

DRAGONLANCE CAMPAIGN GUIDE



THE WORLD HAS ENDED, AND IT'S ENDING AGAIN.

Three hundred years ago, the Cataclysm brought ruin to the world of Krynn. In a single day, an age of wonders came to an end. Countless innocents died, the face of the world was reshaped, and the gods themselves faded into legend. Through

ages of struggle, the peoples of Krynn survived, but the world isn't what it was. Those nations that remain linger in the shadows of their ancestors' wonders. Only slowly have they begun to push back centuries of darkness and rediscover how the world has changed.

Rumors of war abound and a wounded world hangs in the balance...

SIX TRUTHS OF KRYNN

1. The Gods left the people of Krynn following the Cataclysm and their healing magic is gone.
2. Mighty dragons, both good and evil, that fought in the Third Dragon War disappeared following the Cataclysm.
3. Human, Elf, and Dwarf nations have grown more isolationist and distrusting of each other.
4. The Knights of Solamnia and The Mages of High Sorcery have both suffered losses of power and prestige among the peoples of Krynn.
5. Rumors of a great army arising in the East abound but have been met with disbelief and skepticism.
6. Krynn's three moons govern magic: Solinari, the White (Good), Lunitari, the Red (Neutral), and Nuitari, the Black (Evil).

IMPORTANT FACTIONS

The Knights of Solamnia

Before the Cataclysm, The Knights established great cities and castles across the Plains of Solamnia. They ruled in accordance with the ideals of Vinas Solamnus - known as the Oath and the Measure - and the people of Solamnia attributed their prosperity to the wise and just rulership of the knights. Following the Cataclysm, most knights still tried to defend the realm as their duty demanded, but they found themselves beset on all sides, dying to protect people who rejected and persecuted them. Most fled to Sancrist Isle in the west or retreated to the protection of their strongholds and keeps, while others disguised themselves to continue their work.

The Mages of High Sorcery

Many magic-users on Krynn are members of an ancient organization known as the Mages of High Sorcery. Predominantly composed of wizards—with a lesser number of sorcerers, warlocks, and other spellcasters—members are divided into three orders: White (Good), Red (Neutral), and Black (Evil). Each order dedicates itself to virtues extolled by a god of magic and honors the moon its deity is associated with. The three orders cooperate as part of a single

organization, overseen by a council of experienced members known as the Conclave.

CHARACTER CREATION GUIDE

When conceiving your character, certain changes are made to conform to the setting of Krynn. These are detailed below.

Additionally, consider how: 1) you might know each other and 2) how your character's life has been positively affected by an adventurer named **Ispin Greenshield**. Some facts that you each know about Ispin are: Ispin was a good-natured human adventurer from Solamnia. Ispin took his name from a distinctive green shield he found early in his adventuring career. He claimed the shield was magical, but it had no obvious magical properties. The bighearted Ispin loved telling tall tales of his travels to anyone who would listen. Ispin used to adventure with a human Knight of Solamnia named Becklin and a hill dwarf warrior named Cudgel. These two featured in many of Ispin's stories of fighting sea monsters and goblin raiders. Ispin retired from traveling years ago, becoming a permanent resident of a little-known village in Solamnia called Vogler.

Accepted Races Human, Elf, Half-Elf, Dwarf, Gnome, and Kender are the ancestries available. Kender are a specific race found on Krynn. Similar to halflings in build and temperament, kender are unique in their curiosity and fearlessness.

Accepted Classes All base classes are available. For players wishing to be a Fighter or Paladin, they can choose to start at 1st level as a Squire of Solamnia, working towards their Knighthood as a Knight of the Crown, Knight of the Rose, or Knight of the Sword. Specific Feats will be granted to these players.

For arcane spellcasters, they can choose to become Apprentice Mages, working towards becoming Mages of High Sorcery under one of the Orders (White, Red, or Black) after completing the Test of High Sorcery, a dangerous test used to prove the skill of the Mage. Specific Feats will be granted to these players as well.

Sorcerers are able to choose any sorcerous origin including **Lunar Sorcery**, which allows them to pull power from the three moons of Krynn. Spellcasters not wanting to join the ranks of the Mages of High Sorcery are labeled Renegade Mages, and could be hunted by the Mages of High Sorcery.

If players choose to not be a part of the Knights of Solamnia or the Mages of High Sorcery, they will still gain an additional feat upon character creation (either Skilled or Tough) as well as an additional feat at 4th level. These feats stack if your race and/or class provides you with feats.