

TABLE OF CONTENTS

Foreword.....	4	Noble	50	Shinare	128
Introduction	5	Ranger.....	52	Sirrion.....	129
Ages of Krynn.....	5	Rogue	52	Zivilyn.....	130
World of Krynn.....	6	Sorcerer.....	53	Gods of Evil	130
Ansalon.....	6	Warrior (NPC).....	53	Chemosh	131
Taladas	6	Wizard	53	Hiddukel.....	131
Dragon Isles	6	Prestige Classes.....	53	Morgion	132
Other Lands.....	6	Knights of Krynn	54	Nuitari.....	133
People of Krynn.....	6	Knights of Solamnia	54	Sargonnas.....	133
Civilized Races.....	6	Knight of the Crown.....	56	Zeboim.....	134
Things of the Wild.....	7	Knight of the Sword.....	57	The One God and the	
The Campaign	7	Knight of the Rose	59	War of Souls.....	135
Epic Fantasy.....	7	Knights of Neraka	61	Chapter 5: Geography.....	136
Conflict of Good and Evil.....	7	Knight of the Lily	63	Exploring Ansalon	136
The Influence of Krynn's Past.....	7	Knight of the Skull	65	Abanasinia	136
Where to Begin	7	Knight of the Thorn.....	66	Balifor (The Desolation).....	141
Chapter 1: Races	8	The Legion of Steel.....	68	Blood Sea Isles.....	142
Humans.....	9	Steel Legionnaire.....	68	Estwilde	145
Civilized Humans.....	9	High Sorcery.....	70	Goodlund (The Desolation).....	146
Nomads.....	10	Wizard of High Sorcery.....	71	Hylo	151
Dwarves.....	12	Other Prestige Classes.....	77	Icereach	153
Mountain Dwarves	13	Dragon Rider.....	77	Kharolis.....	154
Hill Dwarves.....	13	Inquisitor.....	80	Khur	155
Dark Dwarves	14	Legendary Tactician	81	Neraka.....	156
Gully Dwarves	14	Righteous Zealot	83	Nightlund	157
Elves	16	Feats	85	Nordmaar.....	159
Kagonesti	16	Chapter 3: Magic of Krynn.....	88	Northern Ergoth	160
Qualinesti	18	Arcane Magic	88	Plains of Dust.....	162
Silvanesti.....	19	High Sorcery	89	Qualinesti	165
Half-Elves.....	20	Primal Sorcery		Sanclist	168
Sea Elves.....	22	("Wild Magic")	93	Schallsea	169
Gnomes.....	25	Divine Magic	95	Silvanesti.....	171
Kender.....	28	Holy Orders of the Stars.....	96	Solamnia	173
Centaur.....	32	Mysticism	99	Southern Ergoth.....	175
Draconians.....	33	The Gods and Magic.....	101	Teyr	176
Baaz.....	33	Cleric and Mystic Domains.....	102	Thoradin.....	180
Kapak	36	New Spells	104	Thorbardin.....	182
Ogre Races	37	Special Materials of Ansalon.....	113	Throthl	183
Irda	38	Chapter 4: Deities.....	116	Chapter 6: The DRAGONLANCE	
Ogres.....	39	A History of Creation	116	Campaign	184
Half-Ogres	41	The Cosmology of Krynn	117	Laws of Krynn	184
Minotaurs.....	42	The Gods of Krynn	119	The Law of Paladine.....	184
Chapter 2: Classes and Feats	44	Gods of Good.....	119	The Law of the Dark Queen ..	184
Core Classes	44	Branchala	121	The Law of Gilean	185
Barbarian	44	Habbakuk	121	Flavor and Tone.....	185
Bard.....	44	Kiri-Jolith	122	Fallen Nations and	
Cleric.....	45	Majere.....	123	Ruined Cities	185
Commoner (NPC).....	46	Mishakal.....	124	Known Ruins of Ansalon	187
Druid.....	46	Solinari	124	The Gods and Their	
Expert (NPC).....	46	Gods of Neutrality	125	Champions.....	188
Fighter.....	46	Chislev	125	Heroes of Mundane Origin.....	189
Monk.....	47	Gilean	126	Companions and Friends.....	189
Mystic.....	47	Lunitari	127	Secrets and Shadows	
		Reorx.....	127	of the Past.....	190

TABLE OF CONTENTS

Campaign Crafting and Adventure Design	191	The Disappearance of Good Dragons	275	The Founding of the Legion of Steel	69
Languages of Ansalon	194	Under the Dragons' Shadow	275	Curse of the Magi: Variant Rule	89
Coinage	195	Isolationism and Prejudice	275	Changing Focus	97
The River of Time	196	Waning Magic	276	Power of Faith Versus Power of the Heart	101
Kryynn's Days	196	Rise of the One God	276	Unique Dragonlances	114
The Timeline of Kryynn	196	The War of Souls	276	Worship of the False Gods	135
Chapter 7: Creatures of Ansalon	212	Adventure: The Sylvan Key	278	Elves—A People in Exile	173
Death Knight of Kryynn	212	Adventure: The Ghost Blade	284	Rise of a Draconian Nation	180
Draconian	215	Magic Items		Dying Curses	190
Dragonspawn	222	<i>Frostreaver</i>	11	Astinus of Palanthis, the Lorekeepers, and the Herald	199
Fetch	223	<i>Staff of Magius</i>	90	Creation Myth: The Graygem of Gargath	211
Fireshadow	225	<i>Dagger of Magius</i>	90	The Making of a Draconian	220
Minotaur of Kryynn	226	<i>The Nightjewel</i>	91	Shadowstaff	227
Shadowperson	227	<i>Rabbitlayer</i>	152	Tarmak War Paint	232
Skeletal Warrior	229	<i>Gloves of Arcanist</i>	152	Flying Checks	245
Spectral Minion	230	<i>Wyrmslayer</i>	166	Hide and Seek	248
Tarmak	232	<i>Wyrmsbane</i>	166	Tables	
Thanoi (Walrus-Folk)	232	<i>Blue Crystal Staff</i>	255	2-1: Deities	45
Chapter 8: Dragons of Kryynn	234	<i>Disks of Mishakal</i>	255	2-2: The Mystic	48
Chromatic Dragons	234	<i>Hammer of Kharas</i>	270	2-3: Mystic Spells Known	49
Black Dragons	234	<i>The Key of Quinari</i>	283	2-4: The Noble	51
Blue Dragons	235	<i>Statue of E'li</i>	288	2-5: The Knight of the Crown	57
Green Dragons	236	<i>The Ghost Blade</i>	288	2-6: The Knight of the Sword	59
Red Dragons	236	Characters of Note		2-7: The Knight of the Rose	60
White Dragons	237	Alhana Starbreeze	143	2-8: The Knight of the Lily	64
Metallic Dragons	238	Linsha Majere	163	2-9: The Knight of the Skull	66
Brass Dragons	238	Gilthas and Kerianseray	166	2-10: The Knight of the Thorn	67
Bronze Dragons	239	Gerard uth Mondar	174	2-11: The Steel Legionnaire	69
Copper Dragons	240	Kang	179	2-12: Legion Knowledge	69
Gold Dragons	240	Lord Ausric Krell	214	2-13: The Wizard of High Sorcery	73
Silver Dragons	241	Other Sidebars		2-14: The Dragon Rider	77
Dragon overlords	241	Nomad Languages and Names	11	2-15: Dragon Cohorts	79
Aerial Combat	242	Outcast (Fatherless) Dwarves	13	2-16: Dragon Rider's Mount	79
Chapter 9: Other Eras of Play	250	Dark Elves	21	2-17: The Inquisitor	81
The War of the Lance	250	Mad Gnomes	27	2-18: The Legendary Tactician	82
A Brief Overview	250	Taunts and the Bluff Skill	29	2-19: The Righteous Zealot	83
Playing in the War of the Lance	251	Afflicted Kender	31	2-20: Feats	86
Return of the Gods	251	Bardic Colleges	45	6-1: Dying Curse Effects	190
Role of the Gods	252	Medallions of Faith	46	6-2: Noncombat Awards	193
Alliances	261	The Influence of Chaos	49	6-3: Mission Goals	194
Character Classes	261	Other Classes	52	6-4: Roleplaying Awards	194
Ansalon during the War of the Lance	261	Handlers	52	6-5: Living Languages	195
The Early Age of Mortals	272	Squires of the Crown	56	6-6: Coinage of Ansalon	196
A Land Scarred by Chaos	272	The Measure of the Crown Knight	57	6-7: Hours of the Day	196
A World Without Gods	272	The Measure of the Sword Knight	58	6-8: Days of the Week	196
Loss of Old Magic	272	The Measure of the Rose Knight	61	6-9: Months of the Year	197
Effects on Character Classes	272	Test of Takhisis	63	8-1: Movement and Speed Status	243
Discovery of "New Magic"	273			8-2: Speed Status and Maneuvers	244
The Dragon overlords	273			8-3: Collision Damage	249
The Dragon Purge	275			8-4: Collision Direction	249
				9-1: Deities in Other Ages	256

FOREWORD

BY TRACY HICKMAN

Dear Friends,

DRAGONLANCE lives in our imagination.

It was born in hope and pain. In the early 1980s, Laura and I struggled through one of the most difficult times of our life. While driving across the country to take a job at TSR, Inc., Laura and I passed the hours in the car talking about a new world and story called DRAGONLANCE. We desperately hoped it might justify the company's faith in hiring us. Far away and as yet unknown to us, Margaret Weis was looking to start her life again with her children at that same company. It was there that Margaret and I met and gathered together a remarkable group of brilliant, creative people. That team created something great even while layoffs were becoming a regular event. It was, as Dickens said, the best of times and the worst of times for us all.

Perhaps that is why DRAGONLANCE, at its best, attempts to examine those two poles of light and darkness in our lives.

That was over twenty years ago at this writing. Since that time, DRAGONLANCE has been a wonderful, inspiring, emotional and occasionally frustrating part of all our lives. DRAGONLANCE as an idea has lived a history every bit as chaotic,

tumultuous, and adventurous as the stories and games that have been set there. Over the years, the dreamers, designers, writers, artists, and editors have come and gone—sometimes more than once—and Krynn lived on. Each contributor approached DRAGONLANCE with a unique perspective. Each of them believed in their hearts not just that they knew what DRAGONLANCE was, but what it could become. Those passionate visions have not always agreed . . . but I like to believe that each of them was born out of an honest desire to contribute something new, original, and exciting to a world that called for the best in each of us.

First and foremost, before the trilogies, novels and anthologies, DRAGONLANCE was a roleplaying game. It was a place where players and their characters could determine the fate of the world. Now, thanks to the dedication of fans and dreamers just like you, DRAGONLANCE is born again as it was originally intended—a place of adventure for your imagination.

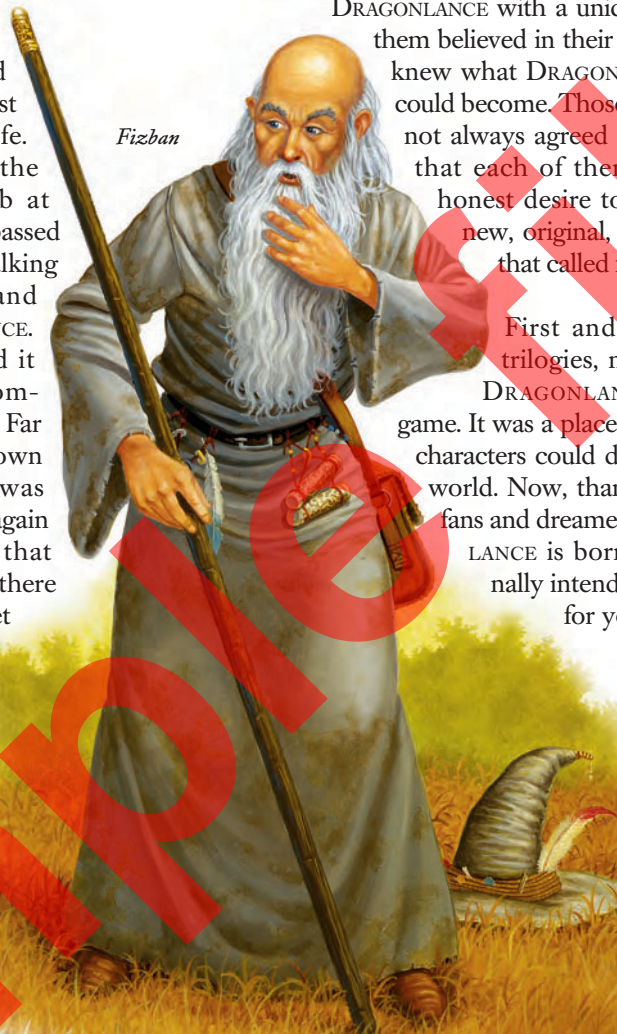
It is now your turn to add your passion and your phoenix, DRAGONLANCE is here reborn . . . waiting for you to discover your own imagined journeys through a land that is at once warmly familiar and breathtakingly new.

Travel well ... and when the path is darkest, may you light the way!

Est Sularus oth Mithas!

Tracy Hickman / Autumn, 2002

Fizban



ELMORE '03

INTRODUCTION

*Hear the sage as his song descends
like heaven's rain or tears,
and washes the years, the dust of the many stories
from the High Tale of the Dragonlance.
For in ages deep, past memory and word,
in the first blush of the world
When the three moons rose from the lap of the forest,
dragons, terrible and great,
made war on this world of Krynn.*

*Yet out of the darkness of dragons,
out of our cries for light
in the blank face of the black moon soaring,
a banked light flared in Solamnia,
a knight of truth and of power,
who called down the gods themselves
and forged the mighty Dragonlance, piercing the soul
of dragonkind, driving the shade of their wings
from the brightening shores of Krynn.*

*Thus Huma, Knight of Solamnia,
Lightbringer, First Lancer,
followed his light to the foot of the Khalkist Mountains,
to the stone feet of the gods,
to the crouched silence of their temple.
He called down the Lancemakers, he took on
their unspeakable power to crush the unspeakable evil,
to thrust the coiling darkness
back down the tunnel of the dragon's throat.*

*Paladine, the Great God of Good,
shone at the side of Huma,
strengthening the lance of his strong right arm,
and Huma, ablaze in a thousand moons,
banished the swarm of her shrieking hosts
back to the senseless kingdom of death, where their curses
swooped upon nothing and nothing
deep below the brightening land.*

*Thus ended in thunder the Age of Dreams
and began the Age of Might,
When Istar, kingdom of light and truth, arose in the east,
where minarets of white and gold
spired to the sun and to the sun's glory,
announcing the passing of evil,
and Istar, who mothered and cradled the long summers
of good, shone like a meteor in the white skies of the just.*

*Yet in the fullness of sunlight
the Kingpriest of Istar saw shadows:
At night he saw the trees and things with daggers,
the streams blackened and thickened under the silent moon.
He searched books for the paths of Huma,
for scrolls, signs, and spells
so that he, too, might summon the gods, might find
their aid in his holy aims, might purge the world of sin.*

*Then came the time of dark and death
as the gods turned from the world.
A mountain of fire crashed like a comet through Istar,
the city split like a skull in the flames,
mountains burst from once-fertile valleys,
seas poured into the graves of mountains,
the deserts sighed on abandoned floors of the seas,
the highways of Krynn erupted
and became the paths of the dead.*

*Thus began the Age of Despair.
The roads were tangled.
The winds and the sand storms dwelt in the husks of
cities, The plains and mountains became our home.
As the old gods lost their power,
we called to the blank sky
into the cold, dividing gray to the ears of new gods.
The sky is calm, silent, unmoving.
We have yet to hear their answer.*

—The Canticle of the Dragon

Welcome, friend, to the world of Krynn. Step into the River of Time and let it carry you along its slow-moving current as it wends its way through the history of the continent of Ansalon. Be a part of that history, as you join the never-ending struggle between chaos and order. On Krynn, the gods of Good and Evil war eternally, joined in the battle by mortal beings such as yourself and Krynn's true children—the dragons.


You may journey with wizards as they risk their lives to take the test that can grant them great power. You may quest with brave knights to prove their honor and worth or discover heroes in ordinary people who fight for their homes and loved ones. Your travels will take you through lands of mysterious ruins populated by terrifying creatures. You may fly on the backs of dragons in the service of your cause, be it good or evil.

The continent of Ansalon is a land of marvelous beauty with a rich and fascinating history. You can choose to fight on the side of good, serve the cause of evil, or work to maintain the balance of the world. You may restore lost knowledge to the people or search for powerful magical artifacts to aid your struggle. You will face the awesome power of enemy wyrms and soar the skies on the backs of the dragons that serve your cause.

Welcome to the DRAGONLANCE campaign.

AGES OF KRYNN

The history of the world of Krynn is recorded in the massive *Iconochronos*, penned by the immortal Astinus of Palanthas. Even during Astinus's mysterious absence after the Chaos War, the Order of Aesthetics continues his task and sees to it that



history is recorded. These volumes are kept in the Great Library of Palanthas and are available to all who are interested.

The history of Krynn is divided into ages, which separate the significant eras and characterize the time in which people live.

Age of Starbirth: An era known only in legend, song, and clerical scripture. During this time, the world of Krynn was forged and the mortal races were created.

Age of Dreams: A time of myth and legend, where mighty heroes of good battled evil and the people learned lessons that would prove important in later eras.

Age of Might: The forces of good were dominant in this period, when civilization reached its peak and the evil races were subjugated or driven back. In this era, the mortal races demonstrated tragic ignorance that ultimately spelled the end of their golden age.

Age of Despair: Plague, famine, and war marked this era. Peace could only be won at a terrible price. Yet this was also an age of rediscovery, in which the people of the shattered land reconnected with their past and reestablished their relationship with the deities. At the end of this age, the world was changed forever by the Second Cataclysm.

Age of Mortals: In the current age, the people of Krynn learn to direct their own future and discover that even the highest can be brought down and lowest can rise above all others. The main part of this book describes the world as it stands after the War of Souls.

WORLD OF KRYNN

Only the most learned wizards, sages, and gnome scholars understand the true size and nature of the world and know much about lands other than their own. The wise believe that there are five major continents on Krynn, with many island chains dotting the vast oceans.

ANSALON

Ansalon is a small continent in the southern hemisphere of Krynn. The continent is roughly 1,300 miles from east to west and fewer than 1,000 miles from the arctic tundra in the south to the tropical climes near the equator in the north. Originally a large, unbroken land mass, Ansalon was fractured during the First Cataclysm, which caused some lands to sink beneath the ocean while new lands emerged from the sea.

During the Age of Might, the land was properly surveyed and mapped, but after the First Cataclysm this information became obsolete. Those in later ages who follow an ancient map might journey to a seaport that had been landlocked for a hundred years.

Even at the height of civilization there are vast miles of untamed wilderness, some of which have been taken over by goblins, ogres, or worse creatures. Dragons slumber in caves or keep watch from the tall mountain peaks.

TALADAS

The continent of Taladas is far removed from Ansalon, so much so that those living on each continent lose all knowledge of the other by the middle of the Age of Dreams. Taladas is devastated by the First Cataclysm, which causes massive changes in the landmass. Jagged mountains run across the land like the spines on a dragon's back. In the center smolders a great lava sea, surrounded by a cooling land mass. The Taladan residents are of the same races as the people of Ansalon, though the cultures have evolved and progressed separately.

DRAGON ISLES

The Dragon Isles (incorrectly called the Isle of Dragons in certain sources) are the ancestral homes of the good dragons, where many of them dwell by choice. These Isles serve as their home after their self-imposed exile from Ansalon during the Age of Might and early Age of Despair.

OTHER LANDS

Other lands unknown to the natives of either Ansalon or Taladas exist on Krynn, lying beyond the explorations of the even the bravest minotaur sailors or the fastest steam-powered gnome ships. These regions are remote and legendary, but can be exciting locations, completely cut off from knowledge of the greater world.

PEOPLE OF KRYNN

The gods of Good, Evil, and Neutrality originally created three races to personify their values. This structure was forever altered by the power of Chaos, who created new races out of the old. While most races follow the tendencies inherent in their creation, each individual is free to choose his own destiny. Some elves turn away from the deities of Light and embrace darkness and evil, while some ogres reject the evil of their ancestors and strive toward righteousness. Humans, granted free will by the gods of Neutrality, chase their passions and find themselves drawn to either side, their shorter life spans urging them to seek glory while they can.

CIVILIZED RACES

Over the vast span of Ansalon's history, great civilizations have risen and nearly as many have fallen. The elves, who are able to trace their kingdoms back to the Age of Dreams, are nonetheless reminded more than once that nothing lasts forever. Humans build mighty empires and glorious cities as testaments to their greatness, their ruins

later standing as a reminder to beware of overweening pride. The dwarves delve beneath the mountains, building mighty kingdoms but often isolating themselves from the outside world. Gnomes continually tinker and build, forever obsessed with technology, too caught up in the present to remember the lessons of the past.

Other races are part of the civilized world as well, even if they are not acknowledged by their more numerous counterparts. Minotaurs, considered savages by humans and elves, channel their passions into building a society that promotes the strong over the weak. Sea elves form breathtaking cities of coral, unknown to those who live on land. Even draconians, once considered only as expendable shock troops, try to create a future for themselves in the Age of Mortals.

THINGS OF THE WILD

The ogres, an organized society in the early Age of Dreams, degenerate into savages who fall prey to lust and greed. Human nomads reject the “soft life” of cityfolk who dwell behind walls and seek to test themselves in the vast forests and deserts. Centaur tribes roam shadowed forests. Kender are everywhere, bright-eyed and curious.

Lesser wild races include goblins. Individually weak, they breed and develop so quickly that decimated goblin tribes rebound rapidly from near-extinction. Equally despised are the gully dwarves, who can be found in every ruin or sewer, thriving on environments abandoned by other races. Strange, lesser races, such as the thanoi (walrus-folk) exist in isolated regions, with little known about them in the greater world.

THE CAMPAIGN

Over one hundred novels have been written about the DRAGONLANCE setting, describing its people, its glories, its tragedies, and its triumphs. This book cannot begin to cover in detail the extensive knowledge that exists about the world of Krynn, its people, and the rich tapestry of its history. Rather, the main portion of this book strives to give you all the information you need to begin a DRAGONLANCE game set in the Age of Mortals, after the War of Souls. Chapter 9 provides specific information for campaigns set during the War of the Lance (Age of Despair) and after the Chaos War (early Age of Mortals, before the War of Souls).

The most important step is to take this work and make the world of DRAGONLANCE your own. Your player characters are the heroes of your story.

EPIC FANTASY

The world of DRAGONLANCE is one of high adventure, where heroes of myth and legend take on the forces of good and evil. Their stories are the subject of many novels, and can certainly be “played

out” by groups who wish to do so. New adventures lie in the darkness, waiting for the Dungeon Master to bring them to light. Just as the flutter of a butterfly’s wings in one place can stir up a hurricane in another, so the doings of your heroes may have unexpected impact on world events. Likewise, adventures may mean a great deal to individuals, even if they have nothing to do with the larger events going on all around them. As your heroes grow in power, allow them to become an important part of the living history of Krynn.

CONFLICT OF GOOD AND EVIL

The forces of good and evil exist in balance, swinging back and forth like a cosmic pendulum. One may appear dominant for a time—such as when good predominated during the Age of Might or evil prevailed during the Age of Despair. But if this occurs, the great pendulum will swing once more.

Even the humblest people of Krynn are unwitting participants in this never-ending struggle, with individuals selected to champion the cause of the deities. The characters in a DRAGONLANCE campaign will have to choose sides (for even not choosing is a choice in itself). But men and women are not simply puppets dancing on the gods’ strings, and even the greatest heroes possess flaws and weaknesses, just as the most corrupt villains may possess redeeming qualities.

THE INFLUENCE OF KRYNN’S PAST

The world of DRAGONLANCE is an ancient place with a rich history. Secrets of the past may be lost for centuries but will eventually be rediscovered. Simple fables and nursery rhymes may reveal themselves to be important clues to the past. Mythical creatures can turn out to be all too real.

WHERE TO BEGIN

Players of the DUNGEONS & DRAGONS game need the *Player’s Handbook*, *Dungeon Master’s Guide*, and *Monster Manual* in addition to this book.

Players beginning a DRAGONLANCE campaign should start by creating a DRAGONLANCE character. Since there are many possible campaign styles and eras of play available, it is important for players to discuss the campaign with their Dungeon Master to find out what races, classes, and other options are available to your character.

Players might want to read the timeline to understand history as it stands in the campaign and read the description of the lands as they exist in your era of play.

If you are a Dungeon Master starting a DRAGONLANCE campaign, you should read the material relevant to the locations and eras of play on which your campaign will focus. Chapter 6: The DRAGONLANCE Campaign is an excellent starting point.

CHAPTER ONE

From the north came danger, as we knew it would:
In the vanguard of winter, a dragon's dance
Unraveled the land, until out of the forest,
Out of the plains they came, from the mothering earth,
The sky unreckoned before them.
*Nine they were, under three moons,
Under the autumn twilight:
As the world declined, they arose
Into the heart of the story.*

One from a garden of stone arising,
From dwarf-halls, from weather and wisdom,
Where the heart and mind ride unquestioned
In the untapped vein of the hand.
In his fathering arms, the spirit gathered.
*Nine they were, under three moons,
Under the autumn twilight:
As the world declined, they arose
Into the heart of the story.*

One from a haven of breezes descending,
Light in the handling air,
to the waving meadows, the kender's country,
Where the grain out of smallness arises itself
To grow green and golden and green again.
*Nine they were, under three moons,
Under the autumn twilight:
As the world declined, they arose
Into the heart of the story.*

The next from the plains, the long land's keeping,
Nurtured in distance, horizons of nothing.
Bearing a staff she came, and a burden
Of mercy and light converged in her hand:
Bearing the wounds of the world, she came.
*Nine they were, under three moons,
Under the autumn twilight:
As the world declined, they arose
Into the heart of the story.*

The next from the plains, in the moon's shadow,
Through custom, through ritual, trailing the moon
Where her phases, her wax and her wane,
controlled
The tide of his blood, and his warrior's hand
Ascended through hierarchies of space into light.
*Nine they were, under three moons,
Under the autumn twilight:
As the world declined, they arose
Into the heart of the story.*

One within absences, known by departures,
The dark swordswoman at the heart of the fire:
Her glories the space between words,

The cradlesong recollected in age,
Recalled at the edge of awakening and thought.
*Nine they were, under three moons,
Under the autumn twilight:
As the world declined, they arose
Into the heart of the story.*

One in the heart of honor, formed by the sword,
By the centuries' flight of the kingfisher over the land,
By Solamnia ruined and risen, rising again
When the heart ascends into duty.
As it dances, the sword is forever an heirloom.
*Nine they were, under three moons,
Under the autumn twilight:
As the world declined, they arose
Into the heart of the story.*

The next in a simple light a bother to darkness,
Letting the sword hand try all subtleties,
Even the intricate webs of the heart. His thoughts
Are pools disrupted in a changing wind-
He can not see their bottom.
*Nine they were, under three moons,
Under the autumn twilight:
As the world declined, they arose
Into the heart of the story.*

The next the leader, half-elven, betrayed
As the twining blood pulls asunder the land,
The forests, the worlds of elves and men.
Called into bravery, but fearing for love,
And fearing that, called into both, he does nothing.
*Nine they were, under three moons,
Under the autumn twilight:
As the world declined, they arose
Into the heart of the story.*

The last from the darkness, breathing the night
Where the abstract stars hide a nest of words,
Where the body endures the wound of numbers,
Surrendered to knowledge, until, unable to bless,
He falls on the low, the benighted.
*Nine they were, under three moons,
Under the autumn twilight:
As the world declined, they arose
Into the heart of the story.*

Joined by the others they were in the telling:
A graceless girl, graced beyond graces;
A princess of seeds and saplings, called to the forest;
An ancient weaver of accidents;
Nor can we say who the story will gather.
*Nine they were, under three moons,
Under the autumn twilight:*

*As the world declined, they arose
Into the heart of the story.*

From the north came the danger, as we knew it would:

In encampments of winter, the dragon's sleep
Has settled the land, but out of the forest,
Out of the plains they come, from the mothering earth

Defining the sky before them.

Nine they were, under three moons,

Under the autumn twilight:

As the world declined, they arose

Into the heart of the story.

—Song of the Nine Heroes

The universe stands upon a great triangle. This foundation has existed since the beginning of creation and will exist through the ages of time and until the end of the world. At one apex stands Good. At the second apex stands Evil. At the third apex is Neutrality. The deities align themselves into these positions in their effort to maintain the universe they brought into being. All races on Krynn have a place within this triangle.

After the creation of the world, the deities formed the first races: the elves, beloved of the gods of Good; the ogres, prized by the gods of Evil; and the humans, gifted by the Neutral gods to choose their own path. The deities created animals to populate the wilds and fulfill their roles in the world's natural order. Dragons were born from the world itself, from the heart and spirit of Krynn.

Chaos came to the world by way of the Graygem of Gargath, causing change wherever it passed. The Graygem warped and twisted animals and people into different forms. New humanoid races sprang from old, and even dragons—highly resistant to change—spawned rare and unusual variations. Thus kender, dwarves, centaurs, and minotaurs were created. Twisted and evil magic created yet another race—draconians.

Change continues to this day. No race remains static. All living beings must change as the world changes—or face extinction.

The races of Ansalon are rich and diverse. Every race and culture has a distinct identity and place in the history of the world. A Qualinesti elf can trace his family history back to its roots in ancient Silvanesti. A minotaur sailor knows the name of the clan hero who was the founder of the family. A kender can identify every cousin in the long line that leads back to Uncle Trapspringer.

A DRAGONLANCE character should understand his place on the world, starting with his race. Characters can reinforce the stereotypes of their race, reject them, or ignore them completely. The development of a believable and memorable character depends on an understanding of the character's race and how others on Krynn view that race.

HUMANS

Humans were among the first races created by the gods. They represent the Neutral portion of the triangle, and thus they were gifted with the freedom to choose their own ethical and moral paths. Due to their short lifespans, humans are viewed by longer-lived races as ambitious and impatient, restless and dissatisfied with their lot in life. Humans live throughout Ansalon, with cultures so diverse that the differences between individual humans are as great as differences between elves and dwarves. A race of extremes, humankind keeps the great pendulum of history constantly swaying between good and evil, law and chaos.

Although each human culture differs from every other, a basic distinction can be made between so-called “civilized” human societies and the primitive, nomadic tribes. Both cultures believe their way of life to be superior to the other. City dwellers think of the nomads as ignorant savages, while the tribesfolk look upon city folk as soft and misguided.

CIVILIZED HUMANS

Civilized humans make up the largest population on Ansalon and, consequently, represent amazing diversity. Such people are difficult to define as a group, since each community has its own personality and appearance. Jolly innkeepers, surly blacksmiths, and cunning alley-rats may all be encountered on any street in any city or village of Ansalon.

Civilized characters choose skills and feats that allow them to excel in their chosen occupations. Only seasoned travelers worry about survival in the wilderness.

Because they are so prolific and successful, human nations often come into conflict with other races. Despite such difficulties, many humans have worked throughout the ages to make peace with the other races—even as rival humans work to stir up conflict.

Unless otherwise noted, humans in the DRAGONLANCE campaign are similar to humans as described in the *Player's Handbook*.



Civilized Human Racial Traits

Civilized humans have all the human racial traits listed in Chapter 2 of the *Player's Handbook* except as follows:

- Automatic Languages: Common and a regional language (see Languages of Ansalon in Chapter 6). Bonus Languages: Any.

NOMADS

Long before humans built cities and walls, humankind lived in harmony with the wilderness. Now termed “primitives, barbarians, and savages,” the nomads of Ansalon continue to live as their ancestors lived thousands of years ago, choosing to dwell in the harshest climates and most inhospitable lands. The nomads have conquered the mountains, plains, deserts, and tundras.

Personality: Nomads take fierce pride in their ability to survive in difficult places on their own terms. They are people of few words, feeling no need to waste their limited resources on meaningless conversation. Likewise, they tend to be extremely practical in their activities and decisions.

They are slow to trust newcomers or make friends, but they treat those who earn their trust like family and will risk injury or death for those they consider friends. Nomads intuitively understand the natural world and respect the power of nature.

Nomad characters emphasize physical abilities to help them survive in harsh conditions, and choose skills and feats best suited for their environment.

Physical Description: The human nomads of Ansalon are slightly taller than their civilized cousins, standing between 5 1/2 to 6 1/2 feet tall. The nomads of the mountains, plains, and desert are noted for their bronze skin, black hair, and dark eyes, while the Ice Folk in the south have fair skin, light-colored hair (often red), and green or blue eyes. Nomadic people in general gain a “weathered” look from regular exposure to the elements that may make them appear older than they are. They are also lean and physically fit, even in old age.

Each tribe has its own customs for appearance and dress. Such customs are both a part of tradition

and practical for the environment. Mountain and plains nomads dress in form-fitting animal skins. The Ice Folk dress in thick furs to protect them from the cold. Desert nomads wear loose-fitting wool robes that protect them the desert heat by day and its chill by night. Most tribes make their own decorative jewelry worn by men and women, and tattooing is common as well.

Relations: Distrust of other races, including civilized humans, is deeply ingrained in the mind of every nomad. Even during the best of times, relations between tribes and outsiders are strained. Nomads respect elves—particularly Kagonesti—as a race that understands nature, but even then, nomads consider elves arrogant. Nomads make generalizations about other races, but they give individual members of those races the chance to prove themselves worthy of respect. Nomads inherently trust no one except members of their own tribe.

Alignment: Civilized people assume that nomads lean toward chaos, but, in truth, they

maintain a balance between a rigid sense of tradition and a strong commitment to individual freedom, tending to neutrality with respect to law and chaos. Similarly, their pragmatic lifestyle also leads many nomads to choose neutral alignment with respect to good and evil, rejecting those extremes in their constant struggle to survive.

Nomad Lands: Nomads carve out homes even in the most inhospitable of regions. They take pride in surviving conditions that city-raised humans find intolerable.

Religion: Nomads often worship Chislev, a god who rewards respect and understanding of nature. During the eras in which the deities were absent, many nomad tribes reverted to ancestor worship or venerated unseen spirits of nature.

Language: Nomadic humans speak regional languages dependent upon their location, with varying dialects by tribe. Most tribal members also speak Common.

Names: Nomads take names that are descriptive of the person or a reflection of the natural

Nomad Languages and Names

All nomads learn a regional language in addition to Common. Nomads have varied naming conventions, though all share one trait in common: a name is something taken seriously. If misspoken, especially in jest, the nomad will be sure to take offense.

Desert nomads speak Abanasinian (Plains of Dust) or Khur (Khur desert). The nomads of the Plains of Dust follow the naming patterns of their Plains-dwelling cousins (see below). Male names among the Khur include Bardo, Cephi, Parlan, and Tamas. Female names include Aliza, Liri, Morta, and Talitha.

Mountain nomads speak Ergot (Northern Ergoth), Abanasinian (Kharolis), or Nerakese (Khalkist). Ergothian mountain nomads have male names that include Bosco, Hohbert, Mingo, and Torben; female names include Adelyn, Flora, Odila, and Timona. Kharolis mountain nomads have names similar to the Abanasinian Plains nomads, while those of the Khalkists are named similarly to the nomads of Khur.

Plains nomads speak Abanasinian. Male names include Arrowthorn, Hollowsky, Silverwolf, and Treewhistle. Female names include Clearwing, Pale-fawn, Starflower, and Tearsong.

Ice Folk speak their own exclusive tongue, often called Icespeak by northerners, which is distantly related to the Ergothian languages. Male names include Asmar, Grimur, Osvald, and Valdor. Female names include Aesa, Enola, Marit, and Teresa.

Frostreaver

*All stood frozen except for Laurana.
Blind in a hot light flashing the crown of the mind
Where death melts in a driving sun
She takes up the Ice Reaver
And over the boil of wolves over the slaughter
Bearing a blade of ice bearing the darkness
She opened the throat of the wolf lord
And the wolves fell silent as the head collapsed.*


—Michael Williams, Song of the Ice Reaver

Northerners scoff at the legends of Ice Folk chieftains wielding huge axes crafted out of glacial ice, but the *frostreaver* is a real weapon. During the War of the Lance, a *frostreaver* was used to slay the Dragon Highlord Feal-Thas.

The ice necessary to construct a *frostreaver* can be gathered only from a secret and specific place on the Icewall Glacier, where incredible pressure has compressed the ice for centuries, making it as hard as steel. The Ice Folk jealously guard the secret of crafting the *frostreavers*. The blades are painstakingly carved and sculpted, then anointed with the oil of thanoi blubber and other exotic ingredients to keep the ice solid, sharp, and strong. The *frostreaver* is a valued weapon used by the Ice Folk in their endless war against the thanoi.

In Cold or Extreme Cold conditions (40° F or colder), a *frostreaver* is a +4 *greataxe*. In Moderate or warmer conditions (more than 40° F), the *frostreaver* is only a +1 *greataxe*.

Moderate transmutation; CL 12th; Craft Magic Arms and Armor, Craft (weaponsmithing) 8 ranks, creator must be a cleric of at least 12th level; Price 22,720 gp; Cost to Create 11,520 gp + 896 XP.



world in which the tribe lives. Some names are unique to the languages and customs of the tribe, while others are indicative of the nomads' love of nature.

Adventurers: Tribal folk are very reluctant to leave their families and traditions behind, yet their strong sense of duty and inherent bravery serve them well when they venture into the greater world. Many nomad tribes have tests for their warriors involving quests that take them away from home. Such adventures can require a lifetime to complete.

Nomad Racial Traits

Nomadic humans have all the human racial traits listed in Chapter 2 of the *Player's Handbook* except as follows:

- **Automatic Languages:** Common and a regional language (see Nomad Languages and Names).
Bonus Languages: Any.

DWARVES

The dwarves of Krynn are an industrious people, known throughout Ansalon as skilled builders and master artisans. Preferring to live below ground, many clans dwell under the mountains in mighty halls hewn out of the rock. Some dwarves, however, have moved into the foothills, choosing to interact with other races rather than shutting themselves off from the world.

All dwarves share the following characteristics, with variations by subrace as noted below.

Personality: To outsiders, dwarves can seem dour and taciturn, but that is their way with strangers. In truth, the dwarves are outgoing and gregarious when comfortable when among friends, quick to roar with laughter at a good joke. Even the more softhearted dwarves make an effort to maintain a gruff exterior, since tender emotions are rarely shared with others. Dwarves take tremendous pride in their beards, wearing them long and keeping them well groomed. Dwarves have an innate love of precious metals and gemstones, regarding their look and feel as important as monetary value.

Physical Description: Dwarves stand between 4 and 4 1/2 feet tall, with rare specimens approaching nearly 5 feet in height. Their bones and muscles are so dense, however, that they are much heavier than one would guess by appearance. They have light brown skin (though exact shades vary from clan to clan and family to family). Their hair ranges from brown to black to gray and (rarely) white. Dwarves have a wide vocal range, and even females vary from deep to high ranges. Dwarven rhythmic chants and songs use all ranges to create amazing effects.

Males have long, full beards, of which they

are very proud and take great care. Females grow tufts of hair on their cheeks.

Relations: Dwarves do not get along with other races, having at least one objection to each. Gnomes are hard working, underground folk like dwarves, but their excitability and fast speech grate on a dwarf's nerves. Dwarves admire elves for their craft skills, but disdain them as arrogant, puny forest-dwellers. Humans may be productive, but dwarves consider them inconstant and untrustworthy. Kender have no redeeming qualities in the opinion of most dwarves. Dwarves believe that ogres, minotaurs, and draconians are evil creatures who should be destroyed.

Alignment: Dwarves are lawful and tend toward a neutral alignment. Adventuring dwarves are often good, and neutral toward law and chaos.

Dwarven Lands: The primary dwarven kingdoms are the mountain dwarven kingdoms of Thoradin and Thorbardin, though there are scattered dwarven communities across Krynn. Thoradin, in particular, has passed hands many times, from one dwarven race to another, and is currently in possession of the Daewar clan. Thorbardin's history is much more stable, since for centuries it was closed off to the outside world, though it too has recently seen troubles. Hill dwarves have established their own kingdoms, still harboring bitterness at the perceived betrayal of the mountain dwarves, who shut them out of the mountains so long ago.

Religion: All dwarves revere Reorx, the Forge, and believe they are a chosen people created in the god's image. Some dwarves turned completely from the deity after the Summer of Chaos, but these individuals are rare. The halls of the dwarves often ring with the oath, "By Reorx's beard!"

Language: Dwarven is a tongue that has remained quite consistent throughout the ages, with little variation. Hill dwarves and those from the dark kingdom of Thoradin have distinct accents, but are easily understood by other dwarves. Dwarves learn Common, as well as the language of their enemies (Goblin or Ogre). Many dwarves also learn Hammertalk, a method of communicating by a series of taps on stone walls.

Names: Dwarves all have a family name of which they are very proud, each family being part of a larger clan. Children are given individual names at birth, often in honor of a relative or ancestor. This creates confusion among outsiders when they encounter several dwarves with the same or similar names. Dwarves themselves have a passion for genealogy and can sort everyone out without difficulty.

Male Names: Barsh, Duncan, Granite, Isarn, Jasper, Kharzod, Mortar, Rolg, Stanach, Tarn.

Female Names: Amelista, Belecia, Garnet, Ivory, Jetta, Kelida, Mica, Obsidian, Perian, Ruby.

Clan Names: Coalblack, Drumwarden, Ironhammer, Slatebrim, Thorwallen.

Adventurers: Dwarves who adventure might begin on a quest for revenge, a search for stolen property, or travel to sell finely crafted wares. Since dwarves feel it is unnatural to venture far from the clan, dwarves who spend their lives adventuring may be regarded as addled by their peers and family.

Racial Traits: By subrace, below.

Mountain Dwarves

The dwarves of the mountain kingdoms existed apart from much of Ansalon throughout their history. Since their contact with the outside world often turns out badly, the self-sufficient dwarves are quick to shut their gates and seal off their halls to preserve the way of life that has sustained them since the Age of Dreams.

Mountain dwarves come from one of the following clans.

Hylar (“*Highest*”): This is the oldest of the dwarf clans, often considered the most noble. Their halls within the mountain kingdoms are the best appointed and always magnificent.

Daewar (“*Dearest*”): Another highly respected clan, the Daewar produce many important warriors and leaders. They are known for their excellent fighting prowess and often work in conjunction with leaders of the Hylar clan.

Klar: The Klar were a clan of hill dwarves who were trapped inside Thorbardin during the Cataclysm and not allowed to leave the mountain kingdom when the dwarven kingdom was sealed from the inside. As a clan, they are known for wild-looking eyes and wiry beards, though in truth their reputation as madmen is largely undeserved. The mountain dwarves subjugated them as suspected Neidar sympathizers during the

Dwarfgate War (another unfairly leveled charge) and since that time they have survived as a servitor clan. They are known as fierce combatants and loyal friends. Though their position of servitude may be unjust, many unflinchingly support their Hylar masters.

Mountain Dwarf Racial Traits

Mountain dwarves have all the dwarven racial traits listed in Chapter 2 of the *Player’s Handbook* except as follows:

• Automatic Languages: Dwarven and Common. Bonus Languages: Giant, Gnome, and Hammertalk.

Hill Dwarves

Hill dwarves have left their underground halls to practice their skills in the greater world. Hill dwarves share the traits of their mountain dwarf cousins, but are a bit more accepting of other races and cultures.

All hill dwarves are of the *Neidar* (“*Near-est*”) clan. A longstanding, bitter feud exists between hill dwarves and mountain dwarves, dating back to the Cataclysm. The hill dwarves accuse the mountain dwarves of having shut the doors of Thorbardin on them when the Neidar sought refuge following the Cataclysm. In their defense, the mountain dwarves claim that they had resources enough to feed only their own people and that, if they allowed the hill dwarves into the mountain, they all might have starved.

Hill Dwarf Racial Traits

Hill dwarves have all the dwarven racial traits listed in Chapter 2 of the *Player’s Handbook* except as follows:

• Automatic Languages: Dwarven and Common. Bonus Languages: Elven, Goblin, and Ogre.

☞ Outcast (Fatherless) Dwarves ☞

A dwarf who is ‘Cast Out’ is forever banished from his home and his clan. He becomes an exile, a wanderer over the face of the land. A Cast Out may be taken in by another clan in some other part of Ansalon, but he will have no voting rights within the clan, will be viewed as essentially living on its charity.

—Margaret Weis and Don Perrin,
The Doom Brigade

Outcast, or “Fatherless,” dwarves have been ejected from their clan and their home. A dwarf’s connection to family and clan is so strong that he feels it in his bones. Being Cast Out is a punishment worse than death. Indeed, some dwarves kill themselves rather than face life alone.

Mountain dwarves can be Cast Out only by the ruling of the High Thane, although the accusations against a dwarf can be brought by anyone. (Any dwarf suggesting to the council that another dwarf should be Cast Out has made an enemy for life.) Hill dwarves, who consider themselves more progressive, have an open vote on the matter, requiring a two-thirds majority vote of all the adult members of the clan to expel someone from the clan.

While the number of outcast dwarves is extremely low, expulsion is one reason dwarves begin a life of adventure. Adventuring outcast dwarves who come into contact with former clansfolk may feel a burning shame. Others, believing that they have been treated unjustly, feel intense rage.

DARK DWARVES

The dark dwarves include two clans of mountain dwarves who prefer to live completely in darkness. Considered mad by other dwarves, dark dwarves are known for evil and murderous acts. They claim loyalty to the High Thane and the dwarven race, but more than once the dark dwarves have betrayed their kin.

Theiwar (“*Thankless*”): Once a clan of deep-dwelling dwarves, the Theiwar became allergic to sunlight in the later years of the Age of Dreams. Centuries of inbreeding and isolation have given them unusual traits that separate them from their cousins. Theiwar are extremely fair, with a number of true albinos born among them. They are also the only clan of dwarves who show an active interest in magic, another rift between the Theiwar and their cousins.

Daegar (“*Deepest*”): During the Age of Dreams, the Daegar were a noble clan who fought on the side of the Hylar and their cousins, the Daewar. After joining sides with rebel Theiwar, the Daegar were banished into the deep undermountain. By the middle of the Age of Might, the Daegar intermarried with the Theiwar and became like them. The other clans often call the Daegar “Dewar” (a corrupted combination of Daegar and Theiwar) because they sacrificed the purity of their clan to become dark dwarves.

Dark Dwarf Racial Traits

Dark dwarves have all the dwarven racial traits listed in Chapter 2 of the *Player’s Handbook* except as follows:

- +2 Constitution, –4 Charisma. Dark dwarves possess the toughness and stamina of dwarves, but are sullen and reserved.
- Darkvision out to 120 feet.
- +2 racial bonus on Hide, Listen, and Move Silently checks. Dark dwarves are skilled in skulking in the darkness, and make excellent spies.
- Light Sensitivity: Dark dwarves take a –2 circumstance penalty on attack rolls, saves, and checks in bright sunlight or within the radius of a *daylight* spell.
- Favored Class: Rogue.

GULLY DWARVES

The Aghar (“*Anguished*”), or gully dwarves as most races call them, are a misbegotten race of tough survivors. Though gully dwarves themselves have an extensive oral tradition (they love telling stories), no two gully dwarf clans ever agree on the exact details of their origins or history. The commonly accepted tale of how gully dwarves came to be is found within the annals of Astinus’s *Iconochronos*. According to the *Iconochronos*, gully dwarves are the result of breeding between

gnomes and dwarves in the years following the transformation of the gnomes by the Graygem of Gargath. The gnome-dwarf half-breeds appeared to inherit the worst qualities of both races. The unfortunate half-breeds were driven out of their clans. Humans later christened them “gully dwarves,” reflecting their lowly status and poor living conditions.

Personality: The following aspects to a gully dwarf’s personality sum up the entire race: keen survival instinct, a strong (if baffling) pride in themselves, unflagging endurance, a pitiable aspect, a desperate will to live, and low cunning and lower intelligence. The cornerstone of gully dwarf existence is simple survival. Gully dwarves do whatever it takes to stay alive. When danger threatens, their first thought is to run if possible, and grovel and cry piteously if not. Gully dwarves are not completely helpless, however. If backed into a corner, gully dwarves fight viciously, with the desperate fury of the cornered rat. Gully dwarves resort to any tactics to survive: biting, gnawing, scratching, and pummeling. “Fighting dirty” is the only way a gully dwarf knows how to fight.

Gully dwarf stupidity is legendary throughout Ansalon. The gully dwarf numbering system includes the numerals “one,” to indicate a single thing, and “two,” indicating anything more than one.

Despite the image other races hold of them, gully dwarves are extremely proud and act with great seriousness. Survival isn’t a joke, and no other race comes close to possessing the raw talent for survival possessed by the gully dwarves.

Physical Description: Gully dwarves are short and squat, averaging fewer than 4 feet in height and weighing around 100 pounds, with females slightly smaller than males. Gully dwarves are physically much like other dwarves, though they are often covered with scars, boils, warts, sores, and filth due to their living conditions. Skin tone ranges from olive brown to pale cream to dirty gray brown. Mottled and splotched skin is not uncommon. Males grow long, scruffy beards, while females have wispy tufts of hair gracing their cheekbones. Hair color is dirty blond or brown, rust, gray, or a dull-black, while eye colors range from a watery blue and dull green through brown or hazel. Less heavy and stocky than typical dwarves, gully dwarves have slender, narrow fingers and limbs. Potbellies are common to both sexes. Gully dwarves dress in whatever comes to hand, with no regard to whether or not the item was originally intended as such apparel.

Relations: Although gully dwarves can be found living throughout Ansalon, they are not particularly welcome anywhere. Once settled in an area, gully dwarves are extremely difficult to