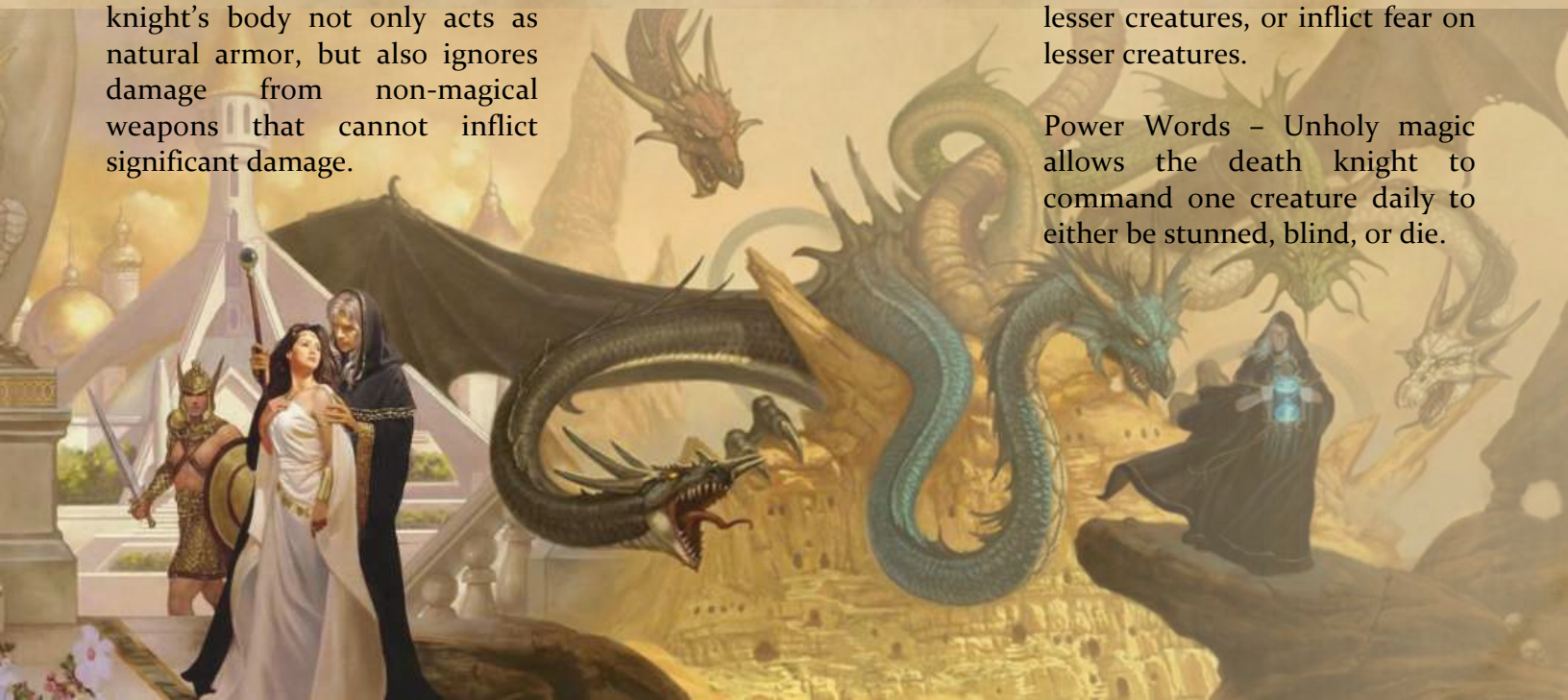
Daily

Abyssal Blast – A death knight may unleash a blast of unholy fire twenty feet wide and over four hundred feet long. This fire damages both as fire and negative energy, making it more difficult to resist.

Summon mount – By concentrating for a minute a death knight may call some type of undead creature to serve as a mount. This creature will serve the death knight faithfully until slain, and will be no more powerful than half as powerful as the death knight. The creature must have been a mundane, non-magical, animal in life.

Spell-like abilities – A death knight may create a wall of ice, dispel magic, detect magic, inflict pain on lesser creatures, or inflict fear on lesser creatures.

Power Words – Unholy magic allows the death knight to command one creature daily to either be stunned, blind, or die.





Items

Purchase of any 600CP class skill, regardless of whether or not it was discounted, entitles the adventurer to one discounted Item purchase per 600CP skill purchased. Items discounted below 50 are free. If a discounted items price is not a multiple of 50, round the cost down to the nearest multiple of 50.

Merch (50CP) – An assortment of books, tabletop games, videogames, and art from and about the Dragonlance universe. Maybe this will be useful somehow?

Dosh (50CP) – Enough period and location appropriate currency to get you by for a week of comfortable living. Stretch it and it could last a month or more. Multiple purchases are allowed.

Adventuring Kit (50CP) – Gear appropriate to your profession, be that robes and staff, or armor and blade. Nothing is magical but everything is useful; that ten foot pole will surely come in handy, right?

Cooking Spices (50CP) – An assortment of herbs, spices, seasonings, and various other good smelling bits. This is for cooking. I mean, what else are you going to use majoram for? Refills weekly.

Spiced Potatoes (50CP) – A large plate of warm spicy, fried potatoes. Should be enough to feed about four people, more if no one is really hungry. These are really good, so if there are more than four people around maybe you shouldn't share. Nobody wants things to get ugly. Once you're done with them, just store the plate somewhere and when you want more just set the plate out. The plate'll dish things out once every twenty-four hours.

Mount (50CP) – An unquestionably loyal horse complete with riding gear of your choosing. Doesn't appear special, but is a decent mode of transportation that won't get you any funny looks. Good over most terrain, just try and avoid swamps. He's not so good in swamps. If slain, the horse will be resurrected in your warehouse within twenty-four hours. Mount does not require food or water.

Texts (50CP) – A collection of texts around a specific theme. These can be religious texts, chivalric codices, or manuals related to engineering. Again, nothing magical but it could prove useful for someone wanting to start a movement.

Parts, parts, and more parts (100CP) – Several containers filled with parts that could be used by an engineer. Nothing in here works by itself, but it could be used to build any manner of devices if someone was knowledgeable enough and had the time. Parts will replenish themselves weekly if used, sold, lost, or destroyed.

Forge (200CP) – A small, humble building filled with everything a smithy needs to work. The building contains a forge, tools, and an assortment of common materials. There are also attached living, sales, and storage areas. Materials used to craft items will replenish themselves weekly.

Inn (200CP) – An inn. It's not special, but it's not plain either. It's not new, but it's well maintained. It is, however, the coziest damn inn you've ever seen. The whole thing, inside and out, just radiates comfort and seems like a great place to relax and regale and be regaled. Pick it up now, and I'll throw in a couple of bonuses. First, I'll give you my secret recipe. My potatoes are just that good. Second, I'll place this thing almost anywhere you want so long as it'll fit. I'll even stick it in that tree over there, and throw in some stairs and pulleys to boot.

Churqa (200CP) – A curious mode of transport this. The Churqa is a small glass skimmer. Which is not to say that it's made of glass, rather that it's built to move across it. This vessel will hold about four or five people, with their luggage, and is nimble enough to navigate the incredibly inhospitable terrain. The long steel outrigger arms reach out from the wooden hull and touch the ground with oiled pads. The Glass Sailors use these to sail the Shining Lands. This one is a bit more robust, and will move across surfaces other than glass. She'll be largely free of maintenance, and if she's scuttled she'll be available again twenty-four hours later.

Xogat (300CP) – In principle the same as a Churqa, the Xogat is in practice much larger. A proper war vessel, capable of holding twenty crew, several passengers, and all the necessary gear, these vessels are fewer in number and highly prized on account. Given its additional mass and larger sails, this glass skimmer can move through terrain that the smaller Churqa cannot. As was true for the purchase above, this particular vessel will be able to move on non-glassy surfaces and will more or less function as a sailing vessel on any form of land. Might not want to test it on lava, though. That'll probably end poorly.

Keep (300CP) – A fortified structure designed more for defense than for comfort or beauty. Having said that, it does have its own appeal. It looks like the kind of place that a knight or lord might call home. Though I imagine at night it'd look plenty different, maybe the kind of place something evil lives. I'll let you decide which it looks more like. Regardless, it's big enough to house dozens of knights and maybe a couple hundred soldiers, as well as serve as a seat of government.

Tower (300CP) – A place of power, rising high into the skyline. This construct seems to be built with magic in mind, and feels as though it's able to house all kinds of beings. I imagine with time and effort it could serve as a foci for all manner of spellwork and could be upgraded to have some terrifying defenses. Right now though? It's just a tower filled with laboratories, libraries, and living quarters enough for a few dozen casters and one master of the tower.

Magic Item (var.) – Use the table below to select or create a magic item. Base item types are of your choosing, but must be available in Krynn: rings, staves, swords, armor, and the like. Items listed after the table below may be upgraded with enchantments from the table.

Minor (100): Select any two.
- Weapon – Enchanted up to +1
- Armor – Enchanted up to +1
- Spell like effect – Light constant OR at will
- Spell like effect – 1st level spell, 3/day
- Spell like effect – 2nd level spell, 5 charges (rechargeable)

Lesser (200): Select any two, or sacrifice one choice for two minor selections.
- Weapon – Enchanted up +3
- Armor – Enchanted up to +3
- Spell like effect – 0 level spell, at will
- Spell like effect – 1st level spell, 7/day
- Spell like effect – 2nd level spell, 3/day
- Spell like effect – 3rd level spell, 5 charges (rechargeable)

Adventurer's (300): Select any two, or sacrifice one choice for two lesser selections.
- Weapon – Enchanted up to +5
- Weapon – Enchanted up to +10 vs. chosen enemy OR alignment
- Armor – Enchanted up to +5
- Armor – Damage reduction, 5/type
- Spell like effect – 1st level spell, at will
- Spell like effect – 2nd level spell, 7/day
- Spell like effect – 3rd level spell, 3/day
- Spell like effect – 4th level spell, 5 charges (rechargeable)
- Spell like effect – 5th level spell, 1 charge (rechargeable)

Starjewels (50CP) – These twin gems resemble their name's sake. Laid in a silver setting, these clear multifaceted jewels are breathtakingly beautiful. These elven crafted gems are prized for their rarity, beauty, and utility. When exchanged between lovers, these gems allow for a psychic bond such that each will know how the other is feeling. The gems will glow so long as the owners live and love one another. Should one of the owners die, the other individual possessing the jewel will know immediately. The gems need not be on the physical person of the owner, though if they are the empathic bond is stronger.

Spoon of Turning (50CP) – One of the famed artifacts of Uncle Trapspringer, the Spoon of Turning appears to be an ordinary spoon with a bright red dot in the center. According to legend, Uncle Trapsringer once encountered the Death Knight, Lord Soth. Trapspringer claims that he held the Spoon aloft, and turned aside the powerful undead. While this spoon won't do that, and arguably neither can the genuine artifact, this spoon will provide you with limited protection against attacks from the negative plane. Oh, and in case you're curious, no one has been able to get Lord Soth to comment on the story.

Gully Dwarves Gem (100CP) – A smallish green gem that glows softly. It's pretty, can be given away, and if given away makes the recipient very receptive to offers of friendship from the giver. Aesthetics and friendship aside, this gem also serves as a homing beacon of sorts. Concentrate a little and you can find exactly where this gem and its current holder are. Useful making and finding friends. I hope they're okay.

Sheath of Concealment (100CP) – For all appearances this looks to be a normal leather wrist sheath intended for use with a dagger. However, when worn on the body it will become undetectable via either normal or magical means. Weapons sheathed in this sheath cannot be stolen while in the sheath, and the

wearer can make the sheathed weapon appear in their hand if they wish by flicking their wrist in a particular fashion. While it appears as though this will only accommodate a dagger, with a little effort you can get it accustomed to any one handed melee weapon.

Thieves Bane Pouch (100CP) – These simple looking purses are highly prized by their owners. In addition to having a much greater interior volume than they appear, and reducing the weight of items placed inside, these pouches have a particular security feature. In order to safely remove an object from the pouch, the owner must speak a particular command word. If anyone else tries to remove something from the pouch, two things happen: they are illuminated by a hideously bright disgustingly orange aura, and they are immobilized until the owner releases them. If the owner does not release the attempted thief, both effects will dissipate within ten minutes.

Bracelet of Spell Resistance (200CP) – Patterned after the artifact of the same name, these bracelets provide a degree of protection from harmful spellcasting. The genuine articles of this type of jewelry are evil, and shatter after use. This one, though, while still black and foreboding in appearance is metaphysically ambivalent and will work for anyone. Thrice daily this item will protect its wearer from harmful magic cast directly at the wearer. It will protect against anything less than epic level magic, but the wearer cannot pick and choose which harmful spells it will or will not block. It will only block the first three spells harmful, and then be useless for twenty-four hours thereafter.

Greater Frostreaver (300CP) – These holy weapons are born in the icy wastes of Icereach by priests of the Ice Folk. Though they appear to be crystal, these great axes are made of the densest ice in the reach and heavily enchanted to prevent them from melting. This one in particular does additional magical frost damage, in addition to the damage it does as a great axe.

Lesser Footsman's Dragonlance (300CP) – One of the eponymous dragonlances. Dragonlances were made during the early Dragonwars as a way for mortals to combat dragons. Made of what appears to be a silvery metal, this eight foot long spear glows faintly. This footsman's dragonlance feels incredibly light, but strikes with the force of a much heavier weapon. Made as they were to pierce dragon's scales, dragonlances are capable to smashing through all manner of less durable metals and stones. While the lesser lances are not as powerful as their greater cousins, they still do considerable extra damage to dragons and dragon kin. Stories abound of squads of barely trained squires wielding these weapons defeating dragons.

Lesser Mounted Dragonlance (300CP) – Longer and heavier this weapon resembles the footsman's lance only slightly. It still shines with the same light, and possesses similar characteristics in respct to its weight, but this weapon is designed to be used either on horseback or, more properly, on dragonback. As such it has been fitted with an integrated shield, granting the user additional protection, magical and mundane, against the attacks of dragons and other mounted adversaries alike. Given its greater weight and size, this weapon is far more damaging, on average and at maximum, than the footsman's variety. Due to its optimization for mounted combat, it is incredibly unwieldy, to the point of being useless, when used on foot.

Wyrmslayer (300CP) – This is a near-perfect replica of the weapon crafted by the Sylvanesti during the Second Dragon War. A longsword, finely crafted and perfectly honed, that feels remarkably light in the hand. As it was crafted for a Dragon War, this weapon is particularly effective against dragons and their

kin. When a dragon is near, it will begin to buzz loudly and with increasing strength as the dragon draws nearer. This effect sees through illusion and polymorph. In addition, when it strikes a dragon or dragon kin it does extra damage to the beast and has the chance to deafen it. It is immune to the death throe effect of Bozak draconians.

Staff of Magius (400CP) – A tall staff topped with golden dragon claw clutching a wan blue crystal orb. This recreation of the staff used by Magius, Warmage and companion of Huma Dragonsbane, has a variety of abilities. The staff can at will create daylight that radiates from the crystal, and magically slow the owners decent such that owner will not suffer damage from falling. If used as a melee weapon, it can infuse its attacks with lightning and can cast forth bolts of lightning thrice daily. It can also increase the power of spells cast by its owner three times a day, and can teleport the owner and a small group of people daily. The staff is immune to all fire, save for dragon fire, and will always return to its rightful owner.

Blue Crystal Staff (400CP) – To the untrained eye, this staff appears to be just that: a plain wooden quarterstaff. When viewed with magic, though, the staff appears to be made of opaque blue crystal. Imbued with divine energy, the staff allows the wielder to perform a variety of miracles. Simple healing and detecting poison do not drain the staff of its power, though more rigorous healing and greater miracles will tax the power of the staff. When completely drained of its power, the staff will take three weeks to recharge. However, when at full power the staff has the ability to resurrect those recently slain. In addition to those abilities, the staff also has two others. First, once a day the staff will allow the wielder to ignore the effects and damage of a dragon's breath weapon. Secondly, once a day the staff can teleport the owner. However, this second effect is under the direct control of the staff. If the staff senses the wielder is in danger it may, of its own accord, teleport the owner somewhere it perceives as safe.



Scrolls, Spellbooks, and Potions (var.) – Scrolls, Spellbooks, and Potions (var.) – Scrolls and potions are typically one use items. However, selections from this list are not so limited. When scrolls or potions from this list are used, they reappear in your warehouse at a set rate. The time it takes for them to reappear is between three days and a month: less powerful selections regenerate quicker than their more powerful counterparts.

Spellbooks, if lost or destroyed, return to your warehouse within twenty-four hours of loss or destruction. In addition, while the books themselves are no larger than ordinary spell tomes, and weigh no more than a typical book their size, there will always be extra blank pages to accommodate additional spells.

Potions and Scrolls:

0th or 1st Level Spell	50CP
2nd or 3rd Level Spell	100CP
4th Level Spell	150CP
5th Level Spell	200CP
6th Level Spell	250CP
7th Level Spell	300CP

Spellbooks:

50CP

0th Level Spells	8
1st Level Spells	7
2nd Level Spells	5
3rd Level Spells	3
4th Level Spells	1

100CP

0th Level Spells	8
1st Level Spells	15
2nd Level Spells	12
3rd Level Spells	7
4th Level Spells	3
5th Level Spells	1

150CP

0th Level Spells:	8
1st - 2nd Level Spells	15
3rd Level Spells	12
4th Level Spells	7
5th Level Spells	3
6th Level Spells	1

200CP

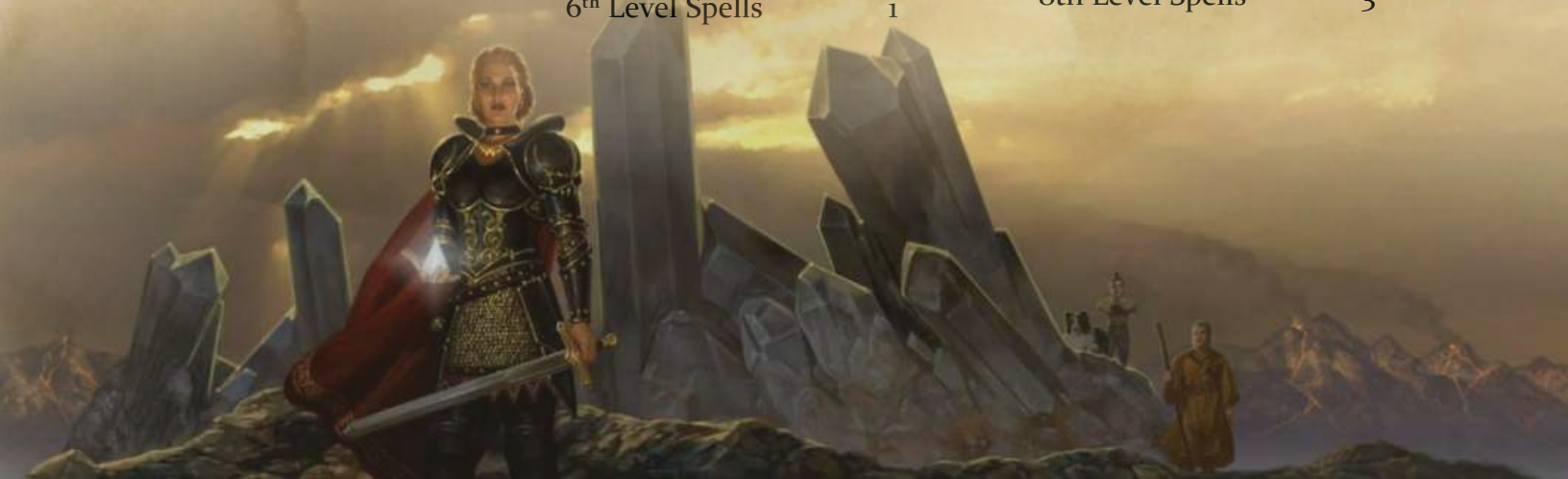
0th Level Spells	8
1st - 3rd Level Spells	15
4th Level Spells	12
5th Level Spells	7
6th Level Spells	3
7th Level Spells	1

300CP

0th Level Spells	8
1st - 4th Level Spells	15
5th Level Spells	12
6th Level Spells	7
7th Level Spells	3
8th Level Spells	1

400CP

0th Level Spells	8
1st - 5th Level Spells	15
6th Level Spells	12
7th Level Spells	7
8th Level Spells	3



Sample Modules and Adventures

The modules following this page introduce two mechanics for adventurers to mind: time and threat level. Each of those two mechanics will be discussed in its requisite section, and will provide a guide for you on your Dragonlance adventures.

Threat Level and Jumpchain: Adventures in Krynn were originally designed to be accessible by all levels of standard Dungeons and Dragons characters. With this in mind, the Threat Level mechanic exists to guide extradimensional adventurers on what can be expected over the course of those modules.

Low: These modules are designed to be challenging but survivable for low-to-mid tier adventurers. As such, these experiences require little to no real extradimensional power in order to be survived. This is not to say that success is guaranteed! In order for there to be reward, there must also be risk. However, Low Threat adventures will present a challenge more to those adventurers with less experience traveling outside of Krynn than those who are more seasoned. More experienced travelers are still allowed, even encouraged, to try their hand at these plots, but they will find more challenge in the Medium and High Threat Level modules.

Medium: Adventurers who choose these experiences accept greater risk, as Medium Threat Level modules assume that adventurer has either become *very* experienced in their time on Krynn or has some additional experiences to aid them in their quests. While it is still possible for lesser experienced adventurers to accept these challenges, understand that these modules begin to transcend mere adventure and take on legendary scope.

High: If Medium Threat Level modules present legendary experiences, High Threat Level adventures present mythic level tasks and risks. Adventurers and travelers who take on these quests and burdens have both grown in power while on Krynn, and also have substantial experience from other adventures to draw on. By taking up these labors and ambitions, the adventurer states plainly that he or she is a force to be reckoned with. Make no mistake, these are tantamount to throwing down a gauntlet and waiting for all comers to respond.

On Time and Adventures: Some of the adventures presented in this sourcebook have specific requirements for when they start. Others have requirements for how long they last. Those modules that have lengthy durations present the adventurer with a limited perk: Agelessness. For so long as the adventurer is on Krynn and pursuing the goal of that module, in good faith, then that adventurer and that adventurers companions will be immune to ordinary aging. Once the victory or loss conditions are met, then that adventurer and his or her companions will begin to age normally again.

If an adventurer has spent over ten years on Krynn, and his or her time has been extended due to a particular module, then upon achieving either a victory or loss condition for that module the adventurers time on Krynn will be considered complete.

If an adventure has a particular time and age in which it begins, the adventurer in question may select that as his or her starting location free of charge. If an adventurer has a starting time prior to the beginning of that adventure, and the adventurer wishes to keep that starting location roll, the adventurer may. The adventurer will then, if he or she chooses, fall under the protection of the Ageless

perk and will not suffer the ravages of time until he or she achieves either the victory of fail conditions of his or her chosen module.

Risk and Reward: While on Krynn and adventurer can experience as many adventures as he or she wishes. That includes the modules presented here. However, an adventurer may only gain rewards from a total of three modules. Of those three, a maximum of one Medium and one High Threat Level adventure can be taken.

> *Example: Jumpah is a well-traveled dimension hopper with a particular loathing for authority figures. He selects 40000 Things I Hate About You as his High Level module, and may now either select a Medium Level and a Low Level module or two Low Level modules.*
>
> *Jumpee is a relative newcomer to pandimensional travel. She chooses two Low Threat Level modules, and, on careful consideration, a Medium Threat Level module.*

As rewards are meant to be tied to risks, the following need be considered. Post-Module awards are only granted upon the successful completion of the victory conditions of that module. Pre-Module rewards are granted immediately and may be used freely throughout the course of the Krynnish adventure. Failing Medium and High Threat Level modules constitutes a fail-death condition for the Dragonlance jump, with all the usual penalties applying. Failing Low Threat Level modules does not have this same risk.

Modules: At a Glance

Faith Up My Sleeve
Threat: Low
Location: Any
Begins: No Earlier Than 3 AC
Ends: No Later Than 348 AC

Scales in Balance
Threat: Low
Location: Sanction
Begins: NET 340 AC
Ends: NLT 352 AC

Glass Pirates
Threat: Low
Location: Taladas
Begins: NET 120 AC
Ends: NLT 422 AC

The Dragonfly Effect
Threat: Medium
Location: Silvanesti
Begins: NLT 6319 PC
Ends: NET 422 AC

11th: Our Hero
Threat: Medium
Location: Solace
Begins: NET 351 AC
Ends: NLT 422 AC

Black Roses Never Wither
Threat: Medium
Location: Any
Begins: NET 8 AC
Ends: NLT 422 AC

40000 Things I Hate About You
The War of Three Masters
What Price Power?
Threat: High
Location: Any
Begins: NET 8500 PC
Ends: NLT 422 AC

Faith Up My Sleeve

In response to the arrogance of the Kingpriest of Istar, the gods inflicted the Cataclysm on Krynn. A fiery mountain was hurled at the planet, smiting the capital of the once great and sprawling nation. Most believed that the gods then abandoned Krynn and their mortal followers as further punishment for their shared hubris. The truth is a bit more complicated.

Before the gods smote Istar, they sent many signs to the Kingpriest and the people of Krynn. Among those signs was the removal of divine magic; all priests capable of working miracles in the name of their god or goddess were swept away in what would become known as the Night of Doom. This sign, and twelve others, were ignored by the Kingpriest, and the gods smote Krynn. More than that, they pledged among themselves to withdraw from Krynn until mortals once again sought them in earnest. The Balance was maintained. The gods were confident that mortals would seek them out again, in due time, and then the gods would work miracles and help shape the events of Krynn once more.

At least one god, though, will not be so content to let events happen as they may. One god will seek a way to return to Krynn, unnoticed and unsanctioned by peers and enemies alike, and will use you to do so.
A handful of years after the Cataclysm, you will be approached in secret by one of the gods of Krynn. This god will make their intention clear: their early, albeit discrete, return to Krynn. As the gods keep careful watch on one another, you will be given little aid in this task. There is, though, a plan to follow and perils to avoid. All of this must be conducted in secret, if the other gods discover this plan before it is complete all will be lost.

Your first task will be to travel beneath the Blood Sea of Istar, to the fallen city of Istar, and into the cursed Temple of the Kingpriest. There you will find a stone, a particular stone from the Temple. This stone will act as a gateway for your patron.

Once recovered, this stone will need to be transported to a specific location, one fitting your temporary benefactor, and rites performed to allow the god to slowly influence that area. You will then need to gather followers, people willing to serve the god and work divine magics in secret. After the cult has been established, your final task will be to find a cursed man. There is in Krynn a man cursed with immortality, and your god requires this man to perform a rite that will allow the god to act freely and without worry of their peers or enemies.

Do all this, and the god will see you rewarded for your service. Fail at any of it, and your great adventure is over.

Threat: Low
Rewards:

Post-Module: Your choice of Divine Favor and 100CP toward the purchase of an item or 300CP to spend in divine tree

Scales in Balance

Chromatic dragons have returned to Krynn. Their metallic cousins are conspicuously absent. The Dragonarmies march unchecked, their war of conquest seems unstoppable. The War of the Lance rages across the continent of Ansalon, and you find yourself in the port-city of Sanction.

Not the first wretched hive of scum and villainy you've encountered in your travels, but as with all questionable ports Sanction is not without its distinct charms. Since its rise to shady preeminence following the Cataclysm, Sanction has served as a place to buy and sell all manner of things. It is a place to find adventure, employ, and employees.

"We need a third."

"I don't even need you, so please *enlighten me* as to how more dead weight is of use."

"Mind your oath."

And so it is that you find yourself propositioned by the two hooded figures. Argenta, a lithe vaguely elven woman too young in appearance to be in possession of hair so pale, introduces herself and her companion: Sapphire. Sapphire, a woman of human appearance who perpetually wears an expression of vague disapproval, explains the situation. She owes Argenta a debt, Argenta has called in her marker, and apparently they need a third person for their little adventure. You get the impression that Sapphire explains things at people quite a bit.

At the base of Mount Thunderhorn lies a temple, and inside that temple are items that need to be recovered. Unfortunately, the temple's priests may take issue to having said objects stolen. Oh. And there's a dragon. An ancient copper dragon guards the contents of the temple.

Why, you can't help but ask, is the only metallic dragon on Krynn guarding a temple to a heathen god?

The dragon, Agenta answers, has been conned into serving the temples denizens. Sapphire is quick to point out that metallic dragons are oft easily duped. Argenta makes it clear she'd rather avoid a fight with the dragon, and Sapphire concludes by saying that what lies in the temple is not as important as an old copper. At this, Argenta winces and for a moment it looks as though the two will come to blows.

"Enough."

It's clear that these two have a history, but it's equally clear they're unwilling to get into the details of it. You must investigate the truth of the Temple of Luerkhisis. Once you have observed the dark rituals inside, and witnessed the evil priests and mages twist and corrupt the eggs of the metallic dragons into the first draconians you must aid Argenta and Sapphire in freeing as many eggs as possible from the Temple.

Once outside, you have a choice. You can assist Argenta in returning the recovered eggs to the Dragon Isles and help rally the metallic dragons against their chromatic cousins or you can help Sapphire escape. Sapphire will be loath to accompany Argenta so far as the borders of Sanction, and will not under any circumstances travel with Argenta to the Dragon Isles.

For your adventure to be considered a success, you both Argenta and Sapphire must escape alive and you must recover as many undamaged, untainted dragon eggs as possible. Once you've freed the dragon eggs, the person you've chosen to accompany must survive either to her destination, as with Argenta, or for a minimum of a year, in the case of Sapphire. After that you are free to continue adventuring with them or not, as is your wont.

Threat: Low
Rewards:
Post-Module: 300CP toward the purchase of Dragon Rider or 300CP to spend on items.

Glass Pirates

Of all the sights on Krynn, the one sprawling out before you is perhaps the most unique and unusual. On the far side of the world lies Taladas. Taladas, sister continent to Ansalon, the more populous of the two, is one great land mass. At its center lies Hitehkel, the boiling sea of fire and lava. In between that molten sea and the verdant grasslands and steppes that make up the outer ring of Taladas lies the Shining Lands, and it is the Shining Lands that lie before you now.

Ebony sands form what could charitably be called a beach, and after that a rolling plane of obsidian. Actual obsidian. Black volcanic glass polished smooth by the wind blowing the coarse black sand across its surface. Far in the distance you can just make out mountains, and perhaps the tips of the Bilo Columns, tower basalt structures that the Bilo Gnomes call home.

"Look as long as you like, friend. You'll not see its like elsewhere."

A human, tall and athletically built, saunters to within a pace of you and then stops.

"As few that see it, fewer still actually sail it. Glass Sailors live a hard life, and there's not many that envy them. But for them that's willing there are rewards."

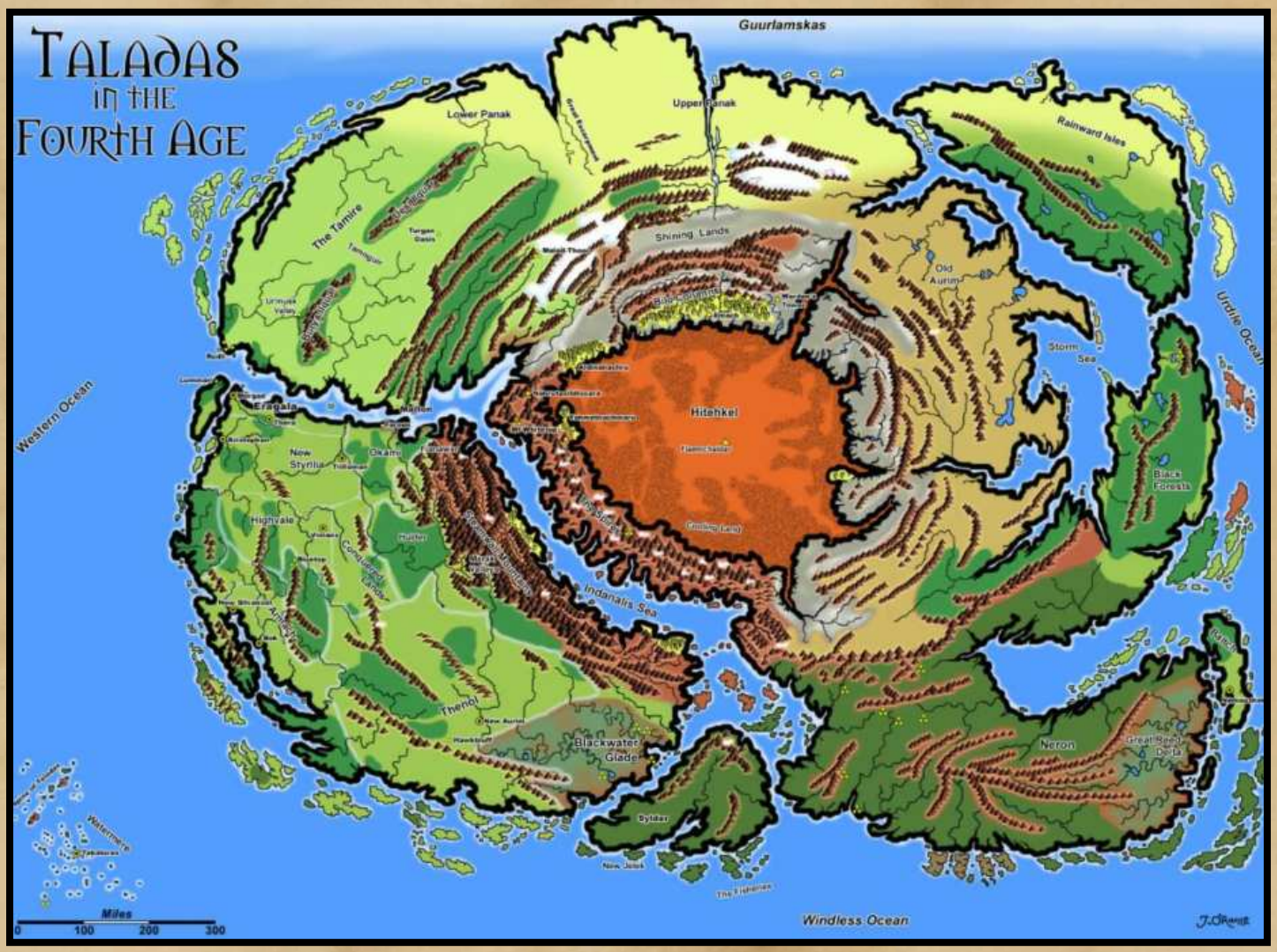
Seeing your interest pique at the mention of reward, the man explains himself in full. His name is Jason, captain of one of the Glass Sailors famed Xogats, small agile warships that sail the Shining Lands, and he has a proposition. His crew is short by one, and while he understands you've never sailed the Shining Lands before he thinks you'd be a valuable addition to his crew.

He is a Glass Sailor, one member of a small group of humans that lives in the Shining Lands and worships the High God. Life, he explains, is a test, and it is one he aims to pass. To that end he seeks the location of a rumored oasis, its location thought lost to time. His adventure will take him across the Shining Lands,

through the eldritch Vaults of Despair, long abandoned by their elvish creators, deep into the Spiral Mountains and perhaps as far as the Chaldar, the tower that resides in the middle of the molten Hitehkel.

The journey, he promises, will be long and dangerous. If you're willing to join his crew, though, he promises you'll learn a thing or two. Who knows? Once this is over, if you've proven yourself a capable member of his crew, perhaps he'll join you on your adventure.

Threat: Low
Rewards:
Post-Module: Choice of Party or 300 to spend in the Rogue Tree



The Dragonfly Effect

Moments after breathing your first breath of Krynnish air you find yourself back where you began, the library of Astinus. Everything is quiet, except for the scratching of quill on parchment. Curiosity leads you to approach the furiously scribbling historian. The scribe, Astinus, does not look up or in any other way acknowledge your presence. Equal parts amused and affronted, you decide to play his game and you remain silent in turn. You're not sure how much time has passed, or even if time has passed, this place is so quiet aside from the scratching, but eventually Astinus puts his quill aside and looks up at you.

"You do not belong," he states. "Arriving as you did, when you did, has changed events already recorded, as well as those events which have and will flow from those events."

The scholar frowns, and again you're aware of just how silent this library is. Nothing disturbs the peace here, though when Astinus frowned it almost seemed as though the room . . . rippled a little.

"This has happened before," he continues. "Traveling through time is not unheard of, for all that I loathe it. Rewriting recorded history," he gestures to the seemingly endless stacks and shelves of books, "takes time. Time that takes me away from recording present events. Even now, lives are being lived and I cannot record them. Their stories will remain unrecorded, untold, because of you."

And. . . ?

"Ordinarily I would begin rewriting immediately, your presence has created ripples as far back as my records go so there is much to do. However, someone you are familiar with suggested another option. I will call upon one of my friends, her magics are powerful, subtle, and familiar to Krynn, and she will send you back to that first disturbance. You will fix what was changed, and then you will find me and I will direct you to the tome that will lead you to the next event. When you have righted all you have set askew, or if you fail at any task, I will contact your benefactor and you will be free to travel or not as is your custom."

With that, the scribe points behind you and walks back to his desk. You turn toward where he pointed, and the moment you can no longer see him you hear the scratching of his quill resume. In the shadows before you, standing between two tall book cases, is a red robed woman. The veiled maiden gestures for you to follow, and, turning away, walks deeper into the library.

While on this quest you will not age, a necessary boon as your quest will take thousands of years to complete. Your adventure will begin 6320 years before the Cataclysm devastates Krynn. An act of kindness will set in motion events that will lead to the sundering of the Ogre race. You must ensure that that act of kindness takes place, and that the Irda come into being. That task complete, you must seek out the scribe, Astinus, again and see what else must be fixed. The main continuity, the history and canon, of Krynn must be set right. It must progress as it would have, had you never arrived. Fail in any significant manner, and the scribe will report your failure to your benefactor.

Threat: Medium
Rewards:

Pre-Module: 200CP

Post-Module: For your efforts, Astinus will gift you a lesser version of his Orb of Scrying. This item cannot see the future, but any event that is taking place at the present or that has happened in the past can be viewed through this object. Note that this item will allow you to view events, but not affect them without some other means.

11th: Our Hero

The sun is high in the sky and while it's comfortably warm, there is a slight bite to the air reminds you that autumn is in full effect. Not that you needed reminding, the trees that decorate the rolling hills in the distance are a riot of reds, yellows, and oranges. Under other circumstances you might be inclined to comment on the forests that herald your approaching destination: Solace. Unfortunately, neither of your companions seem to be the best conversationalists. You fell in with the plains folk early that morning and, after a short exchange that revealed you three were traveling in the same direction, you decided to travel together.

Why plains barbarians are going to Solace is beyond you. As for you, you're in it for the famous spiced potatoes from the Inn of the Last Home. Culinary adventure is still adventure, right?

Alas, your time in Solace is destined to be brief, marked more by surprising adventure than sated appetite.

Shortly after you settle in to the Inn of the Last Home, there will be a disturbance in the common room. The barbarians you shared the road with will be at its heart; they will be joined by a group of friends long separated. And you. Despite your best efforts, you will find yourself inexplicably pulled into this hastily assembled party and your fate will be tied to theirs.

You'll travel muddy roads, discover enemies that turn to stone when killed, follow fevered knights on vision quests, and eventually wind up fighting an ancient terrible foe, a powerful black dragon, deep in the heart of a fallen temple. In that fight you'll witness an act of faith and heroism, true sacrifice rewarded by the first miracle of the Age of Despair.

From that moment forward, you'll find your way ahead less certain. The War of the Lance will rage across the continent of Ansalon, but you will no longer be bound to the fate of its Heroes. Instead you will be given a choice: stand with the Heroes of the Lance, become one of their number, or rally to the banner of Takhisis and her Dragonarmies.

You must choose a side in the War of the Lance, and participate in the War until its completion. How it ends, where and when, is anyone's guess. Chronicles exist of the fall of the Dragonarmies and the victory of the Heroes of the Lance, but none of those chronicles mention you. If your arrival to Krynn is well before the War of the Lance, then you are free to adventure as you choose until its beginning. The War

of the Lance is inevitable and you will participate. However, until such time as the War begins you will be unaffected by the ordinary passage of time.

Threat: Medium
Rewards:

Pre-Module: 200CP

Post-Module: Your choice of either a footman or mounted Greater Dragonlance. Greater Dragonlances function as their Lesser counterparts but possess additional attributes. In addition to doing the increased damage of Lesser Dragonlances, Greater Dragonlances also damage the well-being of the targeted dragon itself. Every hit from a Greater Dragonlance saps the life force of the injured dragon. For mounted Greater Dragonlances his is even more pronounced. A particularly skillful hit, by a skilled rider and dragon, will add the weight of their combined life force to the attack. Well placed blows from older dragons carrying experienced knights armed with Greater Dragonlances have been known to fell chromatic dragons in on strike.

Black Roses Never Wither

A metallic taste on your palate is the only warning before the flashes begin. A great keep, pennants and banners flying in the breeze. Knights in armor ride hard for the gates. Another flash and you're inside the keep now. You don't recognize the place, but it's familiar all the same. A handful of young, beautiful elf maidens attend a young mother. The mother holds her child close, her expression a cacophony: love, fear, worry, sorrow, hope, and anticipation all mingle together on the young mothers face. It's not that her face is that expressive, it's more that you just know that's what she's feeling for some reason. Another flash and you're standing behind a group of knights. The knights move purposefully toward a massive door at the end of the hall. It's then that you realize something that's been nagging at you since this began.

You can't hear anything. You see perfectly, but the world is mute.

Your attention is drawn back to the knights, to their leader in particular as he reaches out with mailed hands and pushes open the heavy doors. The doors opens and the elf maidens and mother from earlier are framed by the dark wood of the retreating portal. She looks up and the complexity of her earlier expression is made simple: she looks horrified. Another flash and you stand between them and apart.

The knight shouts, you cannot hear the words but you know a shout when you see it. You also know an accusation when you see one.

The mother holds her child close, and shouts back. Tears flow freely from her eyes, and disbelief and indignation mingle with her earlier horrified expression.

The maidens move to around the mother, flanking her in a semi-circle.

The knights mirror this around the shouting knight.

Another flash.

You float high above a sprawling continent. Verdant fields, lush forests, craggy mountain ranges, and sprawling cities all spread out below you. Then you hear it, the first sound you've heard since this started. An explosion, the roar of fire and the rush of displaced air. What can only be described as a giant, flaming mountain is hurtling toward the center of the continent.

Another flash and you're standing between the knight and the mother again.

The mother raises one hand and levels it at the knight, finger outstretched in accusation as the hall begins to rumble and shake. Smoke rolls into the room, and everything seems to fade away until only you, the knight, and the mother remain. While her gaze remains fixed on the knight, the knight is looking at you. His expression is pure hatred. His hand moves to his sword and you know, you know, this knight now knows who you are and holds you responsible for all that has befallen him. He will never be placated, he will never rest, and neither death nor damnation will deter him.

You have attracted the attention of Lord Loren Soth, fallen Knight of Solamnia, and Death Knight of Dargaard Keep. It will take a handful of years for Lord Soth and his followers to find you, but when they do they will hunt you relentlessly for the remainder of your time on Krynn. As Soth's existence is a curse, a punishment levied by the gods of good for his failures, even if you destroy Soth he will eventually return and continue his hunt.

Nothing you can do can prevent Soth from becoming a Death Knight, and nothing you can do will convince him that you are anything other than the sole reason for his damned existence. Should your adventure begin prior to his fall, none of this will take place until his fall from grace and his cursing. Once Soth has found you, which in his Death Knight form will take no longer than four years, your time on Krynn will continue for at least another ten years. If you have more time remaining on Krynn than ten years, then that is how long you will continue to deal with the Death Knight. Whatever gifted you with these visions will also extend your life somewhat. While on Krynn you will not suffer the effects of non-magical aging.

Threat: Medium
Rewards:

Pre-Module: 200CP

Post-Module: A long, heavy greatsword: The blade of Lord Soth is an heirloom of his family, and bears both his family crest and many marks and sigils of the Knights of Solamnia. Most prominent on the blade are the roses of the Order of the Rose. As with the all of the Death Knights equipment, the blade was tarnished and charred during his fall from grace. While still impossibly sharp, the blade no longer shines bright. Rather the metal seems to drink in the surrounding light and warmth. The sword itself is heavily enchanted, dealing extra damage and striking truer than it ought. More insidious though is its ability to attack the vitality of the target. Even the slightest blow bleeds the health away of the target, allowing the Death Knight, or whomever wields the sword, to slowly eat away at the essence of his opponent.

40000 Things I Hate About You

The Balance. Before Krynn there was the Balance. Many would look to the High God as its author. It was the High God, after all, that called Paladine, Tahkhisis, and Gilean forth from the Beyond to serve as the great patrons of good, evil, and neutrality. Countless wars have been waged to maintain that celestial equilibrium. The blood of gods, dragons, and mortals alike has been spilt to silence the squeaking of that cosmic pendulum. Yet what if there were another way? What if Balance were a lie? The oldest lie.

In the time before time, before Krynn, before gods, the High God stood not alone. There was also Chaos in the void. Chaos did not seek to create. As a manifestation of the void from which the High God wrought creation, Chaos stood apart from the High God, his captains and their lieutenants. Chaos was as chaos is, and changed things, events, and peoples. It unconstrained and unshackled the works of the gods. During the Age of Starbirth, the forge god Reorx sought to create the Graygem, an artifact infused with the power of neutrality. He attempted to tap the power of chaos to strengthen the gem, but instead he trapped Chaos itself inside. Fearing the power of the gem, and that which the gem held, Reorx gave the Graygem to Lunitari, the red goddess of neutral magic, for safekeeping.

Chaos was as chaos is, though, and would not be so easily constrained. Time and again the Graygem escaped and roamed free over the face of Krynn. Its final appearance, some years after the last War of the Lance, would spark the War of Chaos and begin the Age of Mortals.

Your task is simple: Find the Graygem and release Chaos from its confinement. Free Krynn from the lie of Balance and the endless jockeying of the gods. Once Chaos is freed you must serve it, and ensure its survival for ten years.

The power of gods and mortals waxes and wanes through the Ages of Krynn and as such this task will vary in difficulty accordingly. It may be possible to sway some of the gods and their followers to the side of Chaos, though revealing your gambit comes with some risk. Regardless, before it is all done, you will stand side-by-side with Chaos against many of the gods of Krynn and their followers.

Threat: High
Rewards:
Pre-Module: 400CP
Post-Module:

> Friends Like These: Throughout the remainder of your travels, chaotic beings will see in you a kindred spirit. You will be given the benefit of the doubt in many instances, and chaotic entities of all stripes will usually first attempt to treat with you before attacking. Should you work against them, it will simply be seen as acting in accord with your tempestuous-nature and subsequent engagements will be treated as a game of sorts.

The War of Three Masters

A mage, gifted of mind but wracked by arrogance and ambition, will make a fated decision near the end of a test: he will accept the aid of an evil mage in order to pass the Test of High Sorcery. The young mage is Raistlin Majere, a wielder of the Art who is destined to become a Hero of the Lance, who will earn the title of Master of the Tower and Master of the Present, and who will go on to challenge Takhisis herself for dominion over existential evil on Krynn. The mage with whom he makes pact is none other than the shade of Fistandantilus, a Master of the Tower in his own right, the prophesied Master of the Past, and arguably the most powerful mortal magic user to ever walk the face of Krynn.

In exchange for giving Raistlin the power to pass his test, which ironically the young mage did not need, Fistandantilus bound a part of Raistlin's soul to his own. Raistlin's health suffered, but his magic was fueled. Fistandantilus possesses the young mage, after a fashion, and helped him for many years with the intent of taking control of Raistlin's body once the young man was powerful enough. Raistlin, aware of this deception, would eventually travel back in time to combat and eventually defeat Fistandantilus shortly before the Cataclysm. Unfortunately a portion of Fistandantilus would survive and eventually meet young Raistlin again during the mages Test of High Sorcery.

At least, that's how it would have gone.

Something went horribly wrong with your arrival on Krynn, and a portion of your own soul got mixed up and included in the exchange between Raistlin and Fistandantilus. Now both mages are aware of you and of you power, and given your extradimensional nature, regardless of when you arrive, they are aware of you at the height of their power. Raistlin and Fistandantilus will now both seek you throughout the space and time of Krynn. They will seek to physically combat you when they are near you, they will wrench at your soul when they are not. They seek your power for their own ends, and the nature of your shared existence provides them a means. Neither one trusts the other, and so they will not work together, but neither will they stand by as you destroy their rival for fear of being the sole focus of your attention.

One of them sought to conquer a continent, the other's ambition sought to pull down a goddess. Now they come for you. Yet somehow you must defeat them, the Masters of the Past and the Present. If you cannot defeat them, they will claim your power and your place in your adventures.

Threat: High
Rewards:
Pre-Module: 400CP,
Post-Module:

> Master of the Soul: Years battling these two dark titans has strengthened your soul, and your command of it. Future attempts to corrupt you or wrest your essential self away from you will be legendary undertakings. In defeating the Masters of the Past and Present, you have demonstrated that your will is your own, and you need not fear the dominion of others.

What Price Power?

The Graygem is responsible for many of Krynn's idiosyncrasies. It is an object of power that has confounded the will of gods and mortals alike. Wars have been fought over it, because of it, and whole races have sprung to life from of its mutating energies. Perhaps the most frustrating mutation to issue forth from the wan light of that primordial gem is Krynn's most notorious race: the Kender. Speak the name and reasonable folk reach for their money purses and hold fast their treasured possessions. They are a cheerful pox that wanders Krynn to slake their unquenchable wanderlust and insatiable curiosity. Many would question how these beings so bereft of fear, common sense, and a healthy respect for personal property have survived, if not thrived, since the Age of Starbirth. A select few know the answer to this riddle: the Kender are beloved of Paladin.

Though not created by the greatest of the gods of good, nor by any god, the Platinum Dragon finds the innocence of the Kender endearing and often intercedes on their behalf. Were it not for him and his patronage, the Kender would likely not have survived long on Krynn. Even when he does not directly assist them, the argument can be made that his favor shines on them in some manner. How else can a race whose whole reputation is lawlessness both have such freedom of movement and live relatively long lives?

But what if that were not the case? What if Krynn were a colder, meaner place, and Paladine did not have the time to watch over the Kender? Who then would champion this diminutive race?

You would, and you will.

Your adventure begins at the beginning of the Age of the Ogre, during the Age of Dreams. The Platinum Dragon himself appears to you, and makes you swear a pledge: so long as he lives you will defend and champion the Kender. You will see that neither their race nor their culture is destroyed. You will protect them from harm and allow them to indulge their wanderlust, their curiosity, and their innocence so long as he lives. This Krynn is harder and crueler, Paladine relates, and he will be unable to devote his time or energies to caring for smaller folk. It is unlikely that the races of Krynn will find the Kender in any way endearing now, yet you must defend their lives, their homes, and their hearts. This is your quest, champion:

If the Kender are significantly reduced in population while Paladine lives, your quest fails. If the Kender grow cold of heart while Paladine lives, your quest fails. If the Kender lose their innocence or their culture changes significantly while Paladine lives, your quest fails. If the Kender cannot roam Krynn as free as any other race while Paladine lives, your quest fails. If you act in a manner that ultimately harms the Kender, your quest fails.

Threat: High
Rewards:
Pre-Module: 600CP,
Post-Module:

> Champion's Imperative: Your time defending the Kender has made you a champion's champion and has provided you with the following boon: When working on the behest of a group, when acting as their protector, their advocate, their defender, you will find your strength and abilities considerably increased. You will be wiser, stronger, more powerful and more benevolent as you stand in between the hungry dark and your chosen people. Protect their smiles, champion.

Drawbacks

You may select as many drawbacks as you like, however you will gain a maximum of 600 Choice Points from drawbacks. Points gained from modules do not count toward this limit. Mandatory drawbacks do not provide any Choice Points. Drawbacks override perks, abilities and items from this and other jumps for the duration of your Dragonlance experience.

Precarious Port (+0): This jump was designed using materials for Dungeons and Dragons, Edition 3.5 However, if you choose you may select another edition of D&D to flesh out the more quantifiable parts of this jump.



Ocular Angst (+0): The pupils of your eyes have taken on a very unusual shape, something both foreboding and meaningful. Expect people to have varying reactions to them.

> **Irisony** (100CP - **Requires Ocular Angst**) The change to your eyes effects your vision in a manner befitting their shape. If your pupils, for example, were to become hourglass shaped, everything you see would be tainted by entropy and the inevitable march of time. However interesting this is at first, it will begin to chafe at you and make every day activities and interpersonal interactions more difficult.

Dumpstat (var.): One of your primary attributes, Strength, Dexterity, Constitution, Intelligence, Wisdom, or Charisma, is as low as possible for a functioning sapient being. For the duration of this jump, nothing can change or improve that score. Gain 100CP for each attribute that you weaken, to a maximum of 300CP.

Heavy Heritage (+100): Something about your origin has you bummed and you just won't be able to stop obsessing about it or talking about it. Expect to annoy people and make bad decisions.

Formlock (+100): For the duration of this jump, you are stuck in the form created by your origin and class selections. You may not voluntarily change shape by any means until you leave Krynn.

Epic Embargo (+200 - Not compatible with No OC's): For the duration of your time on Krynn, the sum of your out of jump power will be limited to what would be allowed a CR 20 D&D encounter. How this happens is your choice. You may take all of your powers from previous jumps and have them severely limited, you may take fewer powers and have them closer to your fully powered state, or you may select another means. Regardless, your out of jump power will be hard capped for the duration of your Dragonlance jump. This drawback also effects companions, and items.

Prologue Peril (+200 - Requires Hireling or Party): A number of your companions suffered a gruesome fate before you arrived to Krynn. For the duration of your jump, 1d6+1 of your companions are dead and completely unavailable. Their companion spots are still in play, so you cannot replace them. Upon leaving Krynn at the completion of this jump your companions will be returned to your warehouse healthy, whole, and alive.

Turn Based (+200): All chance based outcomes will require resolution by the rolling of celestial dice. Swing your sword? Roll to hit. Hit? Roll for damage. Want to craft an item? Roll for how long that takes, and whether or not you were successful. While this drawback won't make the jump last any longer, it'll certainly feel like it. All creatures and events in this world will follow this mechanic for the duration of your jump. Everyone will be able to see the die rolls, and they can't be cheated, but no one will comment on the oddness of this phenomena.

> **Malicious Math (+200 - Requires Turn Based):** Individuals will be responsible for rolling their own dice and tallying their own results. The outcomes can't be cheated, and some people can't count for shit. Best hope no one in your party or that you're fighting is bad at math. You'll also spend a good amount of time waiting for people to find their dice.

Bad Romance (+300): You love fully, you love bravely, but you do not love wisely. You have fallen in love with someone who is horribly selfish and manipulative. This person will be a Krynn native, and will be an incredibly ambitious risk-taker. Well, he or she will be ambitious but you'll be taking the risks. In any event, you will find it difficult to impossible not to help this person in the manner the individual chooses. Attempting to persuade and counter-manipulate will end poorly for you, and will result in you doing what your new friend wants but with added cost.

Pernicious Patronage (+300): On of the gods of Krynn has taken a particular interest in you. Any schemes this god or goddess has will be modified to include you in the worst way possible. Expect to be taunted, hindered, and thrust into plots and events that do not benefit you in the least.

No OC's (+400 - Not compatible with Epic Embargo): None of your out of jump items and abilities will work for the duration of this jump. You will not have any access to your warehouse, and any companions that participate in this jump will be depowered to be no more powerful than your in-jump purchases make you. Note, that while this will decrease the power of your companions, your companions will not be increased in power due to selecting this drawback.

Damned (+600): You are as famous as you are loathed. For whatever reason, the overwhelming majority of the Krynnish pantheon hates you. Those that do not hate you may pity you or they may find you of use, but you will find no divine allies here. Furthermore all the followers of the gods know of your sins, real or imagined, and would love to see your demise. That is not to say that all will actively work toward your downfall, if you are sufficiently powerful then lesser beings may merely give you a wide berth. However, if you are powerful then that will invite other beings of power who, wishing either to bolster their reputation or seeking divine favor, will quest after you and your destruction. You will find little rest, and the more successful you are at fending off attackers the more often you will be attacked and those attacking you will increase in power. By selecting this, your guarantee your time on Krynn, however long that may be, will be violent and challenging.



Notes

- Jump by Epicureanon
- Thanks to all those who assisted with this jump.
- Version: 0.98
- D&D 3.5E was used as the basis for this jump, so for questions of strength of spells and spell-like effects refer to those manuals for the crunch. If you took Precarious Port, look to that editions equivalent of the spells in question.
- Discounts stack, so if a particular selection for you is discounted twice that particular selection is free.
- Classes can be purchased multiple times. Multiple purchases of a level-granting skill or perk cannot be discounted below half the list price of that skill or perk. Purchasing a class multiple times will increase the levels in that class by the appropriate amount, see **Krynn, Power, Levels and You**. However, levels will adhere to the mechanics of the edition jumped. If more class levels are purchased than the cap for that edition allows, then all subsequent purchases will roll into the ease of gaining power mechanic.
- Elf and Dwarf sub-types: Both elves and dwarves in Krynn have numerous subtypes. Feel free to choose whichever subtype you'd like.
- Draconian Notes
  - ❑ Auraks can only shapeshifting into creatures small and medium sized creatures
- Dragon Rider: If you have a dragon companion acquired from another jump, you can use that dragon as your mount for Dragon Rider. If you pay to import that companion, instead of getting CP that dragon will instead gain a Krynnish dragon form of your choosing. This companion MUST be a dragon from a previous jump. You may not upgrade a non-dragon companion to a dragon otherwise.
- Magic on Krynn: The gods of magic provide the means by which mortal use magic on Krynn. As such, prior to the Age of Mortals all mortal arcane magic users were wizards and not sorcerers. This does not effect your class purchases at all. What's important to note is this: the movement of the moons greatly effects magic on Krynn. Evil magic is more powerful when Nuitari, the moon that shares a name with the evil god of magic, is full. The same is true for good and neutral magic and their respective moons. Conversely, during a new moon magic of that type is typically weaker. Hedge mages are largely unaffected by these events, but Tower Trained mages definitely experience highs and lows as a result of Krynnish celestial mechanics.

  The Tower Trained trumps Hedgemage in this respect: selecting TT makes you susceptible to the highs and lows associated with the movement of Krynns moons. That is to say that purchasing Hedgemage and TT will not make you immune to the effects of Krynn's moons.
- Arcane Capstones
  - ❑ Archmage - This perk does the following: provide a reputation bonus for and among magic users and insulates you against magical lulls associated with any celestial mechanics. On Krynn, that means that if your moon is full you get a buff to your casting, but you do not suffer any penalties to casting if it is a new moon. On worlds other than Krynn, I assume this would have the same effect. If some celestial convergence



inhibits casting, you're immune to that. If the alignment of the moon, stars, and or planets is in some way fortuitous, your magic is stronger during that period.

- ❑ Renegade - This is simply a raw buff to casting. You cast faster, spells are more effective and cost less.

- Divine Capstones

  - ❑ Epiphany - This does two things: buffs your divine casting and lets you discover a means of casting divine magic in worlds where it has never existed or has disappeared from use. The type of magic you discover on this quest, and it needs to be a serious quest, will be reflective of the world you are in at present. If divine magic has never been present in that universe, then mechanically it'll resemble something akin to D&D vancian casting and thematically it'll be appropriate to that place. This perk does not, for example, allow you to import WoW-style divine magic and systems of belief from Azeroth into Metal Gear.

  - ❑ Seeker - This perk gives you the savvy, charisma, and raw force of personality to start a religion. You don't have to believe in the religion, the religion doesn't have to be true, you just have to teach it and avoid doing anything too taboo for that religion in public. Use of this perk will allow you to form a small cult, and, with enough time and effort, turn that cult into a major religion. This religion does not confer any power to its followers beyond whatever influence naturally comes from being part of a large group.

- Death Knight Notes

  - ❑ After Dragonlance your Death Knight form becomes an alt form you can select at will

  - ❑ Power Word is based off of the spell of the same name. The upper limit of the creature effected is a being of 101 hit points. Creatures with more than 101 hit points are completely unaffected by the spell.

- Items

  - ❑ Buildings and locations purchased can be transplanted from Krynn to whatever jump or location you find yourself in. Once you're in that location, though, they cannot move of their own accord until you move to a new jump. Upgrades made to buildings will carry over from jump to jump. However, the aggregate exterior dimensions of the buildings will never change. Building within the items section can be combined as desired, ie. Keep and Tower, Inn and Tower, etc. How that plays out is at your discretion.

  - ❑ Mount's riding gear includes shoes. All gear self repairs and takes no longer than 24 hours to return to perfect working condition. Neither the mount nor the gear can be sold.

- Module Reward Items

  - ❑ Orb of Astinus - Astinus' Orb can only be used for scrying. While some scrying implements can be used to cast through, targets that require visual targeting, this item cannot be used in that manner.

  - ❑ Sword of Soth - Soth's Sword is a Greatsword of Wounding. Each hit, in addition to doing normal damage, does 1 point of attribute damage, Constitution, to the target. A target reduced to zero CON, regardless of their hit points, dies.



- Greater Dragonlance - All dragonlances have an increased chance to crit and deal extra normal damage to dragons and dragon-kin. Greater dragonlances also deal ability score damage, Constitution, to dragons. Both mounted and footsman's greater lances deal 2 points of Constitution damage per hit. However, mounted lances on crit deal additional ability score damage on top of that. On a critical strike, a greater mounted dragonlance will deal the wielders hit dice plus the dragons age category in Constitution damage. For example, a 12th level Solamniac Knight mounted on an adult dragon will deal 20 points of ability score damage on critical: 2 points for being a greater dragonlance, 12 points for the knight's hit dice, and 6 for the dragon's age category.

- Epic Embargo quantified. Before adding in your in-jump purchases your power level must be such that a party of four level 16 adventurers, Fighter, Mage, Thief, and Cleric, must be able to defeat you in a fight to the death and only suffer one loss.

- Module Notes

  - What Price Power? must be played straight in order to achieve its victory condition. Killing Paladine, putting the Kender in a Matrix, or otherwise failing to act as a bog-standard champion of them will be considered a lose condition. Individual Kenders can and will die, and this does not constitute a loss. If, however, there is a concerted effort to wipe out the Kender and you do not either stop it or protect them from it's effects then you will lose.

- Drawback Notes:

  - Irisony is a drawback and, as such, its effects must be negative. When determining if the effects of your particular purchase of Irisony are appropriate, ask yourself if it in any way offers an advantage. If the answer is yes, then that effect is not appropriate for Irisony. The canon effect this drawback caused the individual to see everything falling apart and decaying to the march of time. This included even the most long-lived races and powerful artifacts.