



KNIGHTLY ORDERS OF ANSALON



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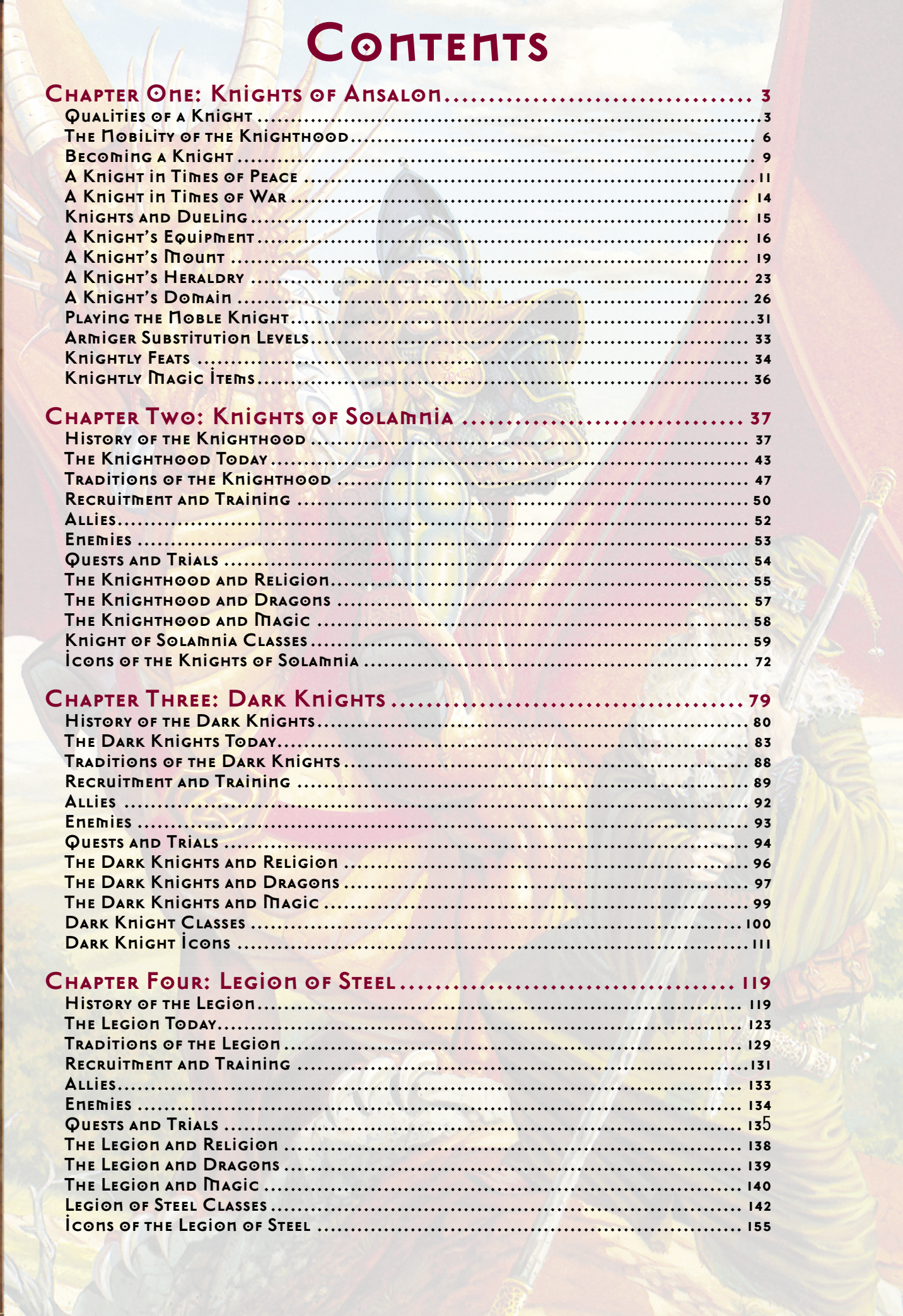
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Chapter 1: KNIGHTS OF ANSALON

You bring back the dead,” Tanis said, regarding the knight with incredulity, “at the risk of your own life?”

Steel shrugged. “What is life without honor?”

“Est Sularus oth Mithas,” Tanis murmured. “My honor is my life. You are your father all over again.”

Steel’s face darkened. His hand clenched over the hilt of his sword. “I am a Knight of Takhisis,” he said coldly.

Dragons of Summer Flame

By Margaret Weis and Tracy Hickman

The glorious Knight of Solamnia. The humble household knight. The conquering Dark Knight. The secretive Steel Legionnaire. For three thousand years, there have been a chosen few mortals who rose above the common warrior to count themselves among the most prestigious of martial ranks. There are a dozen assorted types of knights across Ansalon, and in some ways they couldn’t be more different.

Some knights are members of well-known, continent-spanning Orders. These Orders, of which the Knights of Solamnia, the Knights of Neraka, and the Legion of Steel are the largest, have taken it upon themselves to pursue goals larger than the interests of a single baron, king, or nation. Rather, they pursue the defense of Order and Good, or the enforcement of the will of Her Dark Majesty, or the welfare of the common folk. They fight with the courage of their convictions—or at least they aspire to.

The majority of knights in Ansalon are not members of these Orders. They are simply trained warriors who have sworn fealty to a lord, who may himself be an older and wealthier knight. Sometimes called cavaliers, many are household knights who serve to garrison the lord’s castle or estate. Others have their own affairs to manage and they take up arms when their lord calls upon them. In return, these knights can expect support from their lord in the form of money, material, and protection.

Still others are mercenary knights, landless rogues who abandoned, lost, or were banished from the service of their lord. Forced to wander from estate to estate, they seek any opportunity to use their knightly skills for status and for steel.

QUALITIES OF A KNIGHT

Whatever order they belong to or tradition they follow, knights of Ansalon tend to share certain traits. Most historians agree that the modern knighthood can trace its origins back to the Ergothian Cavaliers, widely thought of as the first and oldest order of knights in Ansalon. As the warrior-noble caste of humanity’s first great civilization, they established ideals that many of Ansalon’s knights still aspire to today.

Honor is important to a knight. Regardless of what an individual knight believes, regardless of what gods he may or may not follow, the vast majority of knights share an overriding belief in the value of personal integrity.

Ansalon’s history is full of examples. Storied knights such as Huma Dragonbane and Sturm Brightblade have behaved with so much honor in life that, even after death, tales of their admirable deeds rank among the most proudly told stories in Solamnia. Even infamous Dark Knights, such as Lord Ariakan, enjoy the reputation of always having treated their enemy captives with respect—all while serving the dread side of evil. In fact, be he good or evil, it is this very code of honor (integrity, dignity, and pride) that lends a noble quality to each and every knight.

There are at least four noble traits held in high esteem by knightly characters in Ansalon. These set knights apart from the common adventurer type and make them such unique characters to play. For those who seek to follow the knightly path, it helps to remember that most knightly characters aspire to exemplify the following qualities:


- Honor in all actions, above all else
- Commitment to a set of goals and a code of conduct
- Loyalty to other knights who share the same beliefs
- Self-control—both in daily life and in battle

These qualities are often collectively called a code of chivalry, even if they are not formally written or codified.

In spite of these unifying qualities, Ansalonian knights are a wonderfully varied group. Depending on their order, the values of their lord, and their own personalities, knights fulfill these qualities in widely diverse ways. Do all knights have to be sword-wielding, armor-wearing, human male fighters? Not at all. In Ansalon there are wizards, clerics, rangers, rogues, bards, merchants, and all types of folk who proudly count themselves as knights. Of course, each knightly organization comes with different rules for admission (and it’s true that some knighthoods do indeed consist mainly of human male fighters), but it is also not uncommon to find women, elves, and even an occasional kender who have joined a knightly brotherhood. There are whole knighthoods devoted to dwarves and to minotaurs. Later chapters will describe in depth the three largest knighthoods—the Knights of Solamnia, the Dark Knights, and the Legion of Steel. In addition, detailed information will be given for a handful of smaller, more specialized knightly organizations.

In most of Ansalon’s knightly orders, the knight has extensive opportunity to gain status and influence. Even the lowliest household cavalier can, with skill at arms and intrigue, win land and title. Those who are brave and true to their cause may attain awards, glory, and perhaps even legendary status. But of course, with such an important position comes great responsibility. A knight must be willing to put aside his personal agenda when so ordered by those who rank above him. A knight may be asked at any time, even when in the middle of a personal quest, to drop whatever he is doing and perform some task deemed important to his brotherhood or his lord. Some knights may be assigned specific duties such as guarding





an important tower. Other knights might be charged with tasks such as hunting down a group of marauding ogres or capturing an enemy leader. In crucial moments, a knight might even be charged with a particularly difficult or dangerous mission, such as recovering a valuable artifact for the very sake of the knighthood. And of course, in times of war, most knights are expected to band together to fight as a cohesive unit against the enemy army.

The knightly path is not always an easy path to walk. A knight's bravery, self-control, and combat skills will be constantly tested—not just in the beginning, but throughout his life. His peers will always judge his actions and he must constantly prove himself worthy of the privilege of knighthood. And yet, in spite of the structure and the discipline required, the knighthood is a worthwhile path. In Ansalon, a true and faithful knight can find himself living a life filled with legendary deeds and great influence over others.

KNIGHTLY ARCHETYPES

Knights share some common qualities, but these are but a small part of what makes a character come alive. Knights come from all walks of life, many different races, different economic classes, and different moral and ethical outlooks. This is reflected in the many different sorts of knights found in *DRAGONLANCE* literature. Some of these archetypes are listed here. It's by no means a complete list, but it might help when trying to imagine a creative knightly character concept. Remember also that many knights might fit more than one archetype, or none at all.

THE LIBERTINE

Libertines are more concerned about wine, women (or men), and song than they are about the more serious aspects of knighthood. They use their positions to live the good life. Some become avid sportsmen, taking up hunting, falconry, or the tournament with abandon; these knights' blunted tournament swords see far more use than their sharp war swords. Sir Markham, while a brilliant strategist in the War of the Lance and the Blue Lady's War, often seemed more concerned about his wine than being "knightly;" he could be considered a Libertine.

THE CHIVALROUS KNIGHT

Chivalry is a nebulous code, with as many definitions as there are knights to have opinions about it. Most agree, however, that a Chivalrous Knight should champion justice and mercy, be modest and humble, and exhibit courage and valor. Chivalrous Knights often seek the favor of a lady or gentleman who will inspire them in battle and tournament. Chivalrous Knights appreciate art and beauty, often studying music and poetry. They are often very concerned about honor (thus this archetype frequently overlaps with the Honor-Bound knightly archetype) and are quicker than most knights to issue challenges and fight duels.

THE FLAWED KNIGHT

Knightly ideals are difficult to live up to. In fact, most knights seem to fall short of their order's stated ideal in one area or another. Some knights, however, have a major flaw that they must overcome, lest it prove their undoing. A raging temper, an addiction, a secret criminal past, a chronic injury, or a blinding prejudice might keep any knight from fulfilling her potential, yet she must try to overcome it. Marshal Medan, commandant of the Dark Knight occupation force in Qualinesti during the War of Souls, allowed his conscience and empathy for the elves to compromise his duty, and he paid for this flaw with his life.

THE HONOR-BOUND KNIGHT

"My honor is my life." The Oath of the Knights of Solamnia sums up what the majority of knights of most orders traditionally believe. However, some knights take this belief far more seriously than others, willing to sacrifice their own lives before accepting damage to their honor. Sturm Brightblade and his son Steel were both rigidly bound by honor. Sometimes, a knight's honor and a knight's liege lord come into conflict, creating overlap between this archetype and the Knight with Two Lords. Honor-Bound Knights are often Chivalrous as well.

THE LORD'S MAN (OR WOMAN)

Lord and realm—some knights see patriotism as the highest virtue and believe that loyalty to their king or their people is their life's purpose. On their lord's orders they are often willing to perform tasks and fight for causes that might make a more principled knight hesitate. Some minotaur Legionaries fit this archetype, as they are willing to do anything, and sacrifice anything, for the furtherance of the Minotaur Empire.

THE KNIGHT WITH TWO LORDS

Most knights swear fealty to a king, an order, or a lord of some sort, who holds the knight's loyalty fully and without question. There are some, however, who serve two masters, and the knight must learn how to balance them and fulfill his oaths to both. Sometimes it's a church and a secular lord who make competing demands; other times the knight's family and the knight's order divide his loyalties. Sometimes it's the knight's own sense of morality and honor that she serves, conflicting with her acknowledged superiors. Members of the Order of the Kingfishers, which is the branch of the Solamnic Auxiliary made up of wizards, all share this archetype, owing allegiance to both the Knighthood and the Orders of High Sorcery.

THE LAWYER

All knights are expected to study their codes of honor; Solamnics revere the Measure, Dark Knights learn the Code, and Steel Legionnaires study the Legacy. A few knights, however, take this farther and become experts in the minutiae of their code. Sometimes the Lawyer simply uses his knowledge to browbeat his comrades into conforming to his personal ideal. Often, especially if the knight also fits the Politician archetype, they use this as

a weapon against their rivals within the order. Solamnic Knight Commander Sir Jamis uth Remmik was a Lawyer who used the letter of the Measure to prosecute Linsha Majere.

THE POLITICIAN

Viewing his order as a mountain to be climbed, the archetypal Politician knight carefully maps the social and political state of his order and sets about to rise to the top. Little else matters but the next promotion. Politicians seek the assignments that will bring them the greatest attention, the quests that will bring the most glory. They are often concerned about the letter of their order's code, making the Politician archetype a common overlap with the Lawyer archetype. Sir Derek Crownguard and the Nightlord Lillith, the grey-robed Thorn Knight who prosecuted Steel Brightblade, were both Politicians.

THE PRAGMATIST

The polar opposite of the Lawyer, the Pragmatist believes that sometimes the rules need to be broken in order to get the job done. Taken to an extreme, the Pragmatist can be downright dishonorable and make a tatters of his order's code. The Legion of Steel was founded on a philosophy of pragmatism. Within the Knights of Solamnia, Lady Linsha Majere is a Pragmatist, and Lord Marshal Jaymes Markham's pragmatism borders on criminal—in fact, some say it crossed that line. Extreme Pragmatists often end up as Rogue Knights.

THE PRODIGY

An order of knights might be tempted to recruit a starry-eyed youth with an amazing sword arm—but they often come with more naïveté than the sky has stars. A talented young knight who advances too quickly through the ranks may fall victim to his own inflated self-worth, might have to overcome jealousy and resentment from those in his order who don't think that he has earned his spurs, and will have to develop the wisdom to correctly apply his talents. Mina embodies the Prodigy archetype, rocketing to the top of the Dark Knights while still a teenager.

THE RELIGIOUS KNIGHT

Some knights feel called to service by the gods themselves. Filled with religious fervor, they take up the sword or the mace, call for a blessing from the heavens, and wade into battle to bring truth to the unrighteous. They make fearsome opponents, as they are often driven by the conviction that they will be richly rewarded in the afterlife. Mina during the War of Souls epitomized this archetype. Most of the Knights of the Divine Hammer fit as well. Many Dark Knights served out of a sense of dedication to Takhisis; similarly, many Knights of Solamnia believed themselves chosen champions of Paladine.

THE RELUCTANT KNIGHT

Kighthood is a tradition among some Solamnic families. Occasionally a Dark Knight finds that the Vision is less than convincing. In either case, young people sometimes find themselves in a knightly order against their will. These knights may have already given their oaths and made



binding promises and they cannot back out of their commitment—but they desperately wish they could. Different knights react to this in different ways. Some may end up becoming rogue knights. Others request dull and mundane assignments, hoping to live life as normally as possible and to be able to forget, at least for a few hours a day, that they are knights. Still others take the opposite approach

and request the most dangerous assignments possible, preferring a swift and glorious death. Some simply do their jobs as best they can, and a few of them learn to like the knight's life. Sir Gerard uth Mondar at the start of the War of Souls is a good example of a Reluctant Knight.

THE ROGUE KNIGHT

Whether former members of knightly orders who become disgusted with their methods, household knights exiled for crimes against their lord, or heretical crusaders banished from their church, Rogue Knights live on the shadowy edge of the law. Even commoners look unkindly upon those dishonorable enough to abandon their oaths. Some Rogue Knights abandon their principles and take up banditry, as many Knights of Solamnia did after the Cataclysm. Some Rogue Knights relish their outlaw reputations—a few have even become minor celebrities and champions of the common people, using their skills

to tweak the noses of the wealthy and powerful. Some crusade against their former order. Others just try to fade away, attempting to maintain a low profile and live a quiet life. Sara Dunstan and Dhamon Grimwulf are fine examples of Rogue Knights. Status as a Rogue Knight is often the fate of a Knight with Two Lords.

THE WARRIOR

Some become knights not out of commitment to a cause, or a sense of honor, but out of a love of war. At the extreme end of the spectrum, some knights only feel at home on the battlefield and are never happier than when they are fighting. They feel naked without their armor, useless in times of peace. This archetype often has little respect for tournaments, politics, and the comfortable trappings of court. The Warrior knights who manage to channel their talents in constructive directions remain

loyal to their order and become respected battlefield leaders—Falaius Taneek, a Steel Legionnaire and gifted leader, fits this archetype. Others end up as Rogue Knights; sometimes they are thrown out of their orders for cruelty or bloodlust, sometimes they leave their order to take up the life of a mercenary.

THE

NOBILITY OF THE KNIGHTHOOD

Members of a knightly order share a strong bond with one another. Even though many modern knighthoods consist of both men and women, the importance of archaic fraternal descriptions (such as “brotherhood”) cannot be overlooked in describing the ties that bind members of these groups. For example, one often hears the term “brotherhood of knights” to describe an especially close-knit group. Such fraternal descriptors express the fact that fellow knights often feel closer to each other than do blood brothers...or in some cases, blood brothers and sisters.

To be fair, in Ansalon there are many types of exclusive organizations where members share a feeling of kinship and brotherhood. For example, wizards who join a magical conclave often feel a special connection to the brotherhood/sisterhood of magic. Similarly, thieves who become members of a guild often share a fraternal bond that lends itself to the expression “honor among thieves.” In fact, belonging to a knightly organization is similar to

other types of exclusive organizations in the following ways:

- Members feel a closeness not shared by outsiders.
- Members pledge to strictly follow certain rules.
- Members submit to the judgment of those higher in authority.
- Members risk expulsion from the group for transgressions.

However, joining a knighthood is different in one very important way:

- Knights must be capable of behaving with nobility.

THE NOBLE KNIGHT AND HIGH SOCIETY

When a young warrior becomes a knight, he essentially becomes a member of the exclusive upper class, if he is not one already.

In fact, knighthood is historically viewed as an entry-level position into the ranks of the nobility. For example, young Willen Ergot may have started life as the son of a bricklayer living in the town of Endaf, but once Willen passes the test for knighthood, he becomes almost born again as Sir Willen of Endaf.

No longer a commoner, Sir Willen is now regarded as “a nobleman of humble birth.” Wherever he goes, Sir Willen’s nobility will be immediately recognized in part by his noble bearing and in part by the new title that precedes his name. And, as a knight walking into a town marketplace, Sir Willen generally commands more immediate respect and deference from the shopkeepers and passersby than he would if he walked into that same market as Willen Ergot, son of a bricklayer, or even Willen the Rough, mercenary fighter.

Knightly tradition requires a knight to behave in a manner that befits his higher social level. This is an important difference that sets knights apart from other adventurers. The ideal knight is a perfect blend between the vicious side he shows in battle and the gentle, courteous side that functions in polite society. There is no corresponding social requirement that accompanies any other organization in Ansalon. For example, a commoner might pass the difficult Test of High Sorcery, join a wizard’s conclave, and, theoretically, become as powerful as the legendary Raistlin Majere, yet he might still be viewed by



IN YOUR GAME—TAKING PRISONERS

CAPTURING a knight (or anyone else) for ransom, to interrogate, or to turn him over to the authorities can be a fun twist of the plot. It's a chance to use some social skills, to cast some truth detection and compulsion spells, and to do some interesting roleplaying. However, it can sometimes lead to conflict within the party, and between the players and DM. If an adventuring party contains a mix of alignments, impassioned disagreements may arise between the players over the fate of the prisoner(s). For example, DMs may be tempted to strip powers from PC paladins who allow their pragmatism to overwhelm their devotion to the Light.

the upper class nobility as an uncouth, vulgar commoner. Not so for the knight. Once a knight is accepted by the upper class, he is on the first rung of a ladder leading up toward kings and emperors, and he must be able to act appropriately. A knight is not supposed to be rude and discourteous, as those are traits which befit the lower classes.

Unfortunately, not all knights are capable of behaving with the social protocol needed to function in upper class society. As a result, there are many failed knights who clearly demonstrate enough fierceness in battle but lack the gentle politeness required of minor nobility. Those failed knights are too rough around the edges to carry off the etiquette required of their position. Ruffians and savages often find that their rough demeanor causes them to fit better with a mercenary army (or a group of independent adventurers) than with the knighthood. Even among the blunt and sometimes brutal minotaur society, those who are selected to be knights in the elite Minotaur Legions seem to have a sense of higher breeding than their fellow minotaur mercenaries—they generally command more respect and deference from the minotaur commoners. Anyone of any race who wants to become a knight must, in addition to everything else, demonstrate some rudimentary glimmer that he can behave with a noble bearing or he will have trouble fitting into his new role.

The exclusivity of each knightly order differs from group to group. Some organizations are very selective about who they let in, others are much more inclusive. Yet there are always mandatory conventions; even the most accepting knighthoods have minimum standards. There is usually a high-level knight, or even a council of older knights, who make the final determination on who will be accepted and who will be deemed unworthy. Since each knighthood has its own tests and guidelines, the specific details of the admission criteria of the major knighthoods in Ansalon will be dealt with in greater depth in succeeding chapters. Still, it is important to remember that not everyone who has the desire and the ability to pass the test for knighthood is granted admission. Many candidates who fail to become knights wind up joining

Some *DRAGONLANCE* game groups enjoy this sort of conflict; others do not. One way isn't better than the other. But it is very important that DMs understand what they're doing when they introduce this sort of situation in the game and that they do so as a deliberate decision rather than a whim. If you don't want your players to have to deal with the moral dilemma of prisoners, have their enemies run away or fight to the death rather than surrender. Communication is vital—DMs and players should make sure they're on the same page about what sort of game everyone wants to see.

groups of mercenary fighters, where their unpolished and rough characteristics do not hinder their ability to succeed.

PEER SUPPORT AND CHIVALRY


One of the biggest benefits of knighthood is the pledge of unconditional support from one's peers. An ancient saying states, "In Ansalon, no knight must walk alone." Knights can always call on their fellow knights for help if need be. Members pledge to support and help every other member of their brotherhood—even if they thoroughly dislike each other on a personal level. The code of chivalry sets boundaries on how knights must treat each other and, according to most codes of chivalry, no knight can refuse reasonable aid to a fellow knight in good standing. Even if two knights despise each other, even if their families have a long-standing ancestral feud, the knights' pledges of honor bind them to come to each other's assistance when asked, if at all possible.

Any knight who is asked for aid by a knight from his own brotherhood and refuses without good reason can expect to be disgraced and marked as honorless. Such an offense can sometimes lead to a trial, especially if the refusal was against his lord's orders. The consequence for such an affront may be expulsion from the knighthood, or worse. The resulting disgrace can taint a family name for centuries. Thus, with the emphasis on chivalry and honor, a knight in trouble can usually count on the backing of a large support system of his fellow chivalrous knights. In times of trouble, a knight can reach out to his knighthood for military support, financial assistance, spiritual healing, or tactical advice.

RIVAL KNIGHTS AND CHIVALRY

A curious aspect of knightly chivalry is that it often extends to knights from other organizations. The rules governing peer support generally extend only to knights in the same knightly group, but sometimes traditions of courtesy are widely applied across the boundaries of knighthoods. While knights are not bound by their brotherhood to automatically help knights from other brotherhoods, they often do so anyway, sometimes with





great flourishes of honor. Knights from different but allied brotherhoods generally extend aid to each other whenever possible. However, it must be noted that this is not absolutely true. Racial tension, political rivalry, or a personal grudge can be grounds for aid to be refused. For example, a knightly elven Windrider would be unlikely to extend chivalrous assistance to a dwarven Knight of the Golden Hammer, except under the most extraordinary circumstances.

Knights who do extend chivalry to rival knights often do so from the perspective of one noble to another. It is a kind of social benefit, considered to be a luxury of the upper classes. An example would be when Dark Knight Steel Brightblade returned the dead bodies of his cousins to his uncle, even though his cousins were enemy Solamnic knights who had died while fighting against Steel's own Dark Knights. Such heroic actions, taken at the risk of the knight's personal safety, rank at the extreme high end of honorable conduct. Not every knight is capable of such magnanimous behavior. Considerations that go into taking such a risk include whether there is an old debt of honor to be repaid (as in the case of Steel Brightblade), and whether there is some large benefit to be gained (to one's honor or to one's pocketbook).

RANSOM AND TREATMENT OF KNIGHTLY PRISONERS

Most chivalrous codes demand that captured enemy knights be extended all the benefits, courtesies, and social deference due to any other noble. Bards tell tales of victorious knights holding banquets in their captured enemies' honor, drinking toasts to their valor just hours after they tried to kill each other on the field of battle. Sometimes, these captured enemies are held for ransom, in which a payment of cash (or other agreed-upon valuable) wins the release of the captive. Ransom benefits both the captured knight (who stays alive) and his captor (who receives money). At first, it sounds like it would be difficult to capture and hold a powerful knight for ransom. After all, knights have a reputation of being among the toughest adversaries on the battlefield. However, between knights, the task is often not as hard as it sounds. A knight might surrender peacefully if overwhelmed by enemy knights (especially if they are members of a respected order) because he expects to be treated well as a captive.

Of course, chivalry itself is not the only motivation for such treatment; the anticipation of the treasure also motivates the practice. Captured knights who doubt their captor's commitment to honor and chivalry sometimes find solace in the fact that they are worth more ransom if they are not abused while in captivity. The ransom money is added insurance; it sweetens the deal for a knight who would otherwise be lukewarm about the burden of keeping enemy prisoners.

COMRADES IN ARMS

On rare occasions, it is even possible for enemy knights to fight side by side for a short time. For example, during the Chaos War, the Knights of Solamnia and the Knights of Takhisis fought side by side in order to save the world.

Both knighthoods valued honorable actions, which allowed them to concentrate on defeating a common foe without worrying that they might get stabbed in the back in the process. During such times, the benefits of peer support extend beyond one's own group to one's rival group for the duration of the battle. However, the extension of temporary peer support to a rival knighthood is always conditional and never as certain as, for example, ransom between rivals.

In battle, chivalry is not expected of the lower class or of monsters and thus it is not considered to be a knightly duty to extend chivalry to them. For example, no knight is honor-bound to give quarter to an enemy ogre, nor are knights typically honor-bound to capture and ransom back enemy mercenary soldiers—although, depending on the moral outlook of the knight, his conscience may require it even if his honor does not. In times of peace, however, some knightly orders consider it chivalrous to protect the weak, defenseless, and helpless, and to fight for the general welfare of all.

REWARDS, AWARDS, AND PROMOTIONS

Another benefit of being a member of a knighthood is that there are often special rewards, awards, and promotions for worthy knights—rewards above and beyond the normal adventurer's treasure. Each knighthood has its own unique ceremonies rewarding exceptional achievement and bravery among its members. While some knighthoods will occasionally grant honorary awards to worthy and honored non-members who perform some great service to the knighthood, the most prestigious honors are reserved for their fellow knights.

For example, a knight may be sent on a quest to seek out and destroy a marauding dragon that has captured a nobleman's daughter. This knight may be joined in his quest by a group of fellow adventurers: a cleric, a wizard, and a thief, for example. At the end of the adventure, upon defeating the dragon, all four adventurers will probably share in a certain amount of treasure, taken from the beast's lair. The four adventurers may also be given an extra reward from the nobleman upon the safe return of his daughter. So far, that's fairly standard adventurer protocol. However, above and beyond this typical type of reward, the knight (and only the knight) may be further honored by his brotherhood with a gold medal or a proclamation to signify his achievement and his bravery. For missions of extraordinary danger, the knighthood may even present a worthy knight with an ancient artifact from the bowels of the knightly treasure vaults. Other times, the knighthood might grant an exceptionally brave knight a promotion to a higher rank within the knighthood. Promotions within the knighthood come with a corresponding raise in social status among the people.

FALLING OUT OF FAVOR

Every knighthood in Ansalon has a set of rules that all members must pledge to follow. Sometimes, the rules can be quite strict and very specific, such as the Knights of Solamnia with their huge body of law called the Measure.

On the other hand, knightly rules can also be much more generalized, such as the Legacy upheld by the Legion of Steel which has never been written down.

Members pledge to follow the rules of their brotherhood; knights who break the rules are punished. A knight who breaks a minor rule might be demoted in rank, expected to pay monetary compensation, shunned by his peers, publicly punished, or even imprisoned. Punishments for more serious transgressions are often much more harsh and include dangerous quests for atonement or expulsion from the knighthood. A knight guilty of the most heinous crimes, such as treason or regicide, might be expected by his knighthood to honorably take his own life or face immediate execution.

BECOMING A KNIGHT

There are two main paths to knighthood. Some children start training for knighthood at a very young age; others take the knightly path only after they reach adulthood. For those who wish to become an armored, sword-fighting knight, the expense of weapons, armor, horse, and other equipment, together with the necessity of free time in which a knight must devote himself to constant training and practice, means that primarily only the noble class can aspire to such rank. Those who aspire to knighthood but

lack equipment, status, and wealth usually cannot afford such lofty ambitions, unless they have a wealthy patron who will support them and vouch for them. Those who take up the calling as adults may be better able to afford the trappings of knighthood, but they may be less accepted socially if they're not born to nobility.

Different knightly orders have different methods of training knights. Discussed here is the way most noble cavaliers and household knights are trained; many Knights of Solamnia and some Dark Knights of noble birth earn their spurs through this process as well.

For someone born into a wealthy family, becoming a page is usually the first step on the path to knighthood. Training begins at a very young age, typically around the age of seven. Traditionally it is only male children of noble birth that follow this path, but occasionally a poor child with a wealthy patron might be given the opportunity as well. It is rare but not unprecedented for a female child to start her path to knighthood as a page.

Most pages are the sons of existing knights. In fact, an existing knight might expect his firstborn son to one day become a knight, inherit the family estate, and take his place as lord of the manor. In a family with a tradition of knighthood, the firstborn son of a firstborn son often trains in his own home castle, under his father's watchful

ADDRESSING NOBILITY

PAGES are often taught the proper ways to address the various noblemen and ladies. To call a man or woman by a lesser title than he or she is due is to risk insulting him, hence proper forms of address are taken very seriously. When speaking to a noble, pages are taught a few general guidelines. Specifics vary from culture to culture across Ansalon, but the following arrangement is very common:

Sir applies only to a knight's first name, as in Sir John. It is also permissible to distinguish between Sir Johns by adding a surname, as in Sir John Smith and Sir John Celtis. Sir Smith is never appropriate. However, if a knight is landed, it is also proper to call him by the name of his estate; Sir John of Blackwood could be correctly called simply Blackwood.

Every female knight, or woman married to a knight or better, is entitled to be called *my lady*. To distinguish between many ladies, it is proper to use their husband's last name. Thus a knight's wife could be called Lady Smith, or Catherine, Lady Smith. Using a husband's surname is a way to show that the wife is considered a lady due to her husband's position. However, if a knight's wife was ever a noblewoman in her own right, before she married her husband, then she is entitled to be called Lady Catherine Smith which shows that she has noble blood of her own. The use of the title and the first name with no surname, such as Lady Catherine, is reserved for those women


who have joined a knighthood themselves.

Lord is a title that implies a place in the nobility of baron or higher. Lord is a more prestigious title than sir because it implies that a man is a peer of the realm with a hereditary title. So, if Sir John Smith suddenly becomes a baron, in conversations he will thenceforth want to be called Lord Smith, or my lord, and no longer Sir John or Sir John Smith. Technically, it would be correct to also call him Baron Smith, but that would be like pointing out that he is only a baron—the lowest noble entitled to be called my lord. It's customary in speech to refer to everyone so entitled as my lord and not to distinguish between levels of lordliness by using titles such as baron, earl, viscount, or count.

Your Grace applies only to those of highest nobility, such as the queen, dukes, and visiting royalty. If a social inferior is speaking directly to the duke, it is always your Grace; if speaking of the duke in his absence, it is always his Grace. Never is a duke referred to simply as Grace.

Your Majesty and *Your Highness* are both acceptable ways to address a king. However, it would be terribly incorrect to leave out the pronoun. One should never say, for example, "Majesty, please forgive me." Leaving out the pronoun shows a lack of social breeding and makes one look like a buffoon. The correct phraseology would always be, "Your Majesty, please forgive me."





eye. However, since not all noble children are sons of knights, many upper class sons with non-knight fathers are sent to train at the castle of a knightly uncle or older cousin. If no close relative is a knight, negotiations can be made for the young boy to train outside the family at the nearest Lord Knight's castle.

WHAT A PAGE LEARNS

At such a young age, a page principally studies the skills that will give him a noble bearing. For the first several years, he will spend most of his time with the women of the castle, who are his primary instructors at this stage in his life. The goal is to teach the young man how to behave as a gentleman when with other upper-class folks. He will learn such skills as courtesy, chivalry, courtly manners, good behavior, and cleanliness. Some behaviors he will be specifically taught, such as the proper way to escort a lady, how to bow before his lord, how to dance at festive events, and table manners. Other courtesies are not specifically taught; these he will pick up while going about his daily chores. Different orders and lords train pages in different ways; some assign demanding physical chores, others less so. The lessons and chores are designed to expose the page to all aspects of life as a knight. By growing up in the thick of things he will observe first-hand how a castle is run—who performs which functions to keep the castle running and how the hierarchy works on a day-to-day basis.

Pages are also given an education. In a large castle with many knights and many pages, there might be a learned cleric or a sage who runs a kind of mini-school for several hours a day. In smaller castles, a governess or even the lady of the castle might tutor the pages. Regardless, he will most certainly receive a better education than if he had not been sent away to become a page. He is expected to learn to read and write, to recite text by heart, to use math to handle castle finances, and to speak, read, and write at least one foreign language. Those with an aptitude for music might be given music lessons in lute or harp. Stories and songs learned as part of a page's schooling undoubtedly include tales of famous knights, honorable deeds, and worthwhile values—to whet his appetite for the glories he might himself someday achieve.

As far as training for battle, a page is taught to ride a horse, to shoot a bow, and to swing a sword. One rather safe training method which builds useful arm muscles involves swinging a sword against a man-sized wooden stake called a pell. Since a page is so young, the actual battle training is rather light; fighting and roughhousing with the other children is usually as close to real combat as a young page gets. In his free time he can watch the older squires train, to see what will be expected of him in years to come. Also, there is always some time in a young page's day where he can play with the other children, explore the castle, learn to fish, learn falconry, watch jousting matches, and begin to establish friendships among other upper-class folks which may prove useful in later years.

WHAT A SQUIRE LEARNS

After several years, the page is apprenticed to an existing knight and becomes the knight's squire. The knight acts like a tutor to the squire and teaches him everything he needs to know to become a knight. If possible, pages who have shown an aptitude for arcane magic will be apprenticed to a knight-wizard or knight-sorcerer, if such knights are available in his region or order; in addition to knightly battle skills, these pages will be guided by their master through the mysteries of magic. Pages that show a predilection for spiritual things may be apprenticed to a knight-cleric; specialized knights will tutor them in the particular skills they need for a dual focus. Wizard or cleric, the path of the squire with special mystical ability varies a bit from the path of the traditional warrior knight's squire.

Unlike when he was a page, the squire of a traditional knight has little time for book learning and schoolwork. When he is not busy doing something for his knightly master, a squire has to train almost constantly in fighting tactics to improve his skill with weapons such as the sword and lance. In his training he must focus on building his skills with various weapons, both while standing on the ground and while mounted. Not only must he learn to handle himself in solo combat, he must also learn how to fight with others as part of a team of skilled horsemen. Plus, because actual sword fighting is quite an athletic

IN YOUR GAME—BECOMING A KNIGHT

THE actual ceremony of knighthood can be a fun roleplaying experience, especially if knighthood is something the player has been working hard to achieve for her character. Roleplaying the celebration afterward is a great opportunity to introduce the knight's new lord or superior, as well as potential allies and rival knights within the brotherhood. Future plot hooks can be introduced. The new knight's friends (the other player characters) should be invited to the banquet as well, so they can participate in the festivities. The bard could be invited to sing—and he'd

best not make a poor Perform check. The rogue could overhear a plot to overthrow the lord. The barbarian could play up his social inelegance for comic relief, and the wizard could entertain the children with a few *prestidigitations* or explore the estate's library. The ranger could spend time with the estate's falconer or gamekeeper and learn of dangerous creatures lurking in the nearby woods. Give your players a chance to relax and stretch their roleplaying muscles before the dangerous adventure begins again.

event, the squire must keep himself in shape. A squire may build up his strength by lifting weighted stones. Wrestling contests with his fellow squires train him to keep his balance and to overpower his enemies in one-on-one fights. A wise squire may also keep himself nimble through daily acrobatics and calisthenics.

A squire works to perfect his skills at archery and survival skills such as hunting, orienteering, and fire building. A squire has many assignments to complete for his knight, such as polishing armor, assisting in the care of his master's horses, and running errands. If his knight participates in a joust, the squire stands nearby as the knight's main assistant. If his knight is sent to war, the squire goes with the knight into battle, helping him to put on his armor, and assisting him if he gets hurt or unhorsed.

THE TRANSITION TO KNIGHT

Some squires become knights after they've performed some type of outstanding deed on the battlefield. When the battle is going well, this is a rare event. However, when the battle is difficult and many knights have been killed, the chance of a squire being immediately knighted in order to help fill out the ranks is much higher. Whatever the reason, a battlefield promotion is generally a simple affair where a high-level knight strikes the squire on the shoulder and says something like, "Be thou a knight."

Most squires do not receive battlefield promotions and are knighted at home, by their lord, after their training is judged to be complete. A squire may typically be knighted anytime between the ages of 17 to 21 (though sometimes earlier or later, depending on his abilities and local tradition). The ceremony varies according to local culture and knightly order, but generally a day or two of quiet reflection and preparation precedes the ceremony. Preparation may include a ritual cleansing bath and maybe even a night spent prostrate on the floor with his sword, praying to be granted future luck in battle. The ceremony itself is usually a grand affair with everyone dressed in his finest clothing. Some orders have the knight stand while an older knight slaps him hard in the face, saying, "Let that be the last blow you accept." At the crucial moment, the squire kneels and the highest lord knight, or rarely even the king himself, knights the squire by tapping him on the shoulders with a sword. Some knightly orders end the ceremony at that point with a festive celebration. In some knightly traditions, the new knights are presented with a symbolic garment or piece of equipment, such as a white belt and golden spurs, as signs of their knightly status.

JOINING A KNIGHTLY BROTHERHOOD

Sometimes a child nurtures hopes of becoming a knight, but his family cannot afford to send him for training as a page. Becoming a knight is usually too expensive for the common man. Some of these children luck into a wealthy patron to sponsor them from page to knighthood, but most of them eventually forget their dreams and move on to other occupations. However, a select few work hard into their adulthood to gather enough money to finance their own knighthood. Money may come from wages he

was paid as a hired fighter, from adventuring, or from the booty of war. Nobles and traditional knights sometimes question the quality and value of non-noble knights, but some knighthoods, eager for warriors to flesh out their membership, welcome their inclusion.

Any adult with the qualities and skills of a knight can usually find a knighthood that will consider him as a candidate. Spellcasters who wish, mid-life, to become wizard-knights, cleric-knights, or mystic-knights might be especially valued as candidates, since their special skills are so useful. Regardless of his previous career and skills, once an applicant is judged worthy to join a knighthood, there is generally some kind of apprenticeship that he must serve. Again, the details of the apprenticeship vary from group to group. During an apprenticeship, a knight may be asked to perform certain tasks that teach him skills that are important to the group. Sometimes, the apprentice is paired with an older knight who will teach him everything that is important to the knighthood. Once the apprenticeship is completed, there may be a test that must be passed. The test can be rather involved and complex. All of this is to filter out candidates who are not quite worthy of, or committed to, knighthood. Not every applicant who has the desire to be a knight will be deemed worthy.

A KNIGHT IN TIMES OF PEACE

What does a knight do when he is not fighting in some far-off war? That depends on the knight. The rich knight with a castle and estate will definitely be eager to return to his home to check on things. He also may be anxious to bathe in a tub filled with hot water, to sleep in a warm bed on a soft mattress filled with goose feathers, and to eat a variety of fresh food cooked with flavorful spices. He may anxiously look forward to the large feast that will be held in his honor upon his return.

A knight who has been gone a long time may find several tasks waiting for him that require his special attention. For example, servants accused of crimes may be sitting in a dungeon awaiting his judgment; daughters may be hoping for his blessing to marry their prospective mates. In addition to handling the myriad of administrative tasks that accumulate during an absence, a knight can spend his leisure time with friends and family, celebrating feast days, attending festivals, and enjoying all manner of entertainment. Local entertainers such as jugglers, acrobats, and musicians may perform every evening. Special troupes of traveling actors may stop by occasionally to present a comedic play or a rousing morality tale. The knight at leisure may spend a day or two hunting with his hounds or he may practice falconry with his lady by his side. Quieter moments may be filled with board games such as khas. And, though it is sometimes frowned upon by holy clerics, gambling is one of the most widespread pastimes. Knights play dice games and bet on events such as wrestling matches, archery contests, and jousts.

SPORT FIGHTING

Perhaps a knight's most impressive peacetime activity is to participate in war games such as jousts, melees, and



IN YOUR GAME—SPORT FIGHTING

THE JOUST

Because the jousters are riding full-tilt at one another with blunted weapons, jousts function differently from mounted combat. Initiative isn't necessary; during each pass, each knight simply makes an attack with the blunted lance, and the result of each attack is resolved normally. If he hits, the knight can also attempt to unhorse his opponent (treat as a trip attack) or make a sunder attack against the target's weapon or shield. Neither the trip attack or sunder attempt provokes an attack of opportunity. A successful blow deals lance damage (doubled because both knights are charging), but it's nonlethal damage. A knight with Ride-By Attack gains a +4 bonus on attack rolls in a joust.

THE RING JOUST

In the ring joust, a knight simply makes an attack at a Fine Target (AC 18). If he hits the ring with the lance, the knight must also pass a Dexterity check (DC 15) to slide the ring onto the lance rather than simply send it flying across the field.

tournaments. These occasions are often an exciting blend of military practice and social festivity. The events involve armored knights battling each other for sport—usually in front of crowds who cheer for their favorite contestants. Lances and swords are almost always blunted for these contests, but since reputations are made or broken during these events, the fighting is usually hard and dangerous. Injuries such as broken bones and piercing wounds are common, but curable.

The object of each contest is similar to the object of real combat: to vanquish an opponent. These competitions provide an excellent way to teach and refine the skills and abilities necessary for warfare—but within a more controlled environment. It lets a knight experience battlefield emotions such as anticipation, fear, and confusion and allows him to practice his mental control, as well as his physical attack and defense.

Nonlethal injuries are expected as part of the sport, but killing an opponent outright is strongly discouraged. A knight who kills another will be disqualified (if accidental) or arrested (if there is suspicion of negligence or intent). Although clerics are often close at hand to cast spells of healing, deaths sometimes occur in these practice battles.

THE JOUST

A joust is a competition between two mounted knights using lances with which they try to knock each other to the ground. To win a joust a knight must control his mount, avoid falling off, and handle his lance with more skill than his opponent. Since each joust occurs between only two knights at a time, the field is uncluttered and all eyes are on the two combatants. Therefore, a joust provides

THE MELEE AND PAS D'ARMS

Running a melee in a game session is generally no different than any other combat. However, knights may choose much more frequently to deliver nonlethal damage, overruns, or bull rushes in an attempt to knock their opponents to the ground. In the "three hits" variant, don't count glancing blows that armor deflects. Only hits that penetrate the armor and cause damage (including nonlethal damage) should be counted as hits.

BLUNTED WEAPONS

Sometimes called tourney weapons or rebated weapons, blunted weapons are commonly used in sport fighting among knights. Blunted weapons deal nonlethal damage of the same die type as the weapon they're modeled after (so a blunted longsword deals 1d8+Str nonlethal damage). The damage type is bludgeoning and the critical is 20/x2. A blunted weapon can be used to deal lethal damage, but at a -4 penalty to attack.

the best platform for a knight to show off his skills to the admiring crowds. Jousts have been known to take place on griffonback and even (once) on dragonback, but they most commonly occur on horseback.

The joust on horseback takes place on a rectangular, flat field called a list. Peasants and merchants crowd around the edges of a huge roped-off area, hoping for a good view of the spectacle. Along whichever side of the list has the best view is a large wooden platform, called a reviewing stand, on which the noble men and women sit. A wooden fence called a tilt runs down the center of the rectangular jousting field. The tilt is a barrier intended to keep two knights separated during the joust so they don't collide with each other. During the competition two knights charge towards each other at high speed, one on each side of the wooden tilt. Some jousts take place without a tilt fence, but extra skill must then be used to keep the horses from colliding.

In addition to the overall competition, a joust may contain a series of side bets between the knights. For example, if a knight unhorses his opponent, the losing knight might be required to forfeit his horse and his armor to the winner. Usually, a losing knight will offer to pay money to the victor in order to keep his favorite jousting gear. Thus, a knight who does not win the grand prize money may still come away with a good deal of loot and a few extra horses from those knights he defeated.

THE RING JOUST

Not every joust involves two knights riding towards one another. In a ring joust, knights ride at a fast canter or gallop, one at a time, and try to spear a small ring with the

tip of their lance. This started as lance practice and evolved into a spectator sport. This competition requires the knight to have accurate control of the tip of his lance, though this joust does not resemble actual lance combat in any other way. The rings are suspended from poles in the center of the tiltyard, attached to fence posts at the edge of the yard, or held by brave squires standing on the ground. The knight who spears the most rings wins.

THE MELEE

A melee is a different kind of war game in which all of the contestant knights battle at once. It is

often the onlooker's favorite and most enthusiastically attended sporting event, due to its swirl of almost constant action. A melee is basically a free-for-all mock battle which can get quite wild. Because there are so many knights involved, the best melees take place on a larger field than a jousting list. The intermingling of the battling knights makes it difficult for spectators to follow who is winning, but it rarely disappoints because it is always an action-packed event.

Last Man Standing: This form of melee is often the most brutal and costly in lives. Not surprisingly, it's the most popular melee among the Minotaur Legionaries. The rules are simple: when the charge is sounded, all knights rush toward each other and attempt to defeat each other by any means. These contests do not require intricate judging or scorekeeping, as the winner is simply the last man standing. These contests have been known to last from as little as an hour to as long as two days.

Three Strikes: This form of melee also starts as a contest between all knights at the same time. One main difference is that there are many rules in this contest to govern the actions of the contestants. At the start of the contest, all knights are divided into two teams on opposing ends of the large field. When the charge is sounded, all knights ride towards each other and attack only the knights from the opposing team. Knights must land three true hits on an opponent in order to defeat him. Traditionally, knights start with a lance charge and then switch to mounted sword combat. All combat must be conducted in an honorable match-up between two knights; knights cannot gang up on other knights. Hits cannot be delivered to a knight's back or to a knight who is, at the moment of attack, unable to offer a defense. For example, if two knights are engaged in a contest, a third knight cannot ride up to the distracted combatants and attack one of them.



Because of this rule, it is common for a knight to call out, by name or pointing, the knight he intends to attack. The calling out also prevents a knight from avoiding an attack by riding away.

Since combatants fight simultaneously, it is often difficult for judges to keep track of all the hits. This contest relies totally on the personal honor of the participants to acknowledge when they've been soundly hit three times. Disputes and challenges to an opponent's honor are taken off field to a neutral area where judges will mediate the disagreement. Defeated knights

must also retire to this area as the prisoner of the knight that defeated him; a captured knight cannot be attacked while in custody. Before he gets to the neutral area, a brother knight may call out the victorious knight and fight to rescue the prisoner. If the victorious knight is defeated, his prisoner is released and is free to rejoin the battle. As in real battle, a prisoner knight who is not rescued must forfeit his armor, sword, and horse, or he must make an appropriate monetary settlement. Once the ransom is negotiated, the victorious knight can return to the field to fight again. There are prizes for the winning team, as well as for the knight who has captured the most prisoners. In cases where two knights have captured an equal number of prisoners, the judges decide, based on their observations during the battle, which knight acted with the most honor.

THE LORD OF THE PASS CHALLENGE

Since this contest can last for weeks, it is not generally a favored spectator sport. Nonetheless, it is an exciting way for a host knight to gain renown, through tales told for years to come of the grandness of the event. The atmosphere of this contest is usually upbeat and party-like. It is, after all, a sporting contest and not an actual battle. No ransoms are gained or lost in this event, so there is no monetary gain for any competitor. For the guests, the point is to eat, drink, fight, and have a good time at the expense of the host. Meanwhile, the host hopes to keep the event going for months, so that his reputation is enhanced by tales told of its grand scale. The most successful Lord of the Pass engagements are recounted throughout the land in favorite bardic songs. For example, a famous chorus goes: "Sir Alric fought a hundred men, then he got up and fought again..."

These events do not take place on a field, so the host of the event must choose the location with care. A host



knight picks a place he can easily defend, such as a bridge or a mountain pass. The host sets a date for the event to start and sends out an announcement to fellow knights. As the date of the event approaches, the host knight and the knights who will fight with him set up camp in the location and wait. The camp includes a tent or pavilion filled with food and drink to be shared with all who attend. The more generous the knight is with his hospitality—sometimes to the point of impoverishment—the greater his reputation will be for generosity to his fellow knights. Also on hand will be a collection of shields, blunt weapons, and armor to be used by those knights who arrive without proper gear.

On the appointed day, any knight that wishes to pass the bridge or crossroad is told he must fight for the right to pass or be disgraced. Most knightly egos won't allow them to pass up a chance to compete, especially when the weapons are blunted and there is nothing to lose. In some ways, this initial exchange of words is just as significant as the battles that will follow later. Challengers often come from all over and, regardless of the host's personal attitude towards these arrivals, they are greeted cordially with offers of rest and refreshment. After a sufficient time, the host provides a herald to make certain each challenger has proof he is truly an honorable knight in good standing. An approved challenger can choose whether to fight on foot or whether to fight on horseback. Combat is always with blunted weapons and the mood is usually festive and congenial. The Lord of the Pass challenge ends when the host runs out of refreshments, or when the host has suffered sufficient wounds that he can continue no longer.

A KNIGHT IN TIMES OF WAR

A knight is sworn to fight whenever his lord commands. If a knight is at his castle with his family or on a quest with his fellow adventurers when a war breaks out, the knight is expected to drop whatever he is doing and report for duty. Allowing a knight to manage his own affairs when times are slow and calling him up to duty when he is needed to fight works well in most situations.

WAR AND CHIVALRY

The arrangement works particularly well when the knight's homeland is under attack. After all, many knights are landowners themselves (or they hope to be someday) and they feel a strong desire to defend the land. Thus, when summoned to ward off an invading army, they often rush immediately to the call and fight more fiercely than other warriors on the field. Likewise, when knights are sent to pursue a group of raiders who have pillaged the land, the knights have an extra emotional connection to recovering the spoils that once belonged to the land—and punishing those reavers and raiders who dared come thieving in their lord's lands. Knights are highly motivated

when defending their own lands or fighting for a cause they wholeheartedly support and believe in.

Since knights usually believe in the causes for which they fight, they rarely suffer from morale loss, even in tough times. If they begin to lose faith in the cause, they often remain firm in their conviction to stay and fight due to their sense of brotherhood with their fellow knights on the field. As knights are part of a military elite, they share a strong bond of honor and loyalty. The knightly tradition states that it is honorable to die with one's fellows upon the battlefield if the cause is just, and it is dishonorable to leave it alive for personal safety, if the group is still in danger.

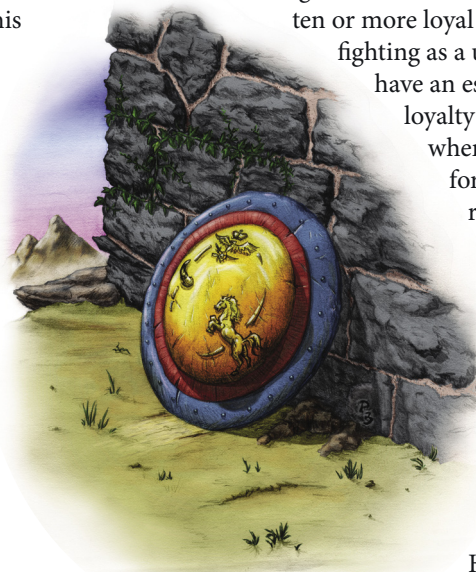
However, calling knights to battle does not work as well for a king whose goals run counter to the values of his knights. For example, a Solamnic lord would not find much support among the Knights of Solamnia for a blatantly aggressive war, nor would a Nerakan lord receive much of an answer if he called the Knights of Neraka to arms to go to the aid of the elves. Sometimes a ruthless and clever lord can convince knights to fight for him, especially if he can count on the support of powerful clerics to convince the knights that it is a holy cause. This makes a knightly army a bit different from a mercenary army. Mercenaries fight because they are paid to do so; they need no motivation to fight but the glitter of gems or the jangle of steel coins.

AN ARMY WITHIN AN ARMY

When knights are called to war they generally do not answer the call alone. For example, a knight banneret is a mid-level commander with troops sworn to his own banner, but he lacks the rank of baron or earl. When a knight banneret is called to battle he can bring with him

ten or more loyal knights who are all practiced in fighting as a unit. Small groups of knights might have an especially strong bond of honor and loyalty holding them together. Thus, even when incorporated into a much larger force under a central command, they still retain their unit identity. This bond is reinforced by the tradition that it is honorable to die with one's brother knights on the battlefield and dishonorable to leave the battlefield alive by oneself.

At higher levels of knighthood, a noble knight may even become so rich and powerful that he rules his own domain like a minor king. For example, during the War of the Lance, Hugh de Crownville personally brought over 250 men to the field. Sir Hugh had risen through the ranks of the Knights of the Sword to become second in command to the High Justice, Lord Alfred. With his skill and his ancient family wealth, Hugh attracted many followers. By the time war broke out and he was called to assist the defense of the High Clerist's Tower, Hugh came with a personal bodyguard of fifty knights, each with five followers, making for a small army in its own right.



ALL FOR ONE AND ONE FOR ALL

Large groups of knights on horseback can maneuver and charge as one, in an ordered and disciplined way. While maintaining their serried ranks and moving as a group in full charge, they are almost impossible to defend against. The ability to time the charge exactly right and maintain a concentrated force provides the maximum effect. Any knight who is over-confident or over-eager can destroy the entire purpose of the charge. The sheer force of such a charge often results in the opposing force breaking ranks.

Once the main charge is complete and the forces clash, the knight often becomes more of an individual fighter, seeking to fight a series of individual combats with equals, rather than acting as a subordinate element within a unit. A strict commander can sometimes keep his knights coordinated after the initial charge, but traditionally a knight feels it to be the prerogative of his station to fight one-on-one for personal honor and glory on the battlefield.

KNIGHTS AND DUELING

At first glance it seems like the duel to the death might be a common venue for two knights to settle grave disagreements and disputes of honor, man to man. After all, both parties in a duel must agree to the rules of the duel and they must be trustworthy enough to abide by the duel's outcome, even if it doesn't go their way. Who can be better trusted to uphold the rules of dueling than two knights who pride themselves on their honor?

However, knightly organizations often have problems with the idea of dueling to the death. One problem is that a duel can kill off an important knight—sometimes over some trivial disagreement with a lesser knight. Duels are often fought in the heat of the moment and, by the time the knighthood finds out, it is often too late to step in to stop it. Therefore, many knighthoods ban dueling to the death. Most knightly orders insist that disagreements between knights that can't be solved peacefully between the parties be solved through a knightly court where charges are brought and just verdicts are rendered. Often, the lengthy process of bringing a disagreement to a knightly court allows tempers to ease and cooler heads to prevail.

Another reason that knighthoods forbid duels to the death is that such duels come with no guarantee that the righteous knight will win. Sometimes the knight that is clearly in the wrong wins a duel because he has the better sword arm. In such cases, wrong follows wrong and injustice is compounded. Therefore, severe punishments await any knight who goes against the rules and kills a fellow knight in a duel. However, there are exceptions to every rule. In certain extreme situations, deadly duels are sanctioned by some knighthoods.

A DUEL OF CHAMPIONS

A knightly organization may sanction a duel to the death if it prevents even greater casualties. For example, some knighthoods consider it the height of honor for each side in a conflict to send out a champion to meet as a substitute for war. After all, casualty lists are shortened anytime a duel can be substituted for a battle. Legend tells the story of Sir

Walthrop Vakt, who led a prestigious brigade of Ergothian Cavaliers against the armies of the Eastern Provinces during the years of the revolt against Ergothian expansion. At the battle of Grey Marsh, during the spring of 2255 PC, excessive spring rains made the ground too soggy for the army of knights and their horses to take up positions. A temporary truce was arranged and each side picked twelve men to partake in a group duel to the death, the winning side deciding the outcome of the battle. Sir Walthrop's side won and the armies were temporarily stopped, with no more bloodshed until after crops were harvested in the late fall of that year.

THE SHOW-DUEL

Among some groups of knights, ritual combat is viewed as a chance to demonstrate one's honor before a crowd. These duels are always difficult contests with sharp weapons where death is possible. Nevertheless, the contests are rarely bloodthirsty. For example, two elven knights might shoot arrows towards each other, wide of the mark—the point being to stand up with honor, to face possible harm, and to show that one is above something as petty as a duel to the death. If tempers are high, arrows may narrowly slip by each elf; even so, accidental injury is rare. The point of these duels seems to be courage and bravery without murder. It's as if each arrow that misses says, "I could have killed you, but I chose not to, because I'm too honorable to stoop to murder."

Minotaur show-duels are more businesslike and wounds are more frequent. A challenger stands naked, dodging and moving forward, while his opponent shoots three crossbow bolts at him; then, if he is not too damaged to continue, the roles are reversed. To hide behind something or to run backwards away from the bolts is considered to be a great disgrace. If both minotaurs survive, the ordeal is usually followed by an elaborate ceremony of reconciliation.

THE JUDICIAL DUEL

The judicial duel is a rare event that many knighthoods would like to discontinue altogether. The judicial duel depends upon the idea that the gods are watching and that the gods will make sure that justice is served by allowing only the correct person to triumph. Most knighthoods whose clerics draw their powers from the gods are grudgingly forced to acknowledge a knight's right to appeal to the gods for justice. In all cases, a knight must first be judged before a knightly council—with the hope of achieving resolution in a court of law. However, if one of the parties does not feel he has received justice, he may, as a last resort, call on his right to be judged by the gods in combat.

There are many flaws with the judicial duel. For example, some knights argue that the gods do not intervene to the extent that mortals wish they would in such events. Also, for the sake of fairness, substitute champions are allowed to stand in for non-knights, for ladies, and for old or infirm knights. This rule of substitution has unintentionally created the dubious role of



“professional champion,” who will, for the right price, step into any judicial duel as a substitute fighter. A professional champion can completely taint the outcome of the duel because he is, essentially, a professional duelist for hire. Finally, feudal convention permits a defendant to accuse one of his judges of false judgment and offer to fight him and let the gods judge. Not all judges relish the thought of having to back up their verdicts with physical combat. Consequently, judicial duels have been outlawed in many parts of Ansalon.

Minotaurs, however, tend to use this method of dueling to settle disputes, both personal and between houses.

A KNIGHT’S EQUIPMENT

Knights tend to have a particular connection with their armor and weapons. Some fighters may dress themselves in less expensive gear such as boiled leather. Others may even create a suit of armor from mismatched pieces from different historical periods, picked up along the way. However, it’s rare to find a knight who will settle for this approach. After all, part of a knight’s noble image requires the best armor and equipment he can afford, kept in impeccable condition. At the very least, a knight’s ego—and the good-natured ribbing of his fellow knights—will often cause him to seek the best suit of matching armor he can afford. Even the knights in the Minotaur Legions wear armor and maintain gear that is a step above the average minotaur. This crafted outward appearance of nobility allows the knight to express confidence in his status and self-worth. Sellswords and barbarians may put up with bits of rust, dents, or missing pieces, but a knight takes great care of his things—or has an entourage to do it for him. Knights with greater status and influence often lavishly decorate their weapons, armor, and equipment.

ARMOR

A suit of magical armor—lightweight, unusually sturdy, incredibly flexible—is the ultimate desire of every well-dressed knight. Unfortunately, it’s also rare. It’s hard to find a full suit of magical armor in a treasure pile; a quest or adventure may yield a helm here or a chain shirt there, but rarely a full suit. It’s a rare knight who can afford to buy a high-priced magical suit, if one can even be found for purchase. Some knights wait until they can capture and ransom an enemy knight and keep his suit of armor. Other knights win their fortune at a joust

or on a quest and use the funds to commission specially-made magical armor. Until such a goal can be attained, knights often invest in one piece of magic armor, such as a breastplate or a pair of gauntlets, and then have a regular suit of armor crafted to match. Many knights, however, have no magic armor at all, sticking with the more mundane alternatives.

STEEL PLATE ARMOR

Steel plate armor is the tried and true favorite of knights everywhere. The properties and statistics of steel plate are well-detailed elsewhere. However, there are a few additional points that may prove useful to a knight.

Engraved, Etched, and Gilded Armor: There are three basic ways to make a suit of steel armor more beautiful and more valuable: engraving, etching, and gilding. All three processes can be expensive and time-consuming and require special talent to achieve the most stunning results. Engraving involves carving and scraping shallow designs into the metal by painstakingly scooping out superficial bits. Etching is a process whereby the entire piece of armor is decorated at once. First, the entire suit is coated in wax or lacquer. Then the wax is “engraved.” Everywhere the design is desired, the wax coating is scooped away and bare metal exposed. The final step is to bathe the wax-covered armor in an acid bath, so that the acid only reaches into the spots where the metal has been exposed, causing the design to be chemically carved into the steel. Both engraving and etching involve taking away bits of armor, so a knight with such armor must take care that his armor does not suffer a corresponding loss in its strength due to its decorative finish.

Gilding is the process of decorating armor by attaching gold to metal. In Ansalon, there are two ways to accomplish gilding, both of which are expensive. The first method involves pounding paper-thin sheets of gold into crevices that have already been etched or engraved. The second method is quite toxic and involves mixing gold with mercury, painting the metal, then heating the metal

to burn the mercury off and leave the gold securely bonded. This method releases highly toxic mercury vapors and must be done by a master craftsman, taking great care not to poison himself.

Blackened Armor: This process changes the color of the armor, without changing its sturdiness and strength. A knight may blacken his armor and his shield for several reasons:



IN YOUR GAME—LOOKING LIKE A KNIGHT

KNIGHTHOOD is perhaps the most prestigious office a fighting mortal can achieve, and most knights try to look the part. Many knights take great care to cultivate a certain appearance. DMs might (optionally, of course) wish to apply circumstance modifiers to social skills to reflect this. A Dark Knight wearing spiked, blackened armor might receive a small (+1 or +2 at most) circumstance bonus to Intimidate checks against creatures not used to seeing it. A knight with elaborately gilded and polished armor may receive a circumstance bonus to Diplomacy checks. A knight

- To prevent and protect against rust
- To indicate that he is a rebel, not bound to any king or lord
- To hide or keep secret his identity and his allegiance
- To indicate that he is a Knight of Neraka

Different methods result in different degrees of blackness. The deepest black comes from simply applying a coat of paint to every surface—though even the best paint job does wear and scuff and need retouching. A more durable method is to heat basic steel armor by boiling it in a pot of very hot, dirty oil. The oil residue bonds with the surface of the metal giving a dark glossy finish. Armor can also be soaked in special plant extracts to produce a dark grey (almost black) finish.

DRAGONMETAL ARMOR

Dragonmetal is a material unique to Ansalon. Armor made from it is lighter than steel, but just as strong and durable. The metal itself has innate magical properties and does not require any arcane or divine enchantment. Pure dragonmetal can be found beneath Dragon Mountain in Foghaven Vale welling up from the earth in a pool of cool liquid metal. It is a principal ingredient used in forging *dragonlances*, but it can also be used to forge other items as well. Because the only known source of the metal lies in Solamnic-controlled lands, dragonmetal armor and weapons are forged by smiths loyal to the Knights of Solamnia and given to knights and allies to honor the individual's rank or valor.

Dragonmetal armors are one category lighter for the purposes of movement and other limitations. Heavy armors are treated as medium, and medium armors are treated as light, but light armors are still treated as light. Spell failure chances for armors and shields are decreased by 10%, maximum Dexterity is increased by 2, and armor check penalties are reduced by 3 (including the 1-point reduction for masterwork quality). Only master smiths have the skill to work dragonmetal, and their work is always of masterwork quality.

in ragged or substandard armor may receive a circumstance penalty to social skills vs. other knights. Elaborate or well-painted heraldry emblazoned on a knight's shield may grant others a circumstance bonus to their Knowledge (nobility and royalty) checks to recognize him or to his own social skills as his reputation precedes him.

The DM should assess these circumstance bonuses or penalties when she judges they're most appropriate. Remember that they don't stack with other circumstance bonuses and they should never be large.

Sometimes a stolen item made of dragonmetal makes its way into the hands of others. Such an item will usually bear a family crest or identifying mark to connect it to its owner; it also usually bears the mark of the smith who forged the piece. Those who return such an item receive great favor and rewards. These items are considered gifts from the gods of Light and are revered by Solamnics. Those who keep a dragonmetal item not rightfully theirs will curry great enmity from the friends and family of the owner, and from the entire Solamnic knighthood.

HELMETS


Helmets are hot, and they can restrict vision and hearing. Yet, the protection they offer is so valuable that most knights wouldn't last long in battle without one. Helmets come in as many different shapes and sizes as do hats. Either the helmet must be pre-padded to cushion the head, or the knight must wear a separate piece of head-padding such as an arming cap. As with hats, one size does not fit everyone; there is a chance that a found helmet may be designed to fit a different sized head. Most knights tend to carry their helmets with them on their saddles and only don it when battle is imminent.

The greater protection the helmet gives, the less mobility the knight will have when it comes to head movement. The sturdy metal collar that covers the neck tends to act as a stiff metal neck brace, keeping the head and the shoulders in a fairly rigid position. Actions a bare-headed knight takes for granted, like turning his head quickly to glance over his shoulder, are not possible when wearing helmets that totally encase the head. For example, knights wearing close helms will have to turn from the waist to look to see what's around them. On the other hand, helmets with aventails (mail neck coverings) allow for head-turning movements, but they lack a bit in protecting the neck from smashing blows.

UNDER THE ARMOR

All medium and heavy armor comes with a layer of padding that affords the knight additional protection from the realities of wearing plate and chain. Knights who





find that they need to get into armor quickly should refer to Chapter 7 of the *Player's Handbook* for details about hastily donning armor. Armor worn without padding suffers the same penalties as armor donned hastily (-1 to AC bonus and additional -1 to armor check penalty) due to the chafing, discomfort, and lack of support the knight experiences.

SWORDS

Knights often revere the sword above all other weapons. It is the one type of weapon most closely interwoven with the life of a knight. From infancy, a knight will have grown up hearing tales and songs of knightly deeds with powerful swords. A blunt wooden sword may be part of his earliest training as a page, and a well-used but serviceable sword may be the first gift given to a squire by his knight master. The sword not only plays a part in his knighting ceremony, but it protects him in war. Throughout his life a knight will carry a sword, and then, at his death, it may be interred with his body, hung over his tomb, or represented on his stone effigy. For those knights whose sons follow in their footsteps, a sword might be the greatest treasure handed down as an inheritance. While a knight who does a normal amount of fighting might wear out several shields in his lifetime, his original sword might be expected to outlast him.

Most knights can see beauty in even the most plain-looking sword, with its simple perfection of line, faultless balance (according to its purpose) and a weight of only two or three pounds. Some of the finest swords may be more decorated than a fine artwork, with intricate engraving on the blade and gems and precious metals covering the hilt. The sword itself may be imbued with special magic that adds to the knight's own powers. Such a sword might become a knight's best friend and closest companion. If a sword doesn't come with a splendid name like *Wyrmslayer* or *Golden Ice*, a knight will often name his sword himself. It is rumored that the personal courage, strength, and renown of the original owner contributes to the sword's power in battle and that subsequent possession of such a sword can add to one's own prowess.

Most knightly swords have broad, flat blades with two cutting edges running nearly parallel to each other and ending in a rounded point. The hilt of the sword contains the cross-guard (hand protector), the handle (grip), and the pommel (counterbalance). Of course, knights are capable of using most bladed weapons, including curved swords, rapiers, and pointed Cinquedeas-type swords, but the true knightly sword is the longsword, the bastard sword, or their extension, the greatsword.

Some knights may wish to engrave their swords with mottos or heraldic crests. Tradition states that engravings on sword blades meant for battle are always made so that they can only be read if the hilt is up with the point toward the ground. Likewise, arms engraved into a pommel or a maker's mark are upside down if the sword is held point up.

Some knightly swords have fullers running down their length. These grooves are designed to lighten the sword

and to make the blade itself a little more flexible without losing strength. These are also sometimes called blood grooves, though blood has nothing whatsoever to do with the purpose of putting one or more of these into a blade.

SHIELDS

A knight will find that his shield is useful in many ways—not only to protect himself from a blow, but also to use as an off-hand weapon. Of course, the most common use is to parry an opponent's weapon, but shields can also be thrust into an opponent's face in a view-blocking maneuver. More rarely, an attack with the shield's edge can knock an opponent off balance or knock aside his weapon. Also, when groups of knights with larger shields line up together in battle, they can hold their shields together to form a shield wall; in a shield wall, each man's vulnerable right side is partially protected by his neighbor's shield.

Shields can be metal or wooden. Wooden shields are often made of thin wooden planks, laid next to each other or cross-grained like plywood. The typical thickness of such a shield varies from about two-thirds inch thick to just over an inch thick. A leather covering on the surface of a wooden shield will add strength and protect the wood from splintering when hit. A metal band around the edge of the shield can provide protection against slashing attacks that can otherwise nick deeply into the shield's rim. A knight's shield can be plain, but usually it is brightly painted with heraldic designs. Often, small wooden shields have holes cut into them across which a bar is fastened at the back for the hand to grip. This hand hole is then covered on the front with a metal covering called a shield boss to protect the knight's fingers.

Many famous Knights of Solamnia such as *Sturm Brightblade* used a round shield in battle, though this is not a universal preference. *Dwarven Golden Hammers*... also prefer round shields. However, Knights of *Neraka* favor the flatiron shape, so named because it resembles the household iron used for pressing wrinkles from cloth. Elven shields tend to be long, thin, and lightweight, while minotaur shields, though rarely used, are either long and heavy, or round with a shield boss and a metal rim.

SPEARS & LANCES

These simple-looking weapons come in a variety of sizes and weights. The well-trained knight will probably be proficient in all the various uses. However, the heavy spear or lance is generally the knight's most useful tool, after his sword. A heavy spear generally consists of two or three parts. There is the long straight pole or staff and the large, arrow-shaped head. A heavy spear may also have lugs at the base of the head to prevent it from thrusting too far. The weight and speed of a horse, when harnessed into a lance thrust, is a powerful force that can drive a spear through to the lugs. As a result, in battle these spears are often held with both hands for stability during the attack, while the knight anchors himself with his stirrups and saddle. Knights who joust will find their jousting skill transfers easily to the battlefield use of the heavy thrusting spear because it closely resembles a jousting lance.

Polearms and halberds, variations on the spear theme, are also used by many knights.

A lance is basically a modified heavy spear. Frequently a cone-shaped guard ahead of the grip protects the hands. The lances used for war usually have smaller vamplates (hand guards) than those used in jousting. Behind the grip, the shaft is usually conical or cylindrical, for a balanced, secure hold.

Dragonlances are essentially heavy spears created for the express purpose of killing dragons. These weapons function as a normal lance against most opponents, but against dragons, they are devastating. A *dragonlance* can be used by foot soldiers or by mounted combatants. *Dragonlances* contain the rare dragonmetal and are so highly valued that they are never for sale; they are given or assigned to those worthy of bearing them when the need is great. To form a lesser *dragonlance*, one must have dragonmetal, secret knowledge of how to do it, plus one of two magic artifacts (either the *Silver Arm of Ergoth* or the *Hammer of Kharas*). In order to forge a greater *dragonlance* (or “true” *dragonlance*), one must have dragonmetal, secret knowledge, and both artifacts.

BOWS & CROSSBOWS

Most knights are proficient in at least one of these types of missile-firing weapons, from his experience while hunting if nothing else. However, even the most proficient archer will often find that in a war he does not often get a chance to show off his skills. Often a knight is expected to concentrate on his other abilities and has little time for bow-shooting. For example, a large army made up of many types of fighters usually has a group of men who specialize in archery. If there is a supreme commander, guiding several different types of fighters, a knight is usually assigned tasks that befit mounted cavalry. However, in smaller conflicts, or while adventuring or on quest, skill with a bow comes in handy.

A KNIGHT'S MOUNT

Knights are generally pictured as mounted warriors. There are exceptions, of course, but the fact remains that most knights ride into battle on some beast. Horses are the most common mount, but some knights specialize in other mounts, such as dragons and griffons.

Type	Known Qualities	Purpose
Destrier	Powerful, durable & nimble	Ridden for war and jousting
Courser	Swift	Ridden for hunting and war
Palfrey	Well bred, easy paced	Ridden for travel
Hackney	Less well bred	Ridden by squires and servants
Sumpter	Packhorse	Carries supplies
Jennet	Small & gentle	Ridden by knight's lady

Unfortunately, a mount can be one of the most expensive pieces of equipment for a knight. Gaining a mount in the first place can be costly. Maintaining the mount over several years can also be expensive. And then there are costs for gear and training that the knight must cover out of his own pocket. Plus, knights who maintain a mount usually have to keep multiple mounts: at least one for everyday riding and at least one for war. With every additional mount the knight employs, the cost associated with them quickly multiplies. They're worth having, but they're expensive.

HORSES

Horses are vital equipment. In fact, the association between knights and horses is so strong that many ancient words for knight literally translate as “horseman.” Knights use horses for warfare, hunting, jousting, traveling, and carrying supplies. Even knights who ride dragons and griffons into battle may need a horse to ride occasionally—for short trips to neighboring towns or for hunting in the woods, for example.

An established knight typically needs to have at least two warhorses. In battle, once a horse has been felled, the horseless knight can more easily be captured or killed, so it's always good to have a squire standing nearby with a spare. A furnished warhorse includes the horse, saddle, stirrups, and leather gear. Unexpected expenses often crop up. For example, the types of heavy horses preferred by knights tend to have wider, softer hooves and may need to be re-shod more often. So a knight may not be expecting this additional expense, but his horse may require more horseshoes than a smaller horse would. A knight may also have to pay for healing spells if his horse gets injured. Then, there is the cost of replacing a horse. Sir Bridgemore, a Knight of Solamnia whose horse was killed in the famous battle of the High Clerist's Tower, quotes 800 steel pieces as the cost of re-equipping himself with horse and barding (horse armor). Even during the War of the Lance, this exorbitant figure indicates the scarcity and the difficulty in replacing a mount and equipment in the middle of a war.

To cover horses injured or killed in battle, taken as booty by enemy warriors, and those who succumb to illness, a well-prepared army should plan on having five to eight horses per knight. In addition, there need to be baggage animals and travel animals and breeding animals. In reality, no army is usually this prepared, but it is not an unreasonable goal.

TYPE

What qualities should a knight look for when choosing a warhorse? The horse should have a heavy chest with good lung capacity and endurance. It must also be nimble. These types of horses are called destriers. An example of a good breed of destrier might be an Andalusian, but there are other similar breeds that work equally well. Basically, a knight should look for a horse that can carry a heavy load for a long time, but which is also capable of short bursts of speed. The exceptional sturdiness of the destrier makes it a great choice for both battle and jousting. The impact of two



heavy lances delivered by a knight to his opponent, both of whom might be traveling at perhaps 20 miles per hour, would require a horse of great strength to hold up to such a shock.

While it is technically possible for a knight to use the same horse for jousting and on the battlefield, this is generally not the best approach. A knight can earn a lot of money jousting on the circuit, especially with a perfectly trained jousting horse. That makes the jousting horse too valuable to risk injuring in battle.

In addition to his own warhorse, his backup warhorse, and his jousting horse, a knight must purchase all of the horses ridden by his servants, his squire, and his lady.

Training

A new horse doesn't arrive knowing how to be a good mount. In fact, a horse's main defense in the wild is running from an enemy. Speed is a great asset, but a knight must be able to control exactly when the horse uses speed to flee. The knight cannot afford for his horse to instinctually run from everything it perceives as an enemy. And yet, not every wild horse flees from every enemy. In certain circumstances, wild horses aggressively face an enemy. Wild stallions bite and kick each other to show dominance; knights therefore prefer stallions as mounts. With training, stallions can learn to use their belligerence when in battle.

A knight fighting on a battlefield with other knights can count on a certain amount of herd instinct to help keep the animals charging together. However, a green horse with little basic education cannot be expected to maneuver skillfully in the charge or to keep his allotted position in rank for long. Breaking ranks, whether accidentally or in a show of bravado, is generally considered a terrible offense for a knight. Punishment for such an action is severe and could result in loss of knighthood or execution, depending on the knighthood. So it is important that a knight's horse knows how to charge together with other horses on the battlefield.

It is also important to build a horse's confidence in its rider. A horse that trusts its rider will attempt things that would make others balk. A horse must have so much faith in its rider that it will remain under control even when in the presence of unusual creatures such as trolls, ogres, draconians, griffons, or even dragons. Horses must be trained not to spook when they see such creatures.

Not all of the training is for the horse. The rider must also learn how to remain in control of his horse, even

when the situation is grim. If the rider lacks confidence or becomes nervous in battle, the horse may sense it and may not follow commands.

A horse used for solo combat must also be trained not to flinch from the target it is charging toward. This is especially important in a joust; mounts are trained to lead with the right leg so that, if they swerve during jousting, they swerve away from the opponent to avoid collisions.

TACK

Leather for saddles and reins must be durable, for good equipment is only as strong as its weakest part. Cowhide is the best choice. It must be tanned, cured, and oiled, making it another expensive commodity for the knight. Saddles for battle have high front and back arches to help keep the knight in place when threatened by an enemy's thrust or by the rapid twisting, turning, and jarring stops of a horse in motion.

A saddle with a high front (pommel) and back (cantle) also helps a knight to put considerably more force behind his own thrusts and slashes. A thick saddle pad usually protects the horse's back from saddle sores and pressure galls which could put it out of action. The thick pad also gives some protection against arrows and swords. Traditionally, the saddle has

long stirrup leathers to give the knight a deep straight-legged seat, so the knight is virtually standing in the saddle. This enables him to use it as a fighting platform, both to take his weight and also to hold him securely in place while delivering or receiving blows. Spurs are commonly worn. Generally of iron, spurs can be decorated or gilded over; gilded spurs are sometimes given to a knight at the completion of his tests as a symbol of his acceptance into the knighthood.

ARMOR

Horse armor is expensive. A well-dressed warhorse has armor on its head, neck, and chest. The most important part is the shaffron, the piece for the head. Knights may purchase a crinet to protect the neck. The crinet is flexible due to sliding rivets (which can be seen from the outside), and leather bands (hidden inside) which connect separate pieces. Neck and chest armor is important and can protect the vulnerable jugular vein and the vital area above the withers. Wealthy knights often decorate their horse's armor with etchings or bands of brass or gold. Most knighthoods impose a fine on knights who injure their horses by using poorly fitting barding. For the sake of mobility, horses' legs and bellies are usually left unarmored, which leaves those areas particularly vulnerable to arrow or sword attack. Magical armor, though rare, doesn't come with the



concerns of weight or flexibility; it is light and does not encumber the horse.

A richly decorated tapestry that covers the horse's back and rear can display heraldic arms and may be padded for extra protection. Such a covering can also be made of mail, though this is much, much heavier. The ultimate frivolous decoration for a warhorse is a feather crest or decorative metal crest fastened to the shaffron.

WARPONIES

Warponies are a little slower and a little smaller than warhorses. Warponies can carry only a third of the weight that a warhorse can, but they require far less feed and water and are often hardier and better able to resist extremes of climate and altitude. With proper training, they make great transportation mounts for smaller humanoid. In battle, however, a knight on a warpony suffers a disadvantage in size and speed when facing enemy knights riding almost any other type of mount.

DRAGONS

Many knights view dragons as the ideal mount. After all, dragons and their riders have fought together as effective teams at various periods in Krynn's history. The introduction of a squad of dragonriders has changed the tide of many a battle on Ansalon. Dragons are highly intelligent—sometimes more so than their riders. Plus, because they talk (sometimes too much) and have complex emotions and strong opinions, a dragon can be much more than a mount; he can be a partner, even a best friend.

Over time, dragonriders develop a strong bond with their mounts that allows the two to work together to protect each other, communicate without words, and combine their skills to be as effective as possible in battle. The relationship between dragon and rider is one that benefits the dragon as well. Dragons are solitary creatures that do not have the innate talent, as do wolves or lions, to join together in packs to hunt their foes. Dragons usually fight their battles one-to-one with claw, bite, and breath, and they have little experience coordinating with other dragons. Dragons are more than smart enough to handle coordinated battle formations—they just usually prefer a strategy where the enemy is divided up into equal groups and each dragon takes care of his portion. No dragon wants to be left out of the glory of battle because he was busy watching his dragon allies' backs while they were flying about killing the enemy. A dragon's ego is much more suited to tactics in which everyone shares in the killing. Other than a massive initial attack where all dragons charge at once in a "let's all go get 'em" approach, dragons are surprisingly lacking in group strategy and tactics. That's where the riders come in.

Dragonriders are usually smaller creatures who have experience in cooperative tactics. Dragonriders can teach dragons the efficiency of having an ally looking out for you, watching out for additional foes, flying in formation, as well as helping to fight.

Dragons are known for their amazing flying skills. Even the youngest baby dragon, a wyrmling, can fly faster than

most knights can run. Dragons can also run faster than the swiftest horse, though they do not often choose to do so. The mere appearance of a dragon has the ability to frighten animals and fighters alike. Dragons have a strong resistance to magical spells; older dragons are often spellcasters. Dragons need little protection from the elements and can fend for themselves in terms of food and water. Finally, a dragon's breath weapon wreaks havoc in enemy ranks.

EXOTIC SADDLES & GEAR

Riding a dragon requires an exotic custom-made saddle which gives the rider the stability he requires to attack. In the War of the Lance, special saddles were used that allowed the riders to stand and to brace and maneuver the large *dragonlance*. Those saddles also came with a huge shield-shaped area for the rider to duck behind when attacked by enemy dragon breath.

OTHER TYPES OF MOUNTS


There are several other creatures that can be ridden by knights. In general these creatures can carry quite a lot of weight—up to 900 pounds for short distances. Most of them have wingspans of twenty feet or more, but in order to fly and carry a rider they must first be trained. Even the intelligent mounts that can speak Common must be trained before they can be ridden. But first, in order for an intelligent mount to even accept training, he must like the rider who is training him (determined through a successful Diplomacy check). Training requires about a month and a half of intensive work and a DC 25 Handle Animal check. All super-sized and miniature mounts must be equipped with specially crafted saddles before they can be ridden.

GIANT RAPTORS

Giant raptors—including eagles and owls—are usually found in the wild by themselves or as a mated pair. There has never been a squad of knights riding on a flock of giant eagles. However, occasionally an individual knight will have a giant eagle or giant owl as his personal mount. These mounts are much larger than their mundane and unintelligent cousins, and they are capable of carrying armored knights with relative ease. Due to their excellent eyesight, giant eagles spot danger and issue warnings to their companions; they are superior at aerial maneuvers and can often evade attack. Giant owls, as nocturnal animals, possess excellent nightvision and fly silently through the night, making them ideal for scouting missions. Giant eagles understand and speak Common and Auran; giant owls understand Common and Sylvan. Giant raptors can be convinced to serve as mounts—but only for knights to whom they take a liking. A giant raptor that is part of a mated pair will not leave his mate to serve as a mount, unless his mate also comes along to serve as a mount. Regardless, a mated pair will never leave their young offspring alone and unguarded in order to serve as mounts, even temporarily.



GAINING A MOUNT



DRAGONRIDERS are fairly rare. Even knights who feel deep inside that they'd make an excellent dragonrider might have trouble finding a dragon to ride. Dragons are proud creatures with strong personalities and may not wish to serve as mounts. They are also powerful creatures that cannot be forced to do anything they do not wish to do—let alone serve as some knight's ride. The knight with his heart set on a dragon mount has four basic options: having a dragon assigned to him by his knighthood during a time of war, raising his own dragon mount from an egg, negotiating a contract with a dragon for temporary service, or gaining a dragon friend who serves as a mount out of friendship. In all cases the rider's alignment must be a close match with the dragon's, or the dragon will never allow the rider on its back.

A TEMPORARY ASSIGNMENT

This is actually the most common way for a knight to get the opportunity to ride a dragon as a mount—to have one assigned to him by his knight commander. In fact, in wartime in Ansalon, dragons have a tendency to show up to join the fight at the most opportune moments. For the duration of the war, a certain number of dragons will need to be paired with riders. Chiefly the commanders will be looking for a knight with diplomacy skill, because riding a strange dragon can involve more negotiation and patience than anything else. A strange dragon that hasn't yet come to trust the knight's experience may not immediately work as a partner. Patience, tact, and expert horse-riding skills also help.

A BABY RAISED FROM AN EGG

This very difficult and expensive way to gain a dragon mount is also the most time consuming. Gaining an egg in the first place is not an easy task. Most metallic dragons are very protective of their young and will not give up an egg willingly. Evil dragons might be willing to sell one of their eggs, especially if they have several, though the price would be incredibly high—perhaps a powerful artifact that the dragon couldn't otherwise obtain on her own. Of course, even if one has an artifact to trade for a dragon egg, negotiating with an evil dragon is a risky proposition at best. Steps must be taken to keep the evil dragon from taking the artifact and keeping the egg. Rescuing an egg from the lair of a dead dragon or taking an egg from an abandoned nest is possible, but it would require incredible luck and timing.

Regardless of how an egg is obtained, all dragons' eggs have certain extreme temperature requirements that must be maintained in order to incubate. Keeping the egg at just the right temperature for hundreds of days is often a difficult ordeal.

Assuming the eggs hatch in captivity, caring for a baby dragon comes with many headaches. First it's an expensive process. During the first five years of a dragon's life, a wyrmling costs a minimum of several thousand gold pieces per year to maintain and feed. An infant dragon is more like an intelligent child (intelligence score from 8 to 18) than a pet; it may even be smarter than the would-be rider. Although dragons learn quickly, they do get cranky when they're tired, so raising one also requires tact and patience. Strong discipline and harsh words will have a very negative effect on a young dragon. Since dragons can be quite self-sufficient from the moment they hatch, keeping a dragon that doesn't wish to be kept is almost impossible. An unhappy wyrmling will most certainly escape at the first chance.

A NEGOTIATED MERGER

Since most dragons love treasure, it is often possible to bargain with a would-be mount. Negotiations will involve an offer of payment or reward given to the dragon in exchange for serving for a limited time as a mount. The better the payment, the longer the dragon might be convinced to stay as a mount. The younger the dragon, the more likely that it will be amenable to such an arrangement. Different types of dragons prefer different types of treasure; the reward offered must be either large in amount or high in value. Since most dragons are intrigued with powerful magic items and artifacts, those often work best.

A FRIEND VOLUNTEERS

Sometimes a knight is in a position to befriend a dragon. Perhaps the knight once performed a service that aided the dragon or formed a bond with a dragon mount during wartime. Regardless of how it happens, it is possible for mutual respect to develop between a human and a dragon. In such cases the dragon may enjoy the human's company and may agree to stay on as a mount for a short time. As long as the dragon is treated with respect, provided with the maintenance befitting a dragon, and perhaps occasionally given dragon-sized gifts of treasure, a dragon might even stay for a while.

Eventually even a friend dragon will leave. Some dragons grow bored of living among mortals. Other dragons leave in order to seek a mate.

GRIFFONS

A griffon is a large, winged, magical beast with a body resembling a lion and a head and front legs resembling a great eagle. They are smarter than horses, but much less intelligent than dragons. Training griffons as mounts is made a bit more interesting by the fact they understand, but do not speak, Common. However, their favorite food is horseflesh, so it can be challenging to keep them as mounts for any army that also includes horses.

Griffons get along with most humans, kender, or dwarves, but they really seem to get along best with elves. Elves and griffons have ties that go back thousands of years, and the noble griffons have a proud tradition of carrying their elven comrades into battle. Elves mounted on griffons are no match for opponents on dragonback, although a griffon will never shy away from such an opponent. Griffon riders are generally used for scouting missions, skirmishing, and as messengers. One downside of using griffons as mounts is that they instinctually utter an ear splitting, high pitched scream as they attack, which can be momentarily deafening—especially to those with sensitive hearing.

HIPPOGRIFFS

Hippogriffs are found in the wild as mated pairs—though they have also been known to band together to attack in groups. A hippogriff has the torso and hindquarters of a horse and the forelegs, wings, and head of a giant eagle. It is a very aggressive flying creature that will fight to the death if necessary. It's only as intelligent as a horse, but it will eat anything, including humanoids, so it does not generally blend in well as part of a large army. If a knight has his heart set on a hippogriff mount, the best way to secure one would probably be to raise one from an egg. However, a hippogriff mount would require additional training and constant reinforcement in how to behave among creatures it instinctually considers food.

PEGASI

History has never recorded a group of knights making an attack on an enemy while on pegasusback; however, occasionally an individual knight is able to obtain a pegasus as a companion. Pegasi are winged horses that weigh about 1500 pounds. They are much smarter than horses and griffons, but they are also much more shy and reclusive. They will serve as mounts, rarely, but only for good aligned knights.

A KNIGHT'S HERALDRY

Heraldry is any picture or design used by a knight or noble family that is specifically intended to represent and to evoke thoughts of that family or individual when it is viewed by others. Heraldic designs are very useful for purposes of identification. A knight's heraldic design can be placed on almost any item. The design can be:

- worn on armor used in warfare,
- hung on banners used for pageantry,
- emblazoned on doors, cups, and other items for

decorative purposes,

- engraved in seals to authenticate documents,
- and carved into stone monuments and burial biers for memorial purposes.

Because no two family designs are exactly alike, whenever a heraldic design appears on an item, it reminds the viewer exactly to which noble family each item belongs. And, because it has such an important identification function, heraldry comes with many strict rules governing what designs are allowed.

Modern heraldic designs began as the feudal system took hold in the human sections of Ansalon during the Age of Might. During this time, all knights who owned land owed a military obligation to go to battle for the higher authority (the king or ruler) that had granted them the land in the first place. Armored knights on the battlefield often wore helmets with protective visors that obscured their faces. In such cases, when it became impossible to recognize a knight by his face, the design painted on a shield provided a clue to who was who on the battlefield. After several battles where shield designs played an important identifying role, guidelines started to spring up and heralds started keeping lists of all the designs currently in use. The heralds developed guidelines to avoiding duplicate and confusing choices. Soon the guidelines evolved into strict rules governing every aspect concerning which knight could claim which design. These guidelines and rules have been adopted across most political and cultural borders on Ansalon.

A heraldic design helps build continuity between old and new generations in a family. This concept of heraldic lineage evolved from proud knights who began to cover themselves with their own special design. In addition to painting the design on a shield, knights engraved it into their swords and wove it into the clothing they wore with their armor. For those knights who fought well in battle, future generations were eager to possess the sword their father fought with, the shield their father carried, the banner their father followed. Emblazoned weapons were among the most cherished possessions handed down by tradition from father to his oldest living heir. The heir naturally takes pride in adopting the symbols and carrying on the fame associated with the colors and unique designs under which his ancestors once fought. If a son does well in his father's footsteps, he continues to add to the glory associated with the design. Thus heraldry became what it is today: a symbol of a noble family, associated with noble deeds, passed down through succeeding generations.

However, not all family crests qualify as true heraldic designs. An example of a family design that would not be heraldic might come from the barkeeper who creates a shield-shaped sign with the symbol of a golden chalice to hang above his tavern. Through time, the golden chalice may come to represent that barkeeper's family business to all who see it. The barkeeper's heirs who take over the family business may come to be associated with the golden chalice design passed down to them. Yet, even though the barkeeper's heirs may paint the golden chalice design on



ANSALONIAN HERALDS

HERALDS are the people who bind the nobility of Ansalon together. Of course heralds keep track of heraldic crests and noble families' coats of arms, but they also carry messages, deliver proclamations, and serve as diplomatic go-betweens. Every major city in Ansalon has a Hall of Heraldry, an office of trained heralds loyal to and employed by the ruling lords and nobles of that city or state. Heraldry loyal to the Knights of Solamnia record Solamnic crests on parchment in a giant book called *The Illustrated Guide*

to the Roster of Loyalty.

Most Ansalonian heralds are trained in Ergoth and are members of the Heraldic Guild, which is a sub-group of the Bardic College. Heraldic Guild members of different nations and Orders regularly meet to exchange information and keep their records up to date. Civilized realms, even those occupied by evil kings and lords, generally grant heralds a sort of diplomatic immunity, so heralds tend to have great freedom of movement across political borders.

their cart (and engrave it on their plates and cups and even paint it on a shield), it still does not qualify as a heraldic design because it doesn't carry with it the noble status of the upper class. Ancient tradition states that heraldic designs must have their beginnings in nobility. However, if an heir of that barkeeper ever becomes a knight, he might then register his ancestral design with a herald and, if approved, at that point the ancient golden chalice symbol could become an official heraldic design.

ACHIEVING A HERALDIC CREST

There are two ways that a knight can acquire his own heraldic crest. He can inherit a design directly from an ancestor and modify it to suit him, or he can create his own original design. Either way, the knight will have to register his design with a royal herald who will check to make sure all the rules have been followed and the design is unique.

ANCIENT FAMILY CRESTS

Extra pride is often associated with a family name that has been interwoven with ancient history. Displaying an ancient family crest is one way of advertising to the world that a knight is a descendant of an ancestor who has performed a glorious deed to which the family crest gives reference. However, the heraldic design is somewhat like a portrait of the knight himself. While a son's portrait may resemble the portrait of his father, there are noticeable differences in appearance that distinguish the two. So it is with heraldic crests. When a knight wishes to have a crest similar to that of a father, brother, or ancient ancestor, small changes can be made in the original design to make the arms his own. Changes might include adding a border, slightly altering the color, or adding something new to the field. If a man has several sons who are knights, each son may use the same design but add an extra symbol (a



BERTHOLD ATWATER



JUSTIN ATWATER



FATHER'S SHIELD



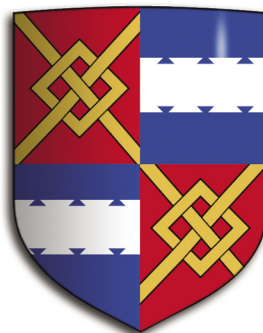
MOTHER'S SHIELD



RONSTAD ATWATER



UTHRAM ATWATER



SON'S SHIELD



GRANDSON'S SHIELD

mark of cadency) to indicate their position in the line of succession. A son may also change the father's colors, without altering the actual design—as in the case of Knight of the Lily Uthram Atwater who altered his Solamnic father's blue water design to represent a pool of red blood.

Often both of a knight's parents come from noble families, and the knight wishes to show respect to both. There is a process called marshalling arms where two or more coats of arms can be displayed together on one shield. Children quarter their shields and display the father's arms and the mother's arms interchanged. Shields can be further broken up to show as many as ten "quarters;" this can turn the shield into a family history that goes back many generations. The downside of quartering is that it often makes the shield look cluttered.

CREATING A NEW FAMILY CREST

Warriors of humble birth who achieve nobility in the knighthood often wish to obtain a heraldic crest of their own. It is possible to design a special crest that begins its history with the new knight himself. New crests can be designed for other reasons as well—for example, a knight whose family name falls into disgrace through no fault of his own may not want to use his ancient family design.

Shield Shape: When creating a new heraldic design, it is helpful to keep in mind the shape of the item on which the design will be displayed. Otherwise, the design might look great hanging on a wall, but have to be squeezed or altered to fit onto a shield. Also, some shields come with a shield boss in the middle, a metal edge, or some other construction detail that might get in the way of a crest.

The Knights of Solamnia are the only major knighthood to officially regulate the shape of the heraldic crest. Since the Knighthood of Solamnia is a body of men unified by purpose,



it was decided long ago that all knights would use the same standard flat-iron shield shape when all crests are displayed side by side in the ancient book. Regardless of its shape, the blank shield is called the field. The field is always decorated, often with rather complex and colorful designs.

Colors: Colors used on crests are divided into two categories: hues and metals. The most common heraldic hues are red, yellow, green, blue, black, and white. Additional colors such as purple, orange, and dark red are also used, especially among the Minotaur Legionaries, but such color choices are considered rather untraditional and bold. Elven Windriders have been known to use more earthen,

naturally-occurring shades of colors such as grass green and sky blue. Metallic colors such as gold and silver do sometimes appear, but those colors are often depicted on shields as yellow and gray. For example, metal weapons such as sword blades and ax heads are often colored gray and only rarely colored silver. Not every knight prefers a brightly colored shield. For instance, the heraldic design of the famed Russle Sagemore, an Ergothian Cavalier,

is simply a green colored field—no design, no symbol. When asked why he didn't have a more complex design, he replied that he wanted everyone on the battlefield to know him by his courageous deeds rather than by a fancy heraldic design.

Things & Creatures: Most heraldic crests have a picture of some kind to go with the color scheme. Many drawings represent creatures or items that actually exist in the world. Items depicted usually display qualities that the knight himself would like to share, such as a sturdy weapon, a fearsome monster, a powerful dragon, a lucky clover. Other designs, such as those that depict skulls or severed limbs, are intended to cast fear into the hearts of those who view them. Some items pictured on shields, though not particularly



BERTHEL VINTEIN



TERRAS DERMONT



WILLEN ERGOT



STRÖM QUISLING





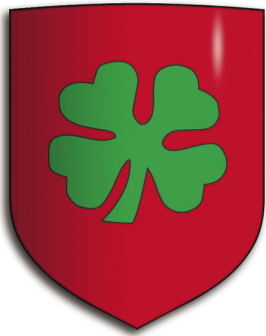
RHOM JELEK



CALE JOTSON



ACKAL PIDUS



DAKIN KOLAN

fearsome or powerful, are chosen because they reference the knight's family name, such as the crests of Helmar Brightblade, Berthold Atwater, and Ulrich Hartasy.

Canting Designs: Some of the most beautiful heraldic designs involve symbols that refer to the bearer's name or that stand for his homeland or his family's trade. This makes it easier for people who don't read to understand

by the picture what knight is represented. For example, the crest of Charles Calcord may at first look like a meaningless shape unless it is realized that the initials "C.C." are depicted back to back. Similarly, the design used by Lily Knight Sedgwick Sothsmán includes a subtle reference to his name; the twin snake design incorporates intertwined versions of the letter "S." Heraldic designs which incorporate pictures that stand for words are called canting designs. Other examples of canting designs include the shields of Charles Atwater, Helmar Brightblade, Hugh Ocre, Julia Castlemore, and Ulrich Hartasy.

Among the most popular Solamnic canting designs are those that resemble interlaced cords or knots. Heraldic knotwork evolved from an early depiction of the interlaced gold cord used to wrap the handles of swords in the time of Vinas Solamnus. The first crest to depict a knotwork design was that of Joshua Celtis. Many knights who descend from the Celtis family incorporate knotwork in their heraldic designs.

A Knight's Domain

The knight's sphere of influence varies from knight to knight. Some knights live in their own servant-filled castles and are responsible for the livelihoods of hundreds of lesser knights, servants, and peasant workers. Other knights are responsible only for themselves; they may not even own property and may have barely enough riches to maintain themselves in the style befitting a knight. Instead of owning a castle, knights may travel, stay in inns or with friends, or live in a common barracks with other knights.

The style in which a knight lives says a lot about the values of the knight himself. In Ansalon, there are five basic styles when it comes to knightly land, riches, and power.



CHARLES CALCORD



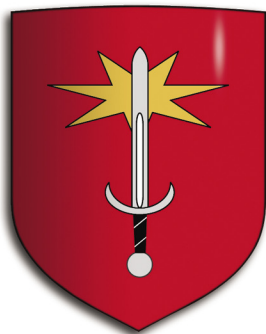
SEDGWICK SOTHSMAN



REDGE CELTIS



JOSHUA CELTIS



HELMAR BRIGHTBLADE



HUGH OCRE



JULIA CASTLEMORE



ULRICH HARTASY



The **itinerant knight** chooses to spend most of his time on his own and only joins with his brotherhood in times of trouble. That doesn't mean itinerant knights are all social outcasts—they are simply more interested in using their lifetime to accomplish things out in the world, rather than using it to raise their own status. An itinerant knight may even use his parents' or a wealthy friend's castle or manor as a home base—a place to rest between adventures, a place to store his extra gear. Itinerant knights can be rich or poor, and they may or may not have a squire. They are often highly motivated individuals. Examples of itinerant knights are those who travel the world looking for good deeds to do or those who are driven to complete an important mission that must be kept secret.

The **fraternal knight** is the most common type of knight. His life revolves around the brotherhood of knights. Possibly he is a knight-cleric or a knight-wizard, attached to a brotherhood because he is needed there. Possibly he is simply not ready or able to strike out on his own. A fraternal knight does not currently own any land and does not have a huge entourage. Usually he and his group of brother knights live at the castle of a much higher-level knight and fall under his rule. Or they might reside at an important military outpost or base. Typical life for a fraternal knight consists of light duty, heavy training, and waiting for battle. Large castles usually have regular guards and watchmen, so fraternal knights are sometimes free to pursue other interests until they are called to fight. Some knights may use this time to perfect their magical or clerical talents. Some fraternal knights rent land from the head knight and have a couple peasants work the land. A fraternal knight, however, does not rank highly enough to have other knights fight under his banner. In small castles and military installations, fraternal knights might be expected to double as guards.

A **knight commander** is also known as a **knight banneret**. He is a commander of ten or more other knights. He has shown excellence in battle at some point and has been given the right to lead his men under his own banner (rectangular flag) rather than a mere pennon (long triangular flag). The knight commander may be a career military man who lives on a military base where he commands many men, hoping for a chance to move up in the knighthood. A knight banneret may also be a landed knight, waiting for his opportunity to move up in the nobility and gain a hereditary title. For some knights, this is the highest position they will ever achieve. The title

of knight banneret or knight commander cannot be passed down to one's heirs. Still, a knight banneret will probably make certain that his firstborn son trains to be a knight to take his place one day.

A **knight baron** is the kind of knight most picture when they imagine a huge castle, land, and servants. A knight baron is a military man who has been gifted with his own fiefdom and been made a peer of the realm. That means that, if he is called to war, he now has to provide not just himself, but possibly hundreds of armed men on horseback for military service. The more land he has been given, the more knights he must provide. Presumably he is a skilled fighter, though he may appoint one of his lesser knights to command the men who fight under his banner. His main accomplishment is that the land he owns and his title of baron can be passed down to his heirs. He may later continue up the social scale and eventually reach a rank as high as duke.

There are only a few **lord knights**. They are the highest level of knighthood, chosen because of their military prowess and their ability to lead men. Some lord knights do not serve a monarch and thus wield almost total power as the highest authority in their knighthood. Other lord knights may be in command of a knighthood or a large branch of a knighthood, yet still answer to the higher authority of a king. The title of Lord Knight carries much respect among the nobles; however, it is actually just a job description and cannot be passed on to one's heirs.

A KNIGHT'S FIEF


Instead of being paid in steel—of which everyone, even the monarch, is short—nobles are often paid in land. Nobles, in turn, often pay those under them in land, and so on. This creates a kind of pyramid system called feudalism. Many Ansalonian knights who are not in one of the major orders (Knights of Solamnia, Dark Knights, or Legion of Steel) live on a feudal estate. Few large nations operate under a feudal economic system, but much of the vast rural lands are governed by local lords and petty barons who implement a feudal-like system and employ knights to defend it.

THE SOCIAL STRUCTURE

The structure of feudalism is a pyramid. At the top of the pyramid sits a king or a high lord who, in theory at least, owns all the land in his realm. Immediately below this person is a group of major landholders called his tenants-

TABLE 1-2: KNIGHTLY SOCIAL STATUS

Type of Knight	Land Status	Noble Status	Knighthly Status	Title	Followers
Itinerant	None	Low	Low	No	None
Fraternal	Renter	Low	Low	No	None
Knight Commander	Varies	Low	Mid-level	No	Dozens
Knight Baron	Owner	Mid-to-high	Mid-level	Yes	Hundreds
Lord Knight	Owner	Mid-to-high	High	No	Thousands



in-chief. These are the great lords and high nobility of the kingdom. In return for their land, they swear to give the king military service; it is understood that they and their retainers will fight whenever and wherever the ruler chooses.

Similarly, the tenants-in-chief grant land to their tenants, the lesser barons and lords, on the same terms. This process is repeated all the way down the pyramid to the knight who is the local lord of the manor. The amount of land a man holds is directly proportional to the amount of military service he must render if called. An itinerant knight or a fraternal knight might only be liable to appear at the muster with a horse, his weapons, a suit of armor, and one or two servants as men-at-arms. A tenant-in-chief or a Knight Baron will be expected to provide scores of knights and several hundred men-at-arms to any conflict that crops up.

This social system of feudalism works best when a determined and powerful ruler sits at the top of the feudal pyramid. In governments where there the ruler is weak, or worse, where rival rulers vie for the top spot, the structure quickly degenerates into anarchy. Without a central authority figure to hold everything together, tenants-in-chief and knight barons, each with their own private armies, end up fighting each other for local or even total control.

The Land: Fief is a term for the acres of habitable land which are granted by a lord in return for service. Some fiefs that are granted already have people living on them. These people, who may not have any knowledge of the kingdom or the nation granting land, also become the knight's property. Technically, the knight owns the land and all the people that live on it. The people who don't agree to belong to the knight will be forced to serve or moved off the land. If the fief granted to a knight has already been developed—with buildings, a village, a castle, and plots of farmland—the knight may simply move in and start running things. However, if the knight is given property that is relatively empty, he will have to develop it for himself.

One of the first things a knight can do with a new fief is to survey it and find the most defensible spot on which to build a castle or manor home. If the land allows, the knight will locate his castle on a rocky hill with water nearby. Architects and builders will take over creating a defensible building in which to live and conduct business. Meanwhile, the knight will figure out the best spot for his farmland as well as where his orchards and meadows should be planted. The best lands, usually about one-third of the total property, will be set aside for his own use. The technical term for the land the knight keeps for his private use is demesne. If a knight has a land grant of 1200, he may set aside up to 600 acres for his own demesne. Of course, the size of an acre is difficult to measure and sometimes varies according to local conditions and soil. However, an acre is roughly considered to be the size of a single day's ploughing for one plough team.

The knight rents out the rest of the land to earn an income, though he often hires someone else to deal with peasant farmers, make up contracts, and oversee the

business end of things. The person who handles these details for the knight is called the steward. Meanwhile, if there are any ogres or other monsters living on the land, the knight may gladly shift his focus to clearing them out.

Just as the knight probably couldn't have afforded such a big piece of land if he'd had to buy it outright from the king, most commoners who want to farm can't afford to pay for their farmland in steel. So, peasants make a deal with the knight's steward to work on the knight's demesne (usually for three days a week) in exchange for which they are granted land that they can use for themselves (on the other four days). Some of the lord's land might be held by free tenants. These are vassals who are in charge of themselves and who rent land from the lord in exchange for payment of money. These vassals do not have an obligation to work on the lord's demesne. However, they will be expected to pay certain taxes and fees in addition to their rent. Rent is usually due twice a year, in the fall and in the spring.

The Lord of the Manor: A manor consists of a village, the knight's house or castle, and the surrounding farmyard. Since manors are often spread out across Ansalon, the people who live on them often form their own community. The highest knight or nobleman is usually called the lord of the manor. He is the leader of the community. He governs those under him, those in his castle and those in the village.

All of those under a lord are called vassals, from the commoners to the lesser knights. In essence, a vassal swears loyalty and pledges to give service to the lord of the manor; in return, the vassal is entitled to the lord's protection and to some of the lord's land which might be granted to him for his own living. Some vassals, for whom military service is not possible, make a monetary payment, called scutage (or shield tax), to the lord.

If the lord is very powerful in his own right, he might divide his land among several lesser knights. These knights in turn might sublet their land to lesser vassals who would then owe their feudal service to the tenant-in-chief, and possibly up the line to a King.

The Lord is often the sole judge for those under him. Depending on a kingdom's laws (if there's a king to make any laws in the lord's region), he has the power to fine or to punish those villagers who break the law in the manor court. He also appoints village officials to make sure that the villagers carry out their duties and to keep track of those who break the law. Vassals who do not comply with their feudal obligation (service or scutage) can be punished with fines, imprisonment, and confiscation of their entire family's possessions. Under an unjust lord's rule, the commoners might revolt.

INHERITED WEALTH

Not all fiefdoms are gifts or grants from a wealthy lord. A knight may inherit a manor from his father or from a distant ancestor. In such cases, the knight will be taking over the family business. He probably knows most of the servants, peasants, and knights who are already part of the manor. Sometimes a knight may inherit a manor from a

distant relative who had no children of his own. Not all manors are passed down from father to son. Some manors have quite a convoluted history, having been passed down to cousins or to married sisters who use their husband's surnames.

A KNIGHT'S CASTLE

A knight's castle serves many functions. It can be a home for the knight and his family, a headquarters from which he conducts business and meets with supporters, and a barracks in which to house his garrison of loyal troops. Location is an important part of building a castle. For example, sites that provide natural obstacles to an enemy, such as a steep rocky hill or a large expanse of water, are more easily defensible against enemy attack. And though a castle can offer protection to those who live nearby, a strategically placed castle, or line of castles, can help protect a nation. When a castle overlooks a mountain pass or a river crossing at a country's border, it might stop or slow an enemy army trying to invade the country.

MOTTE AND BAILEY


The motte and bailey castle is an ancient style of castle. It is more popular in areas where the land is flat and where stone building materials are hard to find. It's relatively simple to build, as the main construction materials are earth and timber. An advantage of a motte and bailey castle is that it can be built very quickly if there is adequate manpower. Using the forced labor of neighboring peasants, a secure castle can be built in roughly two weeks. This is especially useful when spending a long time in an area that is dangerous and a defensible fort is not only desired, but necessary for survival.

The first step involves making a mound with a flat top on which to put the castle. The higher the mound, the more defensible the castle is. A sturdy motte (or central mound) of earth, from 25 to 80 feet high, is erected by digging a big circular ditch—the displaced earth is piled in the center of the ditch to form the mound. The wider and deeper the ditch, the more material will be available for the mound. Other material can be brought in from the surrounding area until the motte reaches the desired height. Laborers then erect a wooden tower on top of the mound. The high tower on top of the motte provides accommodation and a lookout point and gives a clear line of arrow fire over the whole area.

A courtyard, known as a bailey, is then built next to the motte. The size of the bailey ranges from one to three acres. Like the motte, the bailey also has its own ditch and earthworks. When filled with water from a nearby river, this ditch becomes a moat. A wooden fence, called a palisade, is eventually built around the entire bailey for extra security. The bailey ditch and fence provide the first line of defense. The bailey is linked to the motte by a bridge over the moat. If an attacking force manages to get inside the bailey, everyone can run into the tower and the bridge can be pulled up to keep the invaders away. A well-positioned bailey will be laid out so that every point is within bow-shot range of the tower. Houses and stables can be built inside the bailey.

As time goes by and the defensive requirements of the castle are met, the focus shifts to the needs and comforts of those who live there. Kitchens, storehouses, stables, workshops, and most importantly the great hall all compete for space within the fenced-in courtyard area. While it would be nice to replace the wooden tower with





a stone castle some day, the man-made motte may not prove strong enough to bear the weight of a heavy stone structure over time.

Because this type of castle is particularly susceptible to fire attacks, it is not recommended for areas where red dragons live. The wood is also susceptible to crushing damage and does not offer much defense against smashing blows. Wood has a tendency to rot and must often be repaired. On the other hand, it is relatively inexpensive to replace parts.

STONE KEEP AND BAILEY

A stone castle is always better than a wood castle. Stone is more durable, less vulnerable to fire, and more likely to impress the native residents with the power and prestige of the builder. While the building material differs, the layout is much the same as a motte and bailey castle. The bailey is still a large courtyard, but the wooden fence surrounding the bailey is replaced with a thick wall of stone. The keep is the new main focal point of the castle. A keep is a large stone tower that is the strongest and most fortified part of the castle. The keep is where castle defenders go to make their stand, should the bailey be captured. They are built to include living quarters, storerooms, and a well for times of siege. In times of peace, the keep is the main residence for the lord and his family. Keeps come in two basic shapes: round and square.

The Shell Keep: Round keeps built upon sturdy mottes are called shell keeps. In fact, when an old wooden motte and bailey castle is torn down, a round stone keep tends to be good fit on an existing site. The simplest way to build a shell keep is to tear down the wooden tower and replace the round wooden fence that encircled it with a high stone ring wall about 8-10 feet thick. Since a shell keep is essentially a 30 foot tall circular wall—an empty shell of

a building without roof or room divisions—buildings are then built against the inner face of the wall around a small central courtyard. These buildings can be made of wood or stone.

The Tower Keep: A tower keep is a striking building, about four stories tall. The tower keep is generally rectangular in shape. Its walls are thick (10–12 feet), made of stone and mortar and rubble, and they are made thicker at the corners for extra sturdiness. Each wall is further strengthened with buttresses at the center and corners. The corner buttresses are extended above the height of the walls and form turrets that contain spiral staircases that allow access to each floor. Typical dimensions of a tower keep might be 115 feet square, or as big as 110-by-150 feet and 90 feet tall. Because they are huge and heavy, tower keeps cannot be built on a man-made motte. The bigger the castle, the greater the need to build it on a solid foundation. However, tower keeps can be erected on top of natural stone outcrops or on flat land inside the bailey. Another name for the square tower keep is donjon, from which comes the word dungeon.

The inside floors of the tower are divided into rooms. There is only one entrance to the inside, usually through a door on the second floor that can be reached by a covered external staircase. Rather small windows appear only on the upper floors, and arrow slits are interspersed in the walls of the lower floors. Some keeps are constructed in such a way that their roofs funnel rainwater into barrels for later use. However, in order to have a great hall in this castle, a separate building must be built in the bailey, as there is not enough extra space in the donjon.

The bailey is a huge courtyard surrounded by a thick, crenellated stone wall. Interspersed along the wall are several square gate towers for guards and archers. These towers project beyond the outer face of the wall and enable

IN YOUR GAME—PC-OWNED CASTLES

A **PLAYER** character who rises high enough in a knighthood, inherits from a parent or relative, or simply acquires enough wealth to afford it may find himself the proud owner of a castle and estate.

DMs should not underestimate how greatly this can change a player character's priorities. Rather than running off with his friends to explore a newly discovered dungeon, he may find he needs to stay to deal with dishonest roofing contractors. Instead of sallying forth to slay the legendary dragon tormenting a region far away, he may need to be at home to make sure the spring floods don't damage his fields. In other words, there's the possibility that the character could become *boring*.

On one hand, this is a fine way to retire a character whose story has been told. Perhaps the player is simply ready to try a different race or class, or maybe the character has reached the logical conclusion of his

development. In any case, if a player is looking for an excuse to roll up a new character that doesn't involve killing off his old one, this is a fine one.

On the other hand, perhaps the adventuring party is looking to settle down a bit and try something new. Having a campaign centered in a single geographic location, rather than gallivanting across the continent, opens up all sorts of different opportunities. Other player characters can consider opening businesses. The party rogue can get involved in local guild intrigues. The knightly character's friends might be offered positions of authority within his household. If the estate exists on the borders of a dangerous land (Throtl, Nordmaar, southern Abanasinia, and southern Ergoth are fine examples) the party may have to regroup regularly to fend off incursions of goblin raiders, ogre berserkers, or even nastier creatures into areas that the players have a direct emotional stake in.

the guards to defend the wall while remaining under cover behind the battlements of a flanking tower. Should the enemy attempt an assault with scaling ladders or belfries, he would face fire from several directions instead of just one. Also, during an invasion, the flanking towers can be turned into strongpoints, dividing the wall into sections, so that the capture of one section of the wall does not inevitably mean the loss of the whole bailey.

CONCENTRIC CASTLES

Concentric castles are specially designed to allow for multiple rings of defense, improving on earlier castle designs in which the walls surrounding the bailey are pretty much their own defense. Even baileys with flanking guard towers along the wall have no secondary plan to save the bailey if an attack by sappers or batterers is successful. Once the bailey walls are breached, the only remaining strategy is for everyone to retreat to defend the tower or keep. The emphasis on the importance of the tower or keep for defense comes at the expense of the bailey and all the important buildings and supplies stored within. While defenders can shoot arrows down on the invaders as they ransack the bailey, the buildings of the bailey tend to provide cover for the enemy, giving them a place to duck and hide.

In a concentric castle, there is no central keep and all parts of the castle are protected by several other parts of the castle. This is achieved through a series of curtain walls that ring around a central core. The outermost curtain wall is large, sturdy, and lined with round towers called turrets that are harder to breach than square towers. They also provide great cover from which archers can easily assail an enemy line. Behind that big wall is a courtyard, with no buildings which could provide cover for an enemy. The next inner wall is an even bigger curtain wall, also lined with even bigger round towers. Archers can stand on the inner wall and, because of its height, see clearly to shoot over the heads of archers on the outer wall into the enemy lines. The castle itself in the center has the highest walls, giving the defenders the maximum height advantage and allowing inner defenders to assist the defenders on the outer walls.

The massive size of a concentric castle requires a huge amount of land. If a wide moat is desired, it becomes even more difficult to find a perfect spot on which to build. Concentric castles are also tremendously expensive to build.

PLAYING THE NOBLE KNIGHT

This chapter has discussed many ideas for roleplaying knights in the *DRAGONLANCE* setting. Many players and DMs find that some concrete rules can aid them in applying roleplaying concepts. This section introduces several new feats, magic items, and the armiger, a set of substitution levels to allow the noble base class to take a more martial flavor. Together with these new rules and the information presented earlier in this chapter, creating a distinctive and interesting knightly character should no longer present such a problem.

UNCONVENTIONAL KNIGHTS

It isn't difficult to imagine creating a knightly character using many of the base classes provided in the *Player's Handbook* and *DRAGONLANCE Campaign Setting*. Fighters, paladins, clerics, mystics, and even nobles lend themselves well to the roles that knights fulfill. This often means that the other classes available to player characters are left out of the knightly vocation. Here are some ideas for how to create a knight character using each of the core *DRAGONLANCE* base classes.

BARBARIAN

Barbarians are wonderful combatants, but they are typically individualistic warriors. Their prohibition of lawful alignments prevents them from aspiring to most knightly prestige classes, and their rage ability is antithetical to knightly discipline. However, a player looking for a roleplaying challenge could see this as a flaw to be overcome and choose to play a knight from a primitive culture attempting to join the more civilized world.

BARD

Their requirement to be non-lawful will prevent them from many knightly prestige classes, but even so, a bard can make an excellent knight. Clandestine knights can make use of their enchantment and lore abilities, or they can serve as historians in units of conventional knights.

CLERIC

Cleric is one of the best classes to use to model a religious knight. Playing a cleric of a martial-minded god and selecting domains like strength, war, sun, or death turns a cleric into a fearsome knightly combatant. Clerics specializing in healing and protection also serve a vital battlefield purpose.

DRUID

Druid is a tricky class to find the knightly potential in, but it is there. If an order of knights has units serving in Ansalon's wilds, which all three major orders do, there is likely a place for a druid among their ranks. While they can't wear the armor of the stereotypical knight, their value as scouts and spies while using their shapeshifting abilities is undeniable.

FIGHTER

Fighters are natural knights. Their versatility in combat skill allows modeling cavaliers, archers, swordsmen, or any other sort of combat-focused knight with ease. Fighter also serves as a perfect multiclass option for players looking to add more martial ability to a knight centered on some other class.

MARINER

While the knight and the sailor are commonly thought of as distinct archetypes, in a *DRAGONLANCE* campaign there is room for some overlap. Ergoth, historically the birthplace of knightly orders, also boasts a long mariner



SUBSTITUTION LEVELS

SUBSTITUTION levels are levels of a given class that you take to gain certain benefits instead of the level benefits associated with the standard class. Selecting a substitution level is not the same as multiclassing; you remain in the class for which the substitution level was taken. The class features of the substitution level simply replace those of the normal level. To qualify for a substitution level, you must be of the proper class. For instance, a fighter can't take a substitution level for the rogue or monk class.

Most classes have a number of substitution levels, each of which you can select at a specified class level. When you take a substitution level for your class at a given level, you give up the benefits gained at that level for the standard class, and you get the substitution level benefits instead. You can't go back and gain the benefits for the level you swapped out—when you take your next level in the standard class, you gain the next higher level as if you had gained the previous level normally. For instance, if you are a 4th-level wizard and take the Kingfisher substitution level for 5th level, you forever lose the benefits normally provided to a standard 5th-level wizard (you gained instead the substitution level benefit for a 5th-level Kingfisher wizard). When you gain another level in wizard, you gain the 6th-level benefits of the standard wizard class.

Unless otherwise noted in the description of a substitution level benefit, a character who takes a substitution level in a spellcasting class gains spellcasting ability (increases in spells per day and

spells known, if applicable) as if he had taken this level in the standard class.

A character need not take all the substitution levels provided for a class. For instance, a Knight of the Sword can decide only to take the Clerist substitution level at 8th level, ignoring the previous substitution levels.

The description of each substitution level benefit explains what occurs to the standard class ability not gained, if that ability would normally increase at a specific rate (such as the barbarian's trap sense class feature).

Normally, if you join an organization after you've already passed one or more of the eligible levels for substitution (such as a character who joins the Order of the Kingfisher in the Solamnic Auxiliary at 9th level), you can't ever gain access to previous substitution levels. At the DM's option, however, a character who joins an organization can be allowed to retroactively apply the effect of substitution levels for that organization. This is particularly appropriate for characters who already belonged to one of the organizations presented here (since the substitution levels were unavailable until now). The DM and player should work together to apply the changes.

Substitution levels are noted parenthetically in statistics blocks after the standard class. A 16th-level wizard with the first two Kingfisher substitution levels would be noted as "wizard 16 (Kingfisher 5/10)."

tradition. A mariner knight could represent a member of nobility called to service as a naval officer, clad in breastplate and wielding a rapier rather than a longsword. Or, a knight could be a reformed pirate, joining an Order as an auxiliary or even attaining true knightly status. The mariner's abilities could easily be interpreted as dishonorable, but this introduces an element of conflict and shouldn't be seen as a drawback.

MASTER

The knightly orders have always had scholarly knights, those lords whose background in letters gives them the knowledge required to record the traditions, laws, and measures of knighthood. A master with the sage focus fits this role. Masters with the craftsman, professional, or performer foci are more likely to be the allies of knights than knights themselves, but in many of the great epic poems the figure of a blacksmith-turned-knight, the merchant prince who becomes a cavalier, or the inspirational minstrel-knight are classic (if unconventional) archetypes.

MONK

At first glance, a monk would not make a good knight at all, being unable either to wear armor or carry a weapon. A monk knight is rare, and those that do exist are likely to join as champions of the common folk, given the monk's traditionally simple lifestyle. This means that the Legion of Steel or one of the minor knightly orders is more likely to recruit them than the Knights of Solamnia or the Dark Knights.

MYSTIC

Mystics make fine knightly characters, combining respectable combat capability with good armor proficiency and useful protective and ability-enhancing spellcasting potential. During the early Age of Mortals, before the War of Souls, mystics formed the majority of the ranks of the Orders of the Skull and the Sword; the Legion of Steel also eagerly recruits mystics.

NOBLE

Nobles make natural leaders, which is an ideal knightly character concept. Their abilities also make the class a good one to consider for playing politically savvy knights

or courtier knights interested in chivalry, intrigue, and diplomacy. Taking advantage of the armiger substitution levels for the noble class (see pg. XX) will lend it a more martial bent, providing a great balance of skill at arms and ability to operate among the aristocracy.

PALADIN

For a zealous religious knight, imagining a better class than the paladin is difficult. The paladin is often considered the archetypal “perfect knight,” and with good reason.

RANGER

In addition to the usual wilderness scout, the ranger class can be used to create a skillful warrior knight. The class’s armor restrictions are a potential problem but, by taking the Two Weapon Fighting combat style option, a ranger could use a shield bash as a nasty surprise against an unwary foe. The ranger’s skill with animals also makes it a good class to use for a knight interested in the knightly sports of hunting and falconry.

ROGUE

Rogue is a good class to use for a knight interested in any sort of clandestine work or activity requiring high skill. Knights who will be engaging in political maneuvering or negotiation would also benefit from having the rogue class.

SORCERER

Since the discovery of sorcery, sorcerers have formed the majority of the arcane spellcasting capabilities of the Thorn Knights and Legion of Steel; the Knights of Solamnia formed the Order of the Kingfishers, an auxiliary specifically for arcane spellcasters. While the Solamnics have insisted that their Kingfishers convert to wizardry, the Legion of Steel and Thorn Knights continue to lean heavily on sorcerers, providing a good home for sorcerer knights in a *DRAGONLANCE* game.

WIZARD

While the Thorn Knights no longer allow wizards in their ranks, both the Legion of Steel and Knights of Solamnia (through the Kingfishers) recruit wizards. Both Orders, however, require the same oaths that their martial knights must make, so wizards will need to decide how to serve two masters: their knightly order and the Orders of High Sorcery.

ARMIGER (NOBLE)

The armiger is a noble with martial training. Although all nobles receive some education in the arts of warfare, armigers embrace it, learning to trust other knights and officers with their lives and to honor the codes and laws that they live by. Armigers are not as skilled as fighters, nor as well-connected as standard nobles, but they represent a segment of the population that aspires towards glory, esprit de corps, and skill at arms. Many knights begin as armigers, and many armigers begin as simple folk who have risen from humble beginnings and reached beyond their station.

These substitution levels make it somewhat easier for a noble or fighter character to meet the requirements of the various knightly prestige classes, but they are just as suited for those who wish to play knights in service to a lord or noble without sacrificing skill ranks or competence.

Hit Die: d8

REQUIREMENTS

To take an armiger substitution level, a character must have a non-chaotic alignment and be about to take his 1st, 3rd, or 7th level of noble.

Note: A character that takes the 1st armiger substitution level may acquire levels in the noble class even if he already has levels in another class. This is an exception to the rule that states that the noble class may only be taken at first level, and reflects the fact that many knights do not begin their careers as nobles.

CLASS SKILLS

Armiger substitution levels have the class skills of the standard noble class.

Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

All of the following are features of the armiger substitution levels.

Armor Proficiency: Armigers become more proficient in armor than standard nobles. With one armiger substitution level, the armiger gains proficiency in medium armor. With two armiger substitution levels, the armiger gains proficiency in heavy armor.


Bonus Feat (Ex): A 1st-level armiger may gain either the Honor-bound feat or choose a bonus feat from the list of fighter bonus feats.

This replaces the standard noble’s bonus class skill at 1st level.

TABLE 1–3: ARMIGER SUBSTITUTION LEVELS

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+2	+2	Bonus feat, call to arms
3rd	+2	+1	+3	+3	Call to arms
7th	+5	+2	+5	+5	Call to arms





Call to Arms (Ex): An armiger is part of a brotherhood of knights, whether this includes others in his lord's household or his companions in a knightly order or chapter. Once a week for each substitution level taken, the armiger can summon the aid of other knights and men-at-arms without having to take the Leadership feat for a cohort or henchmen.

To summon the aid of his companions, the armiger makes a call to arms check. Roll d20 and add a bonus equal to the number of armiger substitution levels taken plus the armiger's Charisma bonus (if any). The DC varies depending on the kind of assistance required:

DC 10: 1 ally of armiger's class level

DC 15: 1 ally of armiger's class level +1

DC 20: 1 ally of armiger's class level +2

DC 25: 1 ally of armiger's class level +3

Additional modifiers to DC:

+3: For each additional ally

+5: For additional 1d6 1st-level warriors

+5: For allies to arrive in 12 hours instead of 24 hours

Summoned allies are usually either fighters or nobles of the same class (noble) level as the armiger or higher (based on the DC of the call to arms) and are equipped as appropriate for their NPC character level. Allies have a maximum level of 10th (if one armiger substitution level is taken), 13th (two armiger substitution levels), or 16th (three armiger substitution levels). Allies will never be members of non-knightly classes; this ability cannot be used to call wizards or rogues to arms, for example, unless those characters are members of a knightly order (such as the Knights of the Thorn or the Legion of Steel). These allies are not cohorts and are not under the control of the armiger's player. Although allies summoned by a call to arms have an attitude of Helpful, they will respond like any other NPC to poor treatment, abuse, or being attacked and will only assist the armiger if the purpose of their summoning is in accordance with the armiger's order, noble lord, or code of conduct.

Summoned allies usually respond to the armiger in 24 hours, unless the DC is increased by +5. They arrive alone, unless the DC is increased by +5, in which case they arrive with 1d6 men-at-arms (1st-level warriors). Allies will aid the armiger for a number of days equal to the armiger's Charisma bonus (minimum one) before leaving.

The DM should carefully monitor the use of this ability to make sure it is not being abused. Armigers who are far from their homes, estates, or regions may not be able to call to arms. Similarly, armigers who are dishonored, act rashly, fail to uphold their standards of knightly endeavor, or have fallen out of grace with their companions may not be able to use this ability until they have repaired their reputations or sought atonement for their actions.

This ability replaces the standard noble's favor ability at 1st, 3rd, or 7th level (depending on when it is gained). If the favor ability is gained at later levels, the bonus is reduced by one.

KNIGHTLY FEATS

The *DRAGONLANCE Campaign Setting* introduced a number of new feats for characters of Krynn, many of which are suitable for knightly characters: Honor-bound, Resist Dragonfear (and Improved Resist Dragonfear), Spear of Doom, and Tremendous Charge. Spellcasting knights can benefit from Reserves of Strength, while minotaur or half-ogre knightly characters can accent their already prodigious physical prowess with Hulking Brute.

The following new feats add to those in the *DLCS* and provide additional options for knightly characters, especially for those of the major three Orders. Some are reprinted from earlier *DRAGONLANCE* sourcebooks; if the two sources differ, the version provided here is more current.

CHARMING [GENERAL]

Others find your company appealing.

Benefit: You gain a +2 bonus to Diplomacy and Bluff skill checks.

DEFENSIVE CLEAVE [GENERAL]

You are skilled at using your mighty blows to ward off attacks from other foes.

Prerequisites: Str 13, Cleave, Power Attack, base attack bonus +4.

Benefit: If you make at least one additional attack in a round with the use of the Cleave or Great Cleave feats, you gain a +4 dodge bonus to Armor Class against melee attacks until the beginning of your next turn.

Special: A fighter may select Defensive Cleave as one of his fighter bonus feats.

DISCIPLINED [GENERAL]

You maintain composure even in life-threatening situations.

Benefit: You gain a +1 bonus to Will saves and a +2 bonus to Concentration skill checks.

EDUCATION [GENERAL]

You have received several years of formal schooling in which you were an excellent student.

Prerequisites: Civilized human, half-elf, Silvanesti elf, or Qualinesti elf.

Benefit: All Knowledge skills are class skills for you, regardless of your character class. You gain a +2 bonus on two Knowledge skills of your choosing.

Special: You may only take this feat as a 1st-level character.

EXPANDED AURA OF COURAGE [GENERAL]

Your aura of courage protects more allies than normal.

Prerequisites: Aura of courage class feature.

Benefit: Your aura of courage now affects allies within 60 feet of you.

Normal: Without this feat, your aura of courage only works on allies within 10 feet.

EXTRA SMITING [GENERAL]

You can make more smite attacks.

Prerequisites: Smiter ability, base attack bonus +4.

Benefit: When you take this feat, you gain two extra attempts to smite per day. Use whatever smite ability you have (the paladin's smite evil ability or the Knight of the Skull's smite good ability, for example).

Special: You can take this feat multiple times. Its effects stack.

GREATER SHIELD FOCUS [GENERAL]

You have mastered the techniques of using a shield for defense.

Prerequisites: Shield Focus, Shield Proficiency, base attack bonus +4.

Benefit: When you are using a shield, your shield bonus to Armor Class increases by 1. This stacks with other abilities and enhancements that grant shield bonuses, including Shield Focus.

Special: A fighter may select Greater Shield Focus as one of his fighter bonus feats.

HEROIC SURGE [GENERAL]

You may draw on inner reserves of energy to perform additional actions in a round.

Benefit: You may take an additional move or attack action, either before or after your regular actions. You may use Heroic Surge once per day based on your character level, but never more than once per round. 1st-4th level, once per day; 5th-8th level, twice a day; 9th-12th level, three times a day; 13th-16th level, four times a day; 17th-20th level, five times a day.

ICONIC INVOCATION [GENERAL]

You draw upon the legacy of one of your order's greatest heroes for inspiration.

Prerequisites: Knowledge (nobility and royalty) 4 ranks, membership in an order of a knighthood.

Benefit: Choose an icon from your knighthood: Vinas Solamnus (Knights of Solamnia, Ergothian Cavaliers), Huma Dragonbane (Knights of Solamnia), Sturm Brightblade (Knights of Solamnia), Steel Brightblade (Legion of Steel, Dark Knights), Ariakan (Dark Knights), Sara Dunstan (Legion of Steel), or any others the DM feels are appropriate. Three times a day as a standard action, you may call upon their name to grant yourself a +4 morale bonus. This bonus applies to a different check or die roll based on your knightly order, as follows.

Knights of Solamnia: Your next attack with a lance, longsword, or heavy mace.

Dark Knights: Your next weapon damage roll.

Legion of Steel: The benefits of your next aid another check in combat.

Ergothian Cavaliers: Your next mounted charge attack.

Minor Order: (Golden Hammers, Minotaur Legions, etc): Your next saving throw.

Special: If you are disgraced or dishonored from your order, or choose to leave your knightly order, you lose the benefits of this feat until you regain membership in your

original order or join another (at which point the benefits may change).

IMPROVED FAVOR [GENERAL]

Your ability to call in favors is exceptional.

Prerequisites: Cha 15+, favor class ability.

Benefit: You may call in 2 additional favors per week, and your favor bonus is increased by +1.

Special: You can take this feat multiple times. Its effects stack.

INTIMIDATING CHARGE [GENERAL]

You know how to take advantage of a mounted charge to strike fear in your opponents.

Prerequisites: Intimidate 4 ranks, Mounted Combat.

Benefit: You may make a demoralize attempt (see the Intimidate skill in the *Player's Handbook*) as part of a mounted charge. The target of the demoralize attempt must be the target of the charge. For the purposes of the Intimidate check, you use the size category of your mount to determine whether you gain a bonus or penalty, not your own size.

Normal: Demoralizing an opponent is a standard action and cannot be combined with a charge.

Special: A fighter may select Intimidating Charge as one of his fighter bonus feats.

MIGHTY STEED [GENERAL]

The creature's exceptionally large stature allows it to carry more than it normally could.

Prerequisites: Any mount.

Benefit: For the purposes of determining carrying capacity as well as the size of riders it can bear, the creature is considered to be one size category larger than it actually is.

Normal: A creature without this feat can only carry creatures of one size smaller than its actual size and can carry less weight. See "Carrying Capacity" in **Chapter Nine: Adventuring** of the *Player's Handbook*.

SHIELD FOCUS [GENERAL]

You are skilled at using your shield to greater advantage.

Prerequisites: Shield Proficiency, base attack bonus +1.

Benefit: When you are using a shield, your shield bonus to Armor Class increases by 1.

Special: A fighter may select Shield Focus as one of his fighter bonus feats.

SHIELD WALL [GENERAL]

You are skilled at using shields when in formation with other shield-bearers.

Prerequisites: Shield Proficiency.

Benefit: When you and an adjacent ally are each using a shield, your shield bonus to Armor Class increases by 2.

Special: A fighter may select Shield Wall as one of his fighter bonus feats.



KNIGHTLY MAGIC ITEMS

The following new magic items are ideally suited for knightly characters. Unless otherwise specified, all new items follow the standard rules for magic items in the *Dungeon Master's Guide*.

BANNER OF CHAOS

The *banner of chaos*, when unfurled and presented boldly by a non-lawful character, gives the bearer the ability to cast *confusion* 5/day as a 7th-level bard (Will save DC 16 negates). The target point must be within sight of the *banner*.

Moderate enchantment; CL 7th; Craft Wondrous Item, *confusion*; Price 85,000 stl; Weight 5 lbs.

BANNER OF VIRTUE

When the *banner of virtue* is unfurled and presented boldly, all allied characters within 50 feet who are able to see the banner act as if under the effects of a *bless* spell.

Mild enchantment; CL 1st; Craft Wondrous Item, *bless*; Price 8,000 stl; Weight 5 lbs.

PINION OF EQUESTRIAN PROWESS

This item appears to be a beautiful, fluffy black feather with golden flecks. When the *pinion of equestrian prowess* is attached to the top of a helmet, the knight wearing the helmet is granted a +5 competence bonus to Ride checks and a +5 competence bonus to checks to resist being unhorsed (such as in a joust).

Faint transmutation; CL 9th; Craft Wondrous Item, crafter must have 5 ranks in the Ride skill; Price 5,000 stl; Weight —.

SADDLE OF LIGHT BURDENS

This saddle is constructed to accommodate two riders. The mount ignores the first 1000 pounds of weight it carries for purposes of fatigue and speed.

Mild transmutation; CL 5th; Craft Wondrous Item, *shrink item*; Price 15,000 stl; Weight 30 lbs.

SATCHEL SQUIRE

This item was crafted in Solamnia during the time when knights were hated and they sought to hide their armor from the common folk. A *satchel squire* appears to be a rich brown leather backpack of exquisite design and quality workmanship. There is only one main compartment which can only be accessed from the front. In order to open the compartment, one must unbuckle two buckles on top the flap, as well as two buckles on the right side and two buckles on the left side, in effect opening up the *satchel* like one might open a folded leather blanket. Once all six buckles are opened, a suit of Medium or smaller armor can be placed upon the open leather. The leather flaps of the open *satchel* fold over

the armor and seem to magically stretch to cover the entire suit. Once the flaps are closed and all six buckles fastened, the *satchel squire* appears to be quite normal. The *satchel squire* is capable of holding one full suit of armor (typically 50 lbs.) but will only weigh 15 lbs. However, it is not a *bag of holding* and will not hold anything but armor. Attempts to stuff the *satchel squire* with treasure or weapons result the buckles not fastening.

Moderate conjuration; CL 9th; Craft Wondrous Item, *secret chest*; Price 1,000 stl; Weight 3 lbs (empty).

SCABBARD OF PARRYING

This scabbard, which adjusts itself to fit any sword, is attached to the belt such that it can be quickly removed. When the swordsman draws his sword, he can also pull the scabbard from his belt as a free action. The scabbard can then be wielded as a shield in the swordsman's off hand, granting a +2 shield bonus to AC.

Mild transmutation; CL 1st; Craft Wondrous Item, *shield*; Price 1,800 stl; Weight 1 lb.

SPURS OF MOUNT HEALING

These spurs restore 2d8+3 hit points of damage to the knight's mount, 1/day.

Mild conjuration; CL 3rd; Craft Wondrous Item, *cure moderate wounds*; Price 4,320 stl; Weight 1 lb.

TABARD OF THE HEALER

This appears to be a typical tabard, a sleeveless tunic with silts at the sides. The *tabard of the healer* can be worn over armor or over regular clothes but it must be not be covered up in order for its magic to function. When a cleric or paladin wears the tabard, he is granted a +5 competence bonus to Concentration checks made to cast defensively while casting any *cure wounds*, *restoration*, or *heal* spell. Unlike most magical vestments, the *tabard of the healer* can be worn over armor, even magical armor.

Mild transmutation; CL 9th; Craft Wondrous Item, the crafter must have 5 ranks of Concentration; Price 4,320 stl; Weight 1 lb.

TUNIC OF CAUTERIZATION

The *tunic of cauterization* appears to be a bright red, loose-fitting fancy shirt with long sleeves. When the *tunic* is worn, it is as if the wearer's blood clots quicker than normal from a wound. This grants the wearer DR 3/—, provided the tunic is worn under Medium or heavy armor. Unlike most magical vestments, the *tunic of cauterization* can be worn with magical armor.

Mild abjuration; CL 7th; Craft Wondrous Item, *stoneskin*; Price 15,000 stl; Weight 1 lb.



Chapter 2: KNIGHTS OF SOLAMNIA

What kind of damned idealistic flaw brought me out here?" he wondered aloud. He chastened himself. This was a holy place, this weird wedge of black granite, and he ought to keep a reverent—

And then, from a clear sky, lightning flashed. Vinas ducked instinctively.

High overhead, three constellations shone brightly down upon him—the Dragon's Lord, Paladine; the bison-headed Kiri-Jolith; and the kingfisher of Habbakuk. They glared at him. In his head he heard ethereal music.

He heard the grand justice of Paladine in well-ordered chords, the unflinching courage of Kiri-Jolith in enduring themes, and the temperance of Habbakuk in balanced counterpoint.

Then he heard wisdom—wisdom resonating in his own soul.

A knighthood. He would establish a knighthood to embody honor, to live it day by day. There would be three orders, the highest for Paladine, championing justice. The second for Kiri-Jolith, preserving courage. And the third for temperate Habbakuk, personifying loyalty and obedience.

"Knights of the Rose...of the Sword...of the Crown," whispered Vinas in awe. "They will preserve honor, and pass it, unsullied, generation to generation."

Suddenly, the great lights of the heavens glowed in the very stone beneath his fingers. The black granite had been transformed into white crystal, and it shone like a chunk of star grounded on Ansalon.

"Honor," said Vinas. "They shall live and die by honor. My own Elias will do so. And so will I.

"My honor is my life."

Vinas Solamnus

By J. Robert King

The Knights of Solamnia are the most well-known and, depending on the era of their history, respected or reviled military order on Ansalon. Founded in 1775 PC by Vinas Solamnus, the Knights were formed to be the pinnacle of all that is good and honorable, defenders of the weak, and protectors of Ansalon. They have striven to uphold these ideals through the ages, though sometimes they have fallen short for one reason or another. Whatever the age or the situation, however, the Knights try their best to hold on to the oath that is the backbone of their lives: "My honor is my life."

The Knighthood is made up of three Orders, the Crown, Sword, and Rose. Each Order is dedicated to one of the three gods who appeared to Vinas Solamnus, inspiring the creation of the Knights. The Crown Knights are dedicated to Habbakuk, who commands their loyalty and obedience to the Knights and the precepts of Good. The Sword Knights are dedicated to Kiri-Jolith, who commands their courage in the face of all things. The Rose Knights are dedicated to Paladine, who commands wisdom and justice to be the foundation of all that the Knights do. The Knights

try their best to live up to these ideals, evidenced by their laws, the Oath and the Measure.

The Oath, "Est Sularus oth Mithas," or "My Honor is My Life," is the creed by which all Knights of Solamnia attempt to live their lives. However, the Knighthood does have a set of laws—the Measure—designed to guide the Knights in living up to the Oath. Started by Vinas Solamnus, the Measure is a collection of the rules and laws of the Knighthood. Each Order has its own Measure, though all Solamnic Knights are expected to follow the whole of the Measure at all times. At its largest, the Measure occupied 37 large volumes; since the War of the Lance, it has been revised to be smaller and more manageable, both in size and in laws by which the Knights must abide.

Some of the most famous heroes in the history of Ansalon have come from the ranks of the Knighthood. Vinas Solamnus, Huma Dragonbane, and Sturm Brightblade are all paradigms of the Order that most Knights endeavor to emulate. However, the Knights of Solamnia have also had their share of villains. Lord Soth and, most recently, Duke Walker du Crawford (LN male civilized human noble 10 [armiger 1]/fighter 3) who was corrupted to the worship of Hiddukel, are both Knights of the Rose who fell from grace and besmirched the honor of the Knights of Solamnia. Despite these knaves, however, the Knighthood has often been a shining beacon in a world sorely in need of light.

HISTORY OF THE KNIGHTHOOD

The Knights of Solamnia arose during the Age of Dreams, more than two millennia before the War of Souls. The three Orders of the Knighthood emerged from the remnants of the tyrannical Ergothian Empire to become the most enduring force of Good on Ansalon.

ORIGIN

The beginnings of the Solamnic Knighthood lie with a noble of the oppressive and wicked court of the Emperor of Ergoth in the year 1801 PC. Vinas Solamnus, the Praetor of the Imperial Armies and a Cavalier of Ergoth, was commanded to crush a rebellion in the eastern Imperial province of Vingaard. He spent the better part of a year using his huge armies to deliver defeat after defeat to the rebels, but weather forced him to cease his campaign in the winter months. During this time he began to examine the causes of the rebellion and saw for himself why the rebels were justified in their actions. The Empire oppressed the people with tyrannical laws and demanded impossible tributes, keeping the common people starving and sick. Vinas and the majority of his army decided to join the rebellion. This was the birth of the Rose Rebellion.

In the midst of that fierce winter, Solamnus and his commanders gathered and trained an army made up primarily of the people the Empire was oppressing. He then launched a series of daring campaigns that came to be known as the War of Ice Tears. The rebel army pushed





the Imperial forces all the way back to the capital city of Daltigoth. Vinas laid siege to the city. Within two months, the citizens of Daltigoth revolted, forcing the Emperor to sue for peace. So it was that the common people of northeastern Ergoth helped bring about their own independence.

The new nation was named Solamnia, in honor of the commander who enabled the people to win their freedom. The people also named Vinas their ruler. Though the nation did not become a great power until closer to the end of the age, the name Solamnia became synonymous with honesty, integrity, and determination.

Sixteen years after the country's founding, the lords of the lands north of Solamnia also threw off the yoke of Ergothian oppression and came to Solamnus for help. They wished to merge with the new nation and become a part of Solamnia. Vinas wanted to agree to this, but he saw it was an impossible task. The ideals and customs of the various areas differed and in some instances clashed. The people had no common ground. To find an answer to his problem, Vinas embarked on his Quest of Honor.

After many weeks of wandering Ansalon looking for a solution to his dilemma, Vinas sailed to the island of Sancrist. Battered and worn from his journey, he forged into the wilderness. Eventually Vinas found a glade with a monolith of black granite rising from the center. Here he fasted and prayed to the gods of Good to help him find the answer to his problem. Vinas was on the verge of giving up hope when the gods Paladine, Kiri-Jolith, and Habbakuk sent him a vision. From this vision came the inspiration that would grow into the Knights of Solamnia. He saw three orders of knights, each one sponsored by one of the three gods and based around ideals put forth by

that order's patron. From Habbakuk came the

Order of the Crown, based on the

ideals of loyalty and obedience. The Order of the Sword, championed by Kiri-Jolith, would uphold the ideals of courage and heroism. Paladine would lead the triumvirate, as his Order of the Rose would lead the Knighthood with the ideals of wisdom and justice. These Knights would unite the northern lands with Solamnia and carry on Solamnus' vision of honor and goodness long after he was gone.

Some legends say that Vinas also saw the downfall of the Knights in this vision. Others tell that Paladine assured Vinas that the Knighthood would rise as often as they were truly needed. An obscure legend even tells that each god told Solamnus a great secret of wisdom that he chiseled onto three tablets of black granite, though no evidence for the truth of this legend exists, even in the surviving writings of Vinas himself. The one thing all legends agree on, however, is that during Solamnus' vision the gods transformed the piece of black granite in the glade into a pillar of pure white crystal. This blessed and sanctified the glade, sealing the gods' pact to watch over the Knighthood. The Whitestone Glade is to this day the most sacred site of the Knights of Solamnia.

LEGEND OF HUMA DRAGONBANE

For more than 700 years, Vinas Solamnus was considered the epitome of what a knight could be, and the Knighthood followed his example while helping Solamnia grow into a major power in the world. By the time of the Third Dragon War, Solamnia and its knights were the premier military power on Ansalon.

Near the end of the Third Dragon War, a Knight of the Crown named Huma of Eldor rose to prominence; his legend would become the best-known story of the

Knighthood. The young knight spawned many stories, most of which cannot be verified. Regardless of which parts of his life are fiction and which are fact, Huma is the icon of knightly virtue to which most Solamnics look.

The most important deed credited to Huma marked the end of the Third Dragon War. Along with the human woman Gwyneth, who was in reality the silver dragon El'liolle or Heart, Huma undertook a quest to find a way to defeat the evil dragons of Takhisis. While on this quest, Gwyneth and Huma fell in love, a love that remained solid even after Huma found out Gwyneth was truly a dragon. It was, however, a love doomed to tragedy. At the end of their quest, Paladine gave the pair a choice: they could live together as mortals, apart from the rest of the world, or they could help save the world from the Queen of Darkness. Making the only choice truly available to the honorable knight, the pair was given the secret of forging *dragonlances*, something they accomplished with the aid of the dwarven smith Duncan Ironweaver, who wielded the *Hammer of Honor* and bore what would become known as the *Silver Arm of Ergoth*.

Armed with the *dragonlances* and led by Huma, the Knights and their metallic dragon allies were able to drive Takhisis' evil dragons and their armies back over the lands they had previously conquered. In the final battle of the war, Huma, riding El'liolle, confronted Takhisis as she entered the world as her major aspect of the Many Headed Dragon. Huma wounded the Dark Queen and forced her to retreat back to the Abyss, but not before extracting from her the promise to leave Krynn, take her dragons, and never return. Unfortunately, both Huma and El'liolle were mortally wounded in the confrontation. Some accounts say that the pair died where they fell. Others say their deaths were slow and agonizing, causing the pained gods of Good to inflict thunderstorms across Ansalon. To this day, many Solamnics maintain that thunderstorms still mark the gods' mourning for Huma.

Huma, now called Dragonbane, was laid to rest in a tomb in the Monument of the Silver Dragon. The tomb became a major site of pilgrimage for the Knights and the people of Solamnia until its location was lost after the Cataclysm. It wasn't until the War of the Lance when a group of heroes was led to the Monument by El'liolle's sister Silvara that Huma's resting place was found, though his body was mysteriously missing. Even today there is some question whether Huma truly lived or was only a legend. Regardless, the Knights of Solamnia look to him as the pinnacle of the Knighthood and the perfect example of the virtuous and honorable knight.

THE CATACLYSM

In the wake of the Third Dragon War, the Knighthood held the largest military presence on Ansalon, but the nation of Istar was the dominant power. Through trade and religion, Istar spread until it covered all of eastern Ansalon save for the forest of Silvanesti. Solamnia came to depend on Istar's trade and currency, while Istar relied on the military might of the Knights of Solamnia in many situations. The two "good" nations became fast allies, and Solamnia supported

the rule of the Kingpriest and the spread of Good throughout the world. This would prove to be the downfall of Solamnia and the Knighthood.

The last Kingpriest, Beldinas Pilofiro, endeavored to command the gods and force them to cleanse the world of Evil. Had he been successful, he would have destroyed the Balance upon which Krynn was built, so the gods could not allow it to happen. They sent numerous signs to warn the Kingpriest but, in his hubris, he refused to see the signs for what they were. Paladine did hear the prayers of one of his few remaining true priestesses, however, and he granted her request. Her husband could prevent the Cataclysm while redeeming himself, though it would cost him his life. Her husband was a Knight of the Rose named Loren Soth.


Lord Soth was the Protector of Knightlund, a major province in eastern Solamnia, and the lord of Dargaard Keep. He was a highly respected knight and a powerful figure in Solamnia. He was also a good man who gave into temptation and lust and let it destroy him. He fell in love with an elven priestess of Paladine and, breaking his vows to the Oath and Measure as well as his own wedding vows, he seduced her. She became pregnant and he brought her back to Dargaard Keep to live with him. Exactly what happened to Soth's first wife is shrouded in mystery. Soth claims she died of natural causes, though many speculated that he actually murdered her. Regardless, Soth's first wife died, and he took the elven woman as his wife and made the child his legal heir.

Knowing that Soth was on the verge of being stripped of his titles and forced out of the Knighthood, the elven priestess prayed to Paladine. She was granted foresight to see the Cataclysm and its destruction and was told that Soth could prevent it all. If he would ride to Istar, he could stop the Kingpriest, though it would cost him his life. Seeing his life falling apart and wanting to redeem himself, Soth agreed to this quest and set out immediately for Istar with a retinue of loyal knights.

Along the way, Soth was ambushed by a group of elven priestesses, former comrades of his wife corrupted to Takhisis' service. Instead of confronting him in battle, they confronted him with lies. They told Soth that his wife was unfaithful and even at that moment was in dalliance with another man. Enraged by these alleged infidelities, Soth turned from his quest and rode back to Dargaard Keep. As Soth rode into his keep, the gods hurled the burning mountain at Istar, smashing the heretical nation and breaking the world. Dargaard Keep began to burn in the wake of the mountain's destruction and Soth's wife and child were caught in the flames. Instead of helping them, Soth sat on his throne and watched them burn, listening to their screams. With her dying wail, Soth's wife cursed him. The flames reached Soth sitting on his throne and burned him. However, they did not kill him. Soth was transformed into a death knight; his loyal knights, who also stood and watched Soth's wife and child burn, were made into skeletal warriors; the elven priestesses became banshees, eternally wailing to Soth, reminding him of his sins.

Most of Solamnia was spared the physical destruction of the Cataclysm, but the country became overrun with





monsters of all types. The Knighthood tried valiantly, if somewhat futilely, to fight these hordes. But after many years of such attacks, people's faith in the Knights began to dwindle. The story of Lord Soth began to circulate and the reputation of the Knighthood became blighted by his foul deeds. People publicly jeered the Oath and Measure, and words escalated into violence. Knights were foully murdered, their castles and homes invaded and burned, and their families slaughtered or driven into exile.

Centuries of heroism fell to a few years of panicked hatred. The Knights of Solamnia faded from view. Some threw down their swords and took off their spurs, trading them for the tools of the common laborer. Others took up the role of vigilante, roaming the countryside fighting evil under assumed names. Yet others could not work in secret; they either stayed where they were, doing what good they could, or left Solamnia.

AGE OF DESPAIR

Early in the Age of Despair, the Knighthood struggled to deal with the fallout of the Cataclysm. The Grand Master had perished in the aftermath of the Cataclysm and, according to the Measure, there were not enough Knights to make up a Grand Circle to elect a new one. The majority of the Order of Clerists disappeared with the gods, and the few who did remain died within a few years of the disaster. Again according to the Measure, there could be no High Clerist if there were no Clerists from which to elect him. The Knighthood shrank to only the Knights of Sancrist and a few hidden pockets. The remaining Knights began to lose themselves in the letter of the Measure, forgetting the spirit of the Oath.

Some three hundred and fifty years after the Cataclysm, war came once again to Ansalon. The Queen of Darkness had raised a secret army in the mountains of Neraka, which she unleashed upon an unsuspecting populace. Nations fell to them before any resistance could be marshaled. The Knighthood in exile sent out small groups of Knights from Sancrist to search for anything that might help against the dragonarmies. In the city of Tarsis, one group of three Knights—Derek Crownguard, Aran Tallbow, and Brian Donner—formed an alliance with the group of adventurers known later as the Heroes of the Lance. When the dragonarmies attacked the city, the group was divided by disaster.

The Knights, together with Sturm Brightblade, Laurana and Gilthanas Kanan of Qualinesti, Tasslehoff Burrfoot, Flint Fireforge, and Elistan, Prophet of Paladine, made their way south to Icewall Castle. There they recovered the remnant of a *dragonlance* and, after defeating the White Dragon Highlord, Feal-thas, a *dragon orb*. Both Aran Tallbow and Brian Donner fell in the fight with the Highlord. At Derek's insistence that everything be taken to the leaders of the Knighthood, the group made their way to Sancrist via Southern Ergoth. The group split again at this point, with Derek and Sturm arriving on Sancrist first, followed by Laurana, who brought with her newly forged *dragonlances*, and Tasslehoff, who arrived with the wizard Fizban.

On Sancrist, the Knighthood played host to the Whitestone Council, a group of representatives from all of the remaining free nations. The Council was trying to forge an alliance that could stand against the dragonarmies. Here Theros Ironfeld, Tasslehoff, and Laurana revealed that the secret of forging *dragonlances* had been rediscovered; Theros threw one of the fabled lances and cracked the sacred Whitestone. The reappearance of the mythical weapon galvanized the Council, who agreed to an alliance. The Solamnic leadership sent the Knights of Sancrist to the mainland to face the dragonarmies. Sturm Brightblade was made a Knight of the Crown before he departed. However, he realized that the Knights had lost sight of the Oath and wallowed in the mire that had become the Measure, fighting among themselves over pointless details.

At the end of the winter of 352 AC, the Knights of Solamnia faced the forces of the Blue Dragonarmy at the High Clerist's Tower. Laurana was named the Golden General, a largely honorific title given because of her role in recovering the *dragonlances* and her status as royalty. In a fit of madness, Derek Crownguard led all but the Knights of the Crown in an attack on the Dragonarmy outside of the walls. Sturm Brightblade, in command of the Crown Knights, refused to follow Derek in what he believed was a suicide mission. The attack was a disaster, leading to the deaths of many Knights, including Alfred MarKenin, High Justice of the Knighthood, and Derek himself. This left Sturm in command of the defenders of the tower.

On the morning of the Battle of the High Clerist's Tower, Sturm stood on the battlements with Laurana and watched the Dragonarmy advance. When he saw the lead dragon break formation and come for his position, he ordered all of his men and Laurana off of the wall. Tasslehoff had recently found a *dragon orb* in the bowels of the tower, and Laurana was to use it while Sturm bought his men some time. Sturm Brightblade sacrificed himself in battle against the Blue Dragon Highlord, his former companion Kitiara uth Matar, but his sacrifice allowed Laurana to use the *dragon orb* to lure most of the dragons in Kitiara's army to their deaths in the tower. Laurana then led the rest of the Knights to a great victory against the dragonarmies, solidifying her claim to the military title of Golden General. Sturm's tragic death healed many of the wounds caused by the Cataclysm, both within the Knighthood and with the people of Ansalon. The Battle of the High Clerist's Tower was a great turning point for the Knighthood.

Also during this time, a group of Knights, with the help of Gilthanas and Silvara, infiltrated the city of Sanction and discovered the fate of the good dragon eggs. Once the metallic dragons learned that their eggs were being perverted to make draconians, they quickly entered the war as allies of the Whitestone Forces.

Under the leadership of Laurana, the Golden General, and Gunthar uth Wistan, now the acting Grand Master of the Knighthood, the Whitestone armies and their dragon allies drove on to push the dragonarmies back to their home of Neraka. It was the Heroes of the Lance that ultimately caused the fall of the dragonarmies with

their actions in the temple of Takhisis, but the Whitestone forces were able to liberate many of the lands conquered by Takhisis' forces at the beginning of the war. They also captured Ariakan, the son of the Lord Ariakas, self-proclaimed Emperor of Ansalon and leader of the dragonarmies.

In the next couple of years, the Knights of Solamnia regained much of what they lost after the Cataclysm. Lord Gunthar was named the first Grand Master since the fiery mountain fell on Ansalon. One of his first acts as Grand Master was to order a revision of the Measure to reflect modern times. The Knights were able to reclaim a presence on mainland Solamnia and their ranks once again began to fill with young men eager to be the next Huma Dragonbane or Sturm Brightblade.

Just four years after the War of the Lance, Kitiara led her Blue Dragonarmy from Sanction to invade Solamnia. Aided by the death knight Lord Soth and a flying citadel, Kitiara cut a swath through Solamnia and bypassed the Knights guarding the High Clerist's Tower, making her way to Palanthas. She besieged the city, but her forces were beaten back by the Knights and the Palanthian militia, again with the help of some of the Heroes of the Lance. Kitiara was killed and Lord Soth disappeared with her body. Shortly after the Blue Lady's War, the Knights released Ariakan.

The next twenty years were a time of great prosperity for the Knighthood. Their numbers blossomed and people again looked to them as protectors of the land and the pinnacle of right and good. As Lord Gunthar led the revision of the Measure, the rigidity that had previously dominated the actions of the Knights began to melt away. The Knights still followed the Measure, but now their actions were ruled by the spirit of the Oath, something that had been missing until Sturm Brightblade's sacrifice. The Knighthood also began to relax its membership requirements, allowing those of non-Solamnic heritage, and even those of only partial human heritage, such as half-elves, entry into the Orders. Sturm and Tanin Majere, sons of Heroes of the Lance Caramon and Tika Majere, were the first non-Solamnics to become Knights.

This time of peace came to an end with the Summer of Chaos. Lord Ariakan, once a prisoner of the Knighthood, had secretly formed a knighthood dedicated to Takhisis during the time of peace, and in the early summer of 383 AC he began to invade Ansalon. This was happening at the same time that the Irda broke open the Graygem and released Chaos into the world. The deities agreed, though the gods of Light did so reluctantly, that the only way to fight Chaos was for the mortals of the world to unite under their strongest force, which at that time was the Knights of Takhisis. The three gods of the Knights of Solamnia withdrew their support from the Knighthood, and the Knights of Takhisis easily defeated them at the High Clerist's Tower and Palanthas. All of the Solamnic Knights in these two locations were kept prisoner within the inner walls of the High Clerist's Tower. Within a month, the Knights of Takhisis ruled most of Ansalon. The only nations able to withstand them were Northern Ergoth,

Silvanesti, and Thorbardin. Before the Dark Knights could solidify their hold on the land, however, signs of Chaos began to erupt everywhere. The northern plains of Solamnia crawled with shadow wights and the skies filled with daemon warriors riding fire dragons. They attacked the High Clerist's Tower, killing every knight there except for the Solamnic prisoners and a band of Dark Knight dragon riders led by Steel Brightblade, son of Solamnic hero Sturm Brightblade. Lord Ariakan was slain during the battle, leaving the Dark Knights leaderless. Steel united his unit of Dark Knights and the Solamnic prisoners, and they rode blue and silver dragons into the Rift of Chaos to confront the Father of All and Nothing. Ultimately it was others who delivered the blow that defeated Chaos, but without the Knights—both Dark and Solamnic—the blow never would have landed. All of the Knights died in the battle, with the exception of Steel who died of his wounds shortly after its conclusion. It was at this point that the Queen of Darkness stole the world, though she made the mortals believe that the gods were leaving because of a pact made with Chaos to force his departure. The Age of Despair ended and the Age of Mortals began.

AGE OF MORTALS

In the first months of the new age, the Knights of Solamnia and the Dark Knights put aside their differences and constructed the Tomb of the Last Heroes in Solace. In this tomb, Solamnic Knights and Dark Knights who died defeating Chaos lay side by side in the peaceful sleep of death, honored by all. The dead, however, were the only ones who got any real peace.



ORDER OF CLERISTS

THE Knights of Solamnia were founded on the religious ideals of three gods of Good, Paladine and two of his sons, Kiri-Jolith and Habbakuk. Each god sponsored one of the Orders of the Knighthood and chose to impart certain lessons to the Knights in his Order. Habbakuk and Paladine chose to espouse specific virtues and guide the Knights of their Orders mainly through their words. Kiri-Jolith chose a more direct approach, establishing within his Knights of the Sword a sub-order of priest-knights called the Order of Clerists.

Knights of the Order of Clerists are not truly priests and do not belong to the church of Kiri-Jolith. They are, however, the spiritual backbone of the Order of the Sword, which is in turn the spiritual backbone of the Knights of Solamnia. Clerists are the embodiment of all that Kiri-Jolith stands for in a righteous warrior, personifying the tenet of courage melded with spirituality, which is the Measure of the Sword. Clerists have such dedication to the Measure of the Sword that Kiri-Jolith grants them the ability to access his divine power.

Not all Sword Knights are Clerists, but all Clerists are Sword Knights. In the years before the Cataclysm, the High Knight of the Order of the Sword, the High Clerist, was always from the Order of Clerists. During the dark times after the Cataclysm, the Order of the Sword had no official High Knight, for the Measure

Within the first year after the Chaos War, great giant dragons appeared on Ansalon and immediately began carving out large swaths of territory for themselves. One of these Dragon Overlords was Khellendros the Blue, formerly known as Skie, mount of the Blue Dragon Highlord Kitiara. He conquered Palanthas and much of the surrounding territory, driving out any Solamnic Knights living there. Most of these Knights and their families fled to Northern Ergoth, where they were welcomed by the Emperor, if not by his nobles.

Despite the presence of the Dragon Overlords, the Knights of Solamnia were able to slowly rebuild from the losses suffered during the Chaos War. Nine years after the Summer of Chaos, Grand Master Gunthar uth Wistan died and Liam Ehrling was named the next Grand Master. His first act was to unveil the new revised Measure, claiming that Lord Gunthar finished it just before his death. The new Measure stressed reliance on one another with faith placed in one's brethren and emphasized that a true Knight lives with honor instead of simply talking about it. Grand Master Ehrling urged all Knightly circles to oppose the Dragon Overlords, though not in ways that would directly confront the great beasts. He knew that direct confrontation would mean suicide. At the behest of Lady Crysania, former head of the Holy Order of Paladine, Lord

said that the High Clerist must come from the Order of Clerists. It wasn't until 358 AC, five years after the end of the War of the Lance, that the Order of Clerists was reestablished and the first High Clerist since the Cataclysm was named.

After the Summer of Chaos, when Krynn was stolen away by Takhisis, the Order of Clerists, and indeed the entire Knighthood, once again found themselves without a patron. The High Clerist of the time, Lord Alexei Whyndam, conferred with the other High Knights and Lord Gunthar and decided to disband the Order of Clerists. Before the official pronouncement was made, however, reports came in that Goldmoon of Que-shu had founded a school on the isle of Schallsea that taught a new method of tapping into the divine power of the self. At the behest of the new Grand Master, Liam Ehrling, Lord Whyndam dispatched a group of Clerists to the Citadel of Light where they learned this new power of the heart. The Order of Clerists quickly adapted itself to this new magic.

When the gods returned to Krynn after the War of Souls, the current High Clerist, Lord Gabriel Jhent (LG male civilized human cleric 8 of Kiri-Jolith/ Knight of the Sword 9 [Clerist 1/4/8]), declared that all Clerists must rededicate themselves to Kiri-Jolith. To a Knight, all Clerists did so, returning worship of the gods to the spiritual backbone of the Knighthood.

Ehrling and High Clerist Alexei Whyndam sent a group of Clerists to the newly established Citadel of Light to learn the newfound "power of the heart" Goldmoon was teaching there.

For nearly the next thirty years, the Knighthood spent its time solidifying the positions it held and quietly opposing the Dragon Overlords, while keeping an eye on, and occasionally skirmishing with, the Dark Knights and the newly formed Legion of Steel. Linsha Majere (LG female civilized human rogue 4/fighter 6/mystic 3 of Sensitivity/Knight of the Rose 3) became the first non-Solamnic woman to be admitted to the Order of the Rose during this time. Partly through her actions, the Knighthood allied with Hogan Bight, the ruler of Sanction, and shortly after began to defend the city from an attacking force of Dark Knights.

In 421 AC, The Great Storm swept Ansalon. During the storm, most the dragons allied with the Knighthood disappeared without a word. Shortly after the storm, a new commander among the Dark Knights emerged—Mina. She raised an army made up of both the living and the dead. The Army of the One God, as Mina named it, began a march of conquest across Ansalon. The army defeated the elves of Silvanesti before moving on to confront the Knights of Solamnia in Solanthus. Mina ordered her

army of the dead to storm the walls of the city. The horror of trying to battle the dead overcame the defenders of Solanthus and they were driven from the city. With this victory, all of the major cities of Solamnia had fallen under Dark Knight control. Mina moved her army to Sanction and, using the same tactics as she did in Solanthus, easily took the city. It was not long after this, however, that the One God was revealed as Takhisis, and the other gods returned and stripped her of her divinity. She was immediately killed by the Silvanesti king, Silvanoshei, ending the War of Souls.

The time following the War of Souls was both good and bad for the Knighthood. The gods had returned and Kiri-Jolith and Habbakuk took their places as patrons of the Knights of Solamnia. However, there was a gap in the triumvirate because of Paladine's sacrifice. Kiri-Jolith took his father's place as the lead patron of the Knights and extended an offer to Shinare to become the third patron deity, which she accepted.

Grand Master Liam Ehrling was an old man, unable to command the respect that he once did. Some of the less honorable and more ambitious Lord Knights of each of the Orders took command of their individual Orders on mainland Solamnia and largely ignored any orders from the Grand Circle on Sancrist. This began a fracturing of the Knighthood, with each Order almost becoming its own separate entity on the mainland. Despite this fracturing, the Knights were able to retake all of the major cities lost to the Dark Knights or Dragon Overlords. Palanthis again became the shining jewel of Solamnia, and Solanthus, Caergoth, and Thelgaard each came under the rule of one of the Orders of the Knighthood.

Four years after the War of Souls, the half-giant Ankhar raised a monstrous army in one of the less civilized areas of Solamnia. He began leading his army across the land, pillaging and plundering every town and city the army encountered. They smashed the armies of the Crown and Sword at Thelgaard and Solanthus and nearly razed the city of Garnet. As the monstrous army advanced on the city of Caergoth, a former Knight of the Sword turned bandit emerged to reveal corruption at the highest levels of the Knighthood on the mainland. Jaymes Markham (N male civilized human fighter 8/Knight of the Sword 1/rogue knight 3/legendary tactician 3) reunited the three Orders of the Knights of Solamnia into a cohesive army and spent the next two years leading the Solamnic army against Ankhar's monstrous troops, successfully driving them away from most major cities. Jaymes Markham, though no longer a Knight, named himself Lord Marshal of Solamnia, and the Knighthood followed him.

THE KNIGHTHOOD TODAY

Things on Ansalon have changed quickly with the end of the War of Souls and the return of the gods. As they have been many times in their 2,200-year history, the Knights of Solamnia are at a crossroads. As a whole, the Knighthood survived its defeats in the War of Souls rather well and there has been a surge in new recruits since the beginning of the war in Solamnia. However, they are missing a leader,

have a new divine patron, and many of the Knights are currently following a soldier who was kicked out of the Knighthood. The future of the Knights of Solamnia, like so many other groups on Ansalon, is uncertain in the still-new Age of Mortals.

Grand Master Liam Ehrling has recently passed away from old age. However, with the war against Ankhar and his forces in Solamnia, the Knighthood has not been able to convene a Grand Circle to elect a new Grand Master. Lord Goddard Tasgall (LG male civilized human noble 4/fighter 6/Knight of the Rose 8) is currently acting in this role, though he has decided to keep his headquarters in Sanction for the time being, much to the annoyance of the lord of that city, Hogan Bight.

Lord Marshal Jaymes Markham is retaking much of mainland Solamnia. The Knights of Solamnia are currently supporting Markham and make up a large part of his army, especially in the command ranks. However, the Lord Marshal is a former Knight who had been branded a criminal for many years, which does not sit well with many of the higher ranking Knights not directly involved in the conflict on the mainland. The high command of the Knighthood plans to keep supporting Markham—at least until Ankhar's army is finally defeated and Solamnia is completely retaken—but they have yet to decide what course they will take after that.

The White Dragon Overlord Gellidus has recently met defeat at the hands of a group of adventurers, and his domain in Southern Ergoth has largely become a lawless place. Lord Tasgall has been trying to move as many Knights there as can be spared from the war on the mainland, concentrating them at the Solamnic stronghold of Castle Eastwatch. Unfortunately, the highly capable Knight Commander of Castle Eastwatch, Riva Silverblade, died just before Frost; the new commander is a young, largely untested Sword Knight named Paladian Dragonhelm (LG male civilized human noble 6/cleric 4 of Kiri-Jolith/Knight of the Sword 2 [Cleric 1]). Though he has never held a command at this level, Dragonhelm is confident that he and his Knights can protect the people who already live on Southern Ergoth while trying to claim much of Gellidus' old realm for the Knighthood. All manner of nasty things still live in, on, and near the glacier Frost created, and the Knights are doing their best to clear the area; however, the ogres of Daltigoth have been giving them some organized resistance. The situation right now is at a stalemate, but the slightest thing could tip the balance of power on the island in an instant.

LEADERSHIP AND ORGANIZATION

In times of war, leadership of the Knights of Solamnia depends solely on rank held within each Order. The higher a Knight's rank, the more men he leads. However, in times of peace the leadership of the Knighthood is organized somewhat differently. Positions of leadership are still based on rank, but having a higher rank sometimes has nothing to do with how many men answer to a single Knight.

In peacetime, the Knighthood is organized into circles. A circle is a collection of all of the Knights who live in



TABLE 2-1: KNIGHTS OF SOLAMNIA RANK STRUCTURE

Rank	Crown Knights	Sword Knights (Clerists)	Rose Knights
Grand Master	Grand Master		
High Knight	High Warrior	High Clerist	High Justice
Lord Knight	Lord of the Crown	Lord of the Sword (Lord Clerist)	Lord of the Rose
Warrior Lord	Marshal of the Crown	Marshal of the Sword (Clerist Marshal)	Marshal of the Rose
Commander	Warden of the Crown	Warden of the Sword (Clerist Warden)	Warden of the Rose
Captain	Captain of the Crown	Captain of the Sword (Clerist Captain)	Captain of the Rose
Subcaptain	Steward of the Crown	Steward of the Sword (Clerist Steward)	Steward of the Rose
Knight Officer	Sergeant of the Crown	Sergeant of the Sword (Clerist Sergeant)	Sergeant of the Rose
Knight	Knight of the Crown	Knight of the Sword	Knight of the Rose
Knight Postulant	Crown Postulant		

a certain area, from the highest-ranking lord officer to the lowest-ranking Crown postulant. The size of a circle can vary from just a few Knights in some rural areas to hundreds of Knights in large cities or other places where large numbers of Knights dwell.

The leadership of a circle falls to the highest-ranking Knight, regardless of how many Knights belong to that circle. If a circle has forty Knights, but the highest-ranking Knight is a Sergeant of the Crown, then that sergeant is the Master of the Circle. He would still defer to higher ranking Knights on larger matters, but the command of his circle falls to him. While it is rare that a lower-ranking Knight presides over a circle, it is not unheard of, especially in more rural areas.

Offices within a circle, and within the Knighthood, are usually assigned by popular vote. The Master-at-Arms of the Circle of Lytburg would be elected to his position by the Knights of that circle, though the Master of the Circle would automatically be the highest-ranking Knight and would hold that office without being elected. Knights that hold office within a circle, or within the Knighthood at large, have no special rights or precedence except in matters directly related to their office. The exceptions to

this rule are the High Knights and the Grand Master. The Knights who hold these offices outrank everyone else in the Knighthood and usually hold the office for life.

The High Knights are the leaders of the three Orders. The High Warrior leads the Order of the Crown, the High Clerist commands the Order of the Sword, and the High Justice is the head of the Order of the Rose. These positions are gained through nomination from within each Order. In accordance with the Measure, an Order can only elect one of its own members to fill its High Knight position and must conduct the election without interference from the other two Orders. However, this was not the case in the days before the War of the Lance. During this time, there were not enough experienced Knights to fill all of the offices the Measure deemed there should be. During this time only, an Order was allowed to nominate a Knight from a different Order to fill its High Knight office.

The Grand Master is the supreme leader of the Knights of Solamnia. He ranks above all other Knights and is the master of the Grand Circle near Whitestone Glade on Sancrist. Only a High Knight can be nominated for this office, and he must be elected by a group of Knights drawn from all three Orders. Each circle can send two

TABLE 4-2: KNIGHTS OF SOLAMNIA ORDERS OF BATTLE

Commander	Unit Type	Approximate Unit Size
High Knight	Army (6 Quadrons)	48,000 men
Lord	Quadron (4 Shields)	8,000 men
Marshal	Shield (5 Compgroups)	2,000 men
Warden	Comgroup (7 Regiments)	420 men
Captain	Wing (5 Companies)	60 men
Steward	Company (2 knights, 10 men-at-arms)	12 men

of its members to be part of the electing committee; seventy percent of all circles must be represented for a valid election. The office of Grand Master was vacant from the Cataclysm until just after the War of the Lance, some 353 years. During that time the Knighthood could not summon the requisite number of Knights to hold an election because many of the circles had been destroyed or forced into hiding because of the widespread persecution of the Knighthood. Regardless, the Measure held that those circles were still officially part of the Knighthood and therefore required representation. This matter was

not resolved until after the War of the Lance when Lord Gunthar's actions persuaded the Knights to put practicality above tradition and acknowledge him as the legitimate Grand Master.

The number of circles on Ansalon has varied throughout the years, depending on how the Knighthood was viewed at the time. During the Age of Despair, before the War of the Lance, circles were difficult to find because most Knights were either in hiding or had been killed after the Cataclysm. The Knights also lost catastrophic numbers during the Summer of Chaos. Under the leadership of

RANK STRUCTURE

THE rank structure of the Knights of Solamnia remains unchanged since the time of Vinas Solamnus. He laid down the ranks of the three Orders and based them loosely on the hierarchy of the Cavaliers of Ergoth, the order from which Solamnus himself came. The hierarchy of the Knights is unofficially divided into three groups: novitiates, those who are new to an Order; officers, those who directly command troops in battle; and lord officers, the generals and strategists of the Knighthood. A squire of the Crown is not officially considered part of the Knighthood and therefore does not hold a military rank among the Knights.

Novitiates are those who are generally new to an Order. A novitiate may be an experienced knight, such as one who has recently become a Rose Knight, but he is still learning his role in his new Order. The first rank held by a Knight is that of Crown Postulant. No other Order has members of postulant rank, as a postulant is newly knighted and, while he has proven himself worthy of being a Knight of Solamnia, he has yet to serve in any significant manner. Postulant is a rank a Knight rarely holds for long, as most Knights soon prove themselves worthy of advancement. Some Knights never hold this rank, proving themselves capable of holding higher rank while still squires. Above Crown Postulant is the rank of Knight. This is the first rank held in all three of the Orders. Knights are the backbone of the Knighthood and the largest percentage of Solamnic Knights hold this rank. The rank of Knight Officer is the rank at which a Knight is first placed in a leadership role. He is typically placed in a company as second-in-command. A Knight officer is called a Sergeant of his Order.

When a Knight becomes an officer, he has proven himself capable of leading others. A Knight's first real command is held at the rank of Subcaptain. Subcaptains are called Stewards of their Order. A steward is given command of a company, usually made up of 2 knights and 10 men-at-arms. If a Knight wishes to advance from the Order of the Crown to the Order of the Sword, or from the Order of the Sword to the


Order of the Rose, it is usually done before advancing beyond steward. Once a Knight reaches the rank of Captain, he has usually decided to stay in the Order in which he currently serves. A Knight who holds the rank of captain is called a Captain of his Order and is placed in command of a regiment, which is usually five companies, around sixty men. A compgroup is made up of seven regiments, which is around 420 men, and is led by a Knight with the rank of Commander. A commander is known as a Warden of his Order.

Once a Knight is raised in rank above Warden, he is a lord officer. It is at these ranks where a Knight is placed in command of thousands of Knights and leads whole armies on the field of battle. The lowest of the lord officer ranks is that of Warrior Lord. A warrior lord is called a Marshal of his Order. A marshal usually leads a shield, or five compgroups, more than 2,000 men. A Lord Knight, called a Lord of his Order, commands a quadron, made up of four shields, or more than 8,000 men. There are only a handful of Lord Knights at any one time, depending on the strength of the Knighthood. Above the Lord Knights are the three High Knights. The High Warrior commands the Knights of the Crown. The Knights of the Sword are lead by the High Clerist. The Knights of the Rose follow the High Justice. Each High Knight commands the army of his Order. At full strength, each army consists of 6 quadrons (48,000 men); however, the Knighthood has not been at full strength since before the Cataclysm,

At the head of the Knighthood is the Grand Master, who personally commands the Grand Circle of Knights on Sancrist. He is also the supreme military commander of the Knights, leading all three armies through the High Knights and Lord Knights.

Prior to the revision of the Measure, there were exact steps that had to be taken and certain regulations that had to be followed to be able to rise in rank, and these were rarely bypassed. Since the revision, there are still regulations and steps, but the flexibility of an officer or lord officer to promote those below him is greatly increased.





Grand Masters Gunthar uth Wistan and Liam Ehrling, the Knighthood recovered from the Chaos War, even though they had to give up a good portion of mainland Solamnia to the Dragon Overlord Khellendros. The number of circles at the time of the War of Souls slightly exceeded the number of circles before the Chaos War.

The War of Souls had a somewhat fracturing effect on the Knighthood. Though most of the circles survived the war, the strong leadership that the Knights were used to began to fade. Grand Master Liam Ehrling was very old, approaching his ninetieth year, and had lost much of his former force of personality. This allowed some of the more ruthless Knights of all three Orders to carve little areas for themselves and use their Orders as their own personal armies. Knightly circles still existed in these places, but they answered only to the lords that commanded them. The Grand Circle on Sancrist still had nominal control over the Knighthood, but most Knights began to do what they wanted. Lord Goddard Tasgall, Knight of the Rose and head of the Circle of Sanction, saw this and began to try to bring those circles back into the rightful fold of the Orders; this proved difficult until Jaymes Markham reunited the mainland armies of the three Orders and turned them back into a single fighting force.

Liam Ehrling died in late 424 AC. Most believe Lord Tasgall will be the next elected Grand Master, but the war on the mainland has prevented the proper number of Knights from gathering to elect a new leader.

AREAS OF INFLUENCE

The power of the Knighthood has long stretched beyond the borders of the nation of Solamnia. Knights are stationed at forts, castles, and outposts all over Ansalon.

ABANASINIA

Since the end of the Chaos War, the Knighthood has had at least a token presence in Abanasinia; in fact, the number of Knights currently in the area is steadily increasing. The garrison stationed in Solace has the duty of guarding the Tomb of the Last Heroes. They take part in defending the town, but there are not yet enough Knights in Solace to do more than that. There is also a contingent of Knights in Haven who have only arrived since the end of the War of Souls. The mayor of Haven asked for their assistance in ridding the area of Captain Samuval (LE male civilized human fighter 6/Knight of the Lily 1/Blood Oath Archer 5) and his bandits, something they have yet to accomplish.

NORDMAAR

The Knighthood has a strong presence in Nordmaar, with active circles in every city and most towns. The new king of Nordmaar, Nacon II (CG male nomadic human barbarian 14), holds the Knights in high esteem and welcomes their council, though they by no means hold any sway over him. The Knights always assist the locals in military matters when asked and remain vigilant against any incursions by the Dark Knights or the draconians of Teyr.

The number of Knights in Nordmaar has dropped considerably since Jaymes Markham took control of the

war in Solamnia, as many have gone to reinforce his army. The circles here are still intact, but all of them have sent Knights to aid in the war effort. There is a rumor floating around the country that both the Dark Knights and the draconians are planning to invade Nordmaar. This has worried the new king and the Lord Knight of Nordmaar, a Crown Knight named Terrance Ironclad (LG male civilized human fighter 5/Knight of the Crown 3/inquisitor 5). King Nacon and Lord Ironclad both know that, while Nordmaar can most likely stand against one invasion, there is no way the country could survive two.

NORTHERN ERGOTH

When Khellendros took over Palanthas and most of mainland Solamnia, many Knights and their families fled to Northern Ergoth at the invitation of Emperor Mercador Redic VI (LG male civilized human noble 5/fighter 10/Ergothian Cavalier 3). More than forty years have passed since the exodus, and many Solamnic families have come to consider Northern Ergoth home. Indeed, many of the younger, and even some middle-aged, Knights were born and raised there. These Knights still pledge their allegiance to the Oath and the Measure and follow orders passed down from the Grand Circle, but some have also involved themselves in the politics of the Empire.

The forces of the Knighthood in Ergoth also exceeded, or at the very least equaled, the Imperial armies in number until just recently when many of the Knights left to join the army of Lord Marshal Markham on the mainland. While this has lessened the influence of the Knights in the Empire, there is still a strong Solamnic presence in the Imperial court at Gwynned that will likely remain for many, many years.

SANCRIST

Sancrist is the home of the Knights' most sacred site, the Whitestone Glade. Since the founding of the Knighthood, the southern half of the isle of Sancrist has been ruled by the Knights. Called the nation of Gunthar, the land has been ruled by the Grand Circle of Knights since the Circle moved there after retreating from Vingaard in the wake of the Cataclysm. Sancrist is the one place that has never forsaken the Knighthood, and the Knights remember that by making the island their ultimate headquarters.

SANCTION

The city of Sanction has become a major bastion of the Knighthood. Shortly after the War of Souls, the Knighthood took command of the city in the absence of Hogan Bight, the city's ruler. They declared Sanction a Lordcity, giving it proper status as a city of Solamnia. The Knights kept trade flowing and protected the city from Dark Knights and ogres, groups that both have headquarters or homelands close by.

When Hogan Bight returned to Sanction in the company of Linsha Majere, control of the city was returned to him by Lord Tasgall, High Justice and the ranking Knight in the city. He did so on the condition that the Knighthood could remain a strong presence in the city.

Hogan Bight, in truth the dragon Crucible (LG male adult bronze dragon), could see the wisdom in keeping the Knights in the city, so he agreed to Lord Tasgall's request. The dragon and Knights now enjoy a strong alliance, and the few Knights who know Hogan Bight is Crucible have sworn to keep the secret.

Most recently, Lord Tasgall has become the de facto leader of the Knights but, instead of moving to Sancrist and Castle uth Wistan, he has remained in Sanction. This has strengthened the Solamnic presence in the city while increasing the city's prestige, though it has created some tension with Hogan Bight, who isn't completely happy with the head of the Knighthood using his city as a headquarters.

SOLAMNIA

Though their influence in their namesake nation waned during the reign of Khellendros, the Knights of Solamnia have since returned to their homeland and are in the process of liberating parts of it from the hands of the monstrous armies of the half-giant Ankhar. The country is still made up of city-states, though the Lord Regent of Palanthas, Bakkard du Chagne (LN male civilized human noble 10/master† 4), holds considerable political power throughout the country. However, the emerging power of Lord Marshal Jaymes Markham, both amongst the nobles of the land and the Knights of Solamnia, is unifying the people of Solamnia and the men and women of the Knighthood to an extent unseen since before the Cataclysm.

† From the *War of the Lance* sourcebook.

SOUTHERN ERGOTH

The recent death of the White Dragon Overlord Gellidus has left a bit of a vacuum of power on Southern Ergoth. The number of Knights at Castle Eastwatch has increased, despite the war on the mainland, because Lord Tasgall and the other High Knights want to make sure that the Knighthood controls as much of the island as possible, keeping it from falling into the hands of the ogres of Daltigoth. As word of the Dragon Overlord's demise has spread, more and more people have been coming back to reclaim lost lands on the island, and the Knights there are doing their best to protect the new settlers and immigrants. Between the masses of new people, the ogres, and the fact that the new commander of Castle Eastwatch is a young, untested Knight, the Knights of Solamnia are facing a real challenge in realizing the Grand Circle's plans for Southern Ergoth.

ELSEWHERE

Though these are the main regions and countries where the Knights of Solamnia have major influences, small circles and individual Knights can be found all over Ansalon.

Whether they are Knights-in-exile such as Linsha Majere, Knights on a Quest of Virtue, members of the Clandestine Circle, or Knights on missions for a traditional circle, they can be found opposing evil and trying to influence the world to follow the precepts of Good according to the Oath and the Measure.

TRADITIONS OF THE KNIGHTHOOD

An organization as long lived as the Knights of Solamnia is bound to be rich in tradition. This was especially true in the times before the Cataclysm, before most Knights were killed or forced to forsake the Knighthood and many traditions fell by the wayside. Since then, some of the old traditions have been revived and new ones have been added, but most of the traditions of the Knights of Solamnia have the same focal point—the Oath and the Measure.

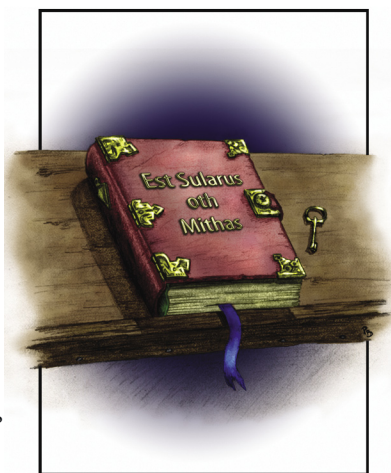
The Oath and the Measure describe everything that a Knight is and should strive to be. They are the guides by which all Knights are supposed to live their lives, though, of course, some are more successful in following these strictures than others. Living up to the Oath, "My Honor is My Life," and following the rules set forth in the Measure are the greatest of the Solamnic traditions.


TRADITIONS OF LAW

Many of the ways the Knights operate as an organization have become traditions in themselves. A few Knights over the

millennia have proposed better ways to organize the Knighthood, claiming that circles are inefficient. They cite the fact that relatively low-ranking Knights can command large circles under the right circumstances; this can cause problems when a high-ranking Knight confronts a lower-ranking commander. However, whenever any kind of idea of reorganization is suggested, the Grand Circle of Knights always decides against it. The Measure states that the Knighthood is to be made up of circles in every city or town where Knights openly reside, and no Grand Circle has ever found a compelling reason to change this.

The election of the High Knights and the Grand Master has also become traditional. The High Knights and the Grand Master are elected somewhat differently. For example, if the Order of the Sword needs to elect a new High Clerist, as many Sword Knights as can make the journey travel to the Whitestone Glade on Sancrist. Here they form the Circle of the Sword. Each Knight is allowed to nominate one Knight Clerist, who must be present, to be the new High Clerist. Once all Knights have made their nominations, the three Clerists with the most nominations are presented and allowed to speak on their own behalf. All Knights then vote privately, and the candidate with the most votes is invested as the new High Clerist. The Grand Master is elected in a similar fashion, but, instead of Knights from one Order, each circle registered in the





Measure sends two Knights to represent it. At least seventy percent of all registered circles must send representatives to be able to elect the Grand Master. The representatives form the Grand Circle of the Knighthood, which is also the name of the Grand Master's circle based at the Whitestone Glade. From there, the election proceeds the same as that for the High Knights, though nominations for Grand Master are not limited to those present.

Tradition also allows a Knight who has violated the Oath and the Measure the opportunity to redeem himself. He is typically sent on a dangerous quest to right a great wrong in the world. An example of this is Lord Soth's quest to stop the Cataclysm. Though Paladine, and not a Knightly circle, gave him this quest, it would still have allowed Soth to redeem himself and regain his lost honor. If the Knight refuses the quest or fails to achieve it, he is stripped of his knighthood and his name expunged from the rolls of the Knights of Solamnia. This chance at redemption is a law written into the Measure. However, the law also states that some acts are so heinous as to require either immediate expulsion from the Knighthood or the ceremony called the Honor of the Sword (see "Traditions of Honor").

TRADITIONS OF BATTLE

The primary purpose of a Solamnic Knight is to be an effective member of a larger fighting force. To this end, many traditions regarding battle and warfare have sprung up over the course of the Knighthood's existence.

Spending the evening before a great battle in prayer is an old tradition that is rarely followed by anyone but the Order of Clerists and a few of the most devout Knights. Elias Solamnus, Vinas' son and successor, always prayed before battle and most of the Knights in those early days followed his example. The tradition largely died during the Shadow Years following the Cataclysm. When the Order of Clerists was reestablished after the War of the Lance, the High Clerist tried to bring back this tradition, but he met with limited success. The current High Clerist, Lord Gabriel Jhent, has followed his predecessor's example but, like that predecessor, he has met with limited success, even with the return of the gods.

Another old tradition, though one that has better stood the test of time, is the Knight's salute to an enemy. Whenever appropriate, a Knight will salute an enemy before entering into battle. There are times when this isn't practical, such as having an entire army salute before charging across the field of battle to meet an enemy army.

THE OATH AND THE MEASURE

THE Oath of the Knights of Solamnia, "Est Sularus oth Mithas" or "My Honor is My Life," has been the same since Vinas Solamnus founded the Knighthood. This principle—to sacrifice all for the sake of honor, for without it life means nothing—guides the manner in which all Knights strive to live their lives.

The Measure is the set of guidelines put forth by Vinas Solamnus and his successors to govern the proper chivalric behavior of the Knights. It is the Knighthood's creed, body of laws, and rules of conduct. It touches every aspect of a Knight's existence and dictates the proper hierarchy of the Knighthood.

In the centuries since its inception, the Measure grew as each generation of Knights added to it. By the time of the Cataclysm, the Measure filled thirty-seven ponderous tomes in an unwieldy attempt to define "honor" and everything associated with being a Solamnic Knight. The Measure was impossible for any one person to understand.

Following the War of the Lance, the newly appointed Grand Master, Gunthar uth Wistan, led a group of Knights in an extensive revision of the Measure. They began to condense or remove long-winded sections that covered minor details such as formal address, courtly etiquette, and protocols for minor tasks—the rules for proper saddling of a mount ran seventy-five pages long! The ultimate goal in revising the Measure was to create a work that would inspire Knights to emulate Vinas Solamnus rather

than blindly follow an outdated set of rules.

The current Measure is contained in three volumes and includes writing known, or thought, to be authored by Vinas Solamnus, as well as certain other works that help the Knights hold up their ideals. The old Measure is still kept for study purposes, but Knights no longer strain to follow it to the letter.

Although the whole of the Knighthood holds the entire document sacred as the definition of honor, each of the three Orders dedicates itself to one particular aspect of the Measure.

MEASURE OF THE CROWN

The Measure states that honor begins with the precepts of Loyalty and Obedience, and a Knight of the Crown exemplifies these two traits in every action and thought.

Loyalty is a Knight's commitment to a higher authority. Justly given, loyalty becomes worth more than any treasure. Obedience is the practical application of loyalty. A Knight obeys those to whom he is loyal, regardless of his own welfare or personal opinion.

Knights of the Crown pledge loyalty to the gods of Good, specifically to Kiri-Jolith and Habbakuk, and they are loyal to the memory of Paladine. This pledge also extends to the Knights' new patron, Shinare, despite the fact that she is a neutral deity. Loyalty is also given to one's family, those oppressed by Evil, and

In cases like this, the commander leading the charge will salute for his entire force, or the Knights will simply forgo the salute. A Knight will generally not salute a monstrous enemy, such as a goblin, troll, or the like, unless that particular creature has somehow shown the Knight it deserves the honor of a salute.

The weapons the Knights of Solamnia use have become somewhat traditional as well. Every Knight learns the use of a sword and shield, a two-handed sword, and a lance. Knights are permitted to use other weapons, but these are the favored weapons of most Knights. Knights also generally tend to frown on missile weapons in battle. They understand the usefulness of a bow or crossbow in warfare, but they prefer to go toe-to-toe with their enemies whenever possible.

In keeping with the traditions of honor in battle, a Knight will never strike an unwary foe from behind. It is said that Vinas Solamnus put this tradition in place, saying that every enemy, no matter who or what it was, deserved to see the figure of justice delivering judgment. This tradition also tends to exclude tactics, such as a traditional ambush, from a Knight's repertoire of combat strategies. Knights can still ambush foes, but they will always give a warning before attacking.

In the days before the Second Cataclysm, tradition and the Measure stated that a Knight would never back down from a foe or retreat from battle, regardless of the potential outcome. This meant that a small party of Knights would be forced by tradition and law to battle an enemy force of thousands, if encountered and challenged. This was tantamount to suicide, but tradition demanded it. With the revision of the Measure by Lord Gunthar and Lord Ehrling, common sense now prevails in the Knighthood. While it is still against the Measure for a Knight to cravenly abandon his post, it is acceptable by current tradition for a Knight to retreat in the face of a more powerful foe, if it means that Knight will live to fight another day.

TRADITIONS OF HONOR

Evidenced by the Oath, "My Honor is My Life," honor is the very foundation of the philosophy of the Knights of Solamnia. Honor is everything, and many Solamnic traditions evolve from this perspective.

Honor demands that friend and foe alike be treated with respect. Regardless of how a Knight views another person or organization, even one actively opposed to the Knighthood, tradition says that everyone deserves to be treated honorably and respectfully. Many Knights find this

THE OATH AND THE MEASURE (CONT.)

to the just, deserving rulers who are in good standing with the Knighthood.

A Crown Knight is responsible for serving and aiding any fellow Knight who is on the business of his Order and requires assistance, provided it does not violate a lawful order given by his superiors. He must also serve the kingdoms on the List of Honor, as compiled by the Grand Circle of Knights.

Any Crown Knight found violating the precepts of the Measure will be tried before a Knightly Council. Any Knight found guilty will be reduced in rank and/or have his Knighthood stripped from him.

MEASURE OF THE SWORD

The Measure maintains that the next components of honor are Heroism, Courage, and Spirituality. This is the Measure of the Sword.

A strong spirit and faith in the patron deities of the Knighthood form the spring from which courage and heroism flow. Courage is the will to strike a blow for the cause of Good, no matter what the personal cost. Heroism is this same spirit of self-sacrifice, dedicated to defending the world against the forces of Evil in all of its forms. The heroic, courageous Knight is a champion of the weak, defenseless, oppressed, poor, enslaved, and falsely accused, and he always renders aid to those in need.

While no truly courageous and heroic Knight would run from a battle or decline combat with an

Evil foe, the Measure does recognize that it is fruitless to throw oneself away in a battle that cannot possibly be won. The Measure teaches a Knight prudence in choosing his battles and that it is better to live to fight another day than to die in a battle that cannot be won.

A Knight of the Sword must pay homage to Kiri-Jolith and the other gods of Good each day. A Clerist must spend one day a week fasting with prayer to Kiri-Jolith at sunrise, noon, and sunset. A Sword Knight must eagerly engage evil opponents without needlessly throwing his life away, protect the weak and defenseless, and forswear the use of his Knightly powers for unrighteous reasons.

MEASURE OF THE ROSE

According to the Measure, the final components of honor are Wisdom and Justice. These are the ideals embraced by the Knights of the Rose.

Wisdom is the ability to combine knowledge, experience, understanding, and common sense with insight. Justice is applying that wisdom to what is written in the Measure and using it to defend those in need and to further the cause of Good. The wise Knight is a beacon of reason and good in the darkness of ignorance and injustice.

A Knight of the Rose is expected to honor the gods of Good in all things at all times. He is to fight for justice without regard to personal safety or comfort, and sacrifice all in the name of honor.



difficult, especially in regard to their enemies, but most at least attempt to follow this tradition.

The knighting ceremony is a great tradition of honor experienced by most Knights. It is during this ceremony that a man or woman is raised from squirehood and entered into the rolls of the Knights of Solamnia, usually as a Crown Postulant. The squire is usually required to spend the night and much of the day before the ceremony in a vigil of prayer and devotion to the patrons of the three Orders. Wearing nothing but a thin white shirt and breeches, he is brought before the Knight presiding over the ceremony. Standing with the presiding Knight are other Knights in full ceremonial regalia, each holding a part of the new Knight's arms and armor. The squire kneels in front of the ranking Knight and bows his head. The Knight begins the ceremony by saying a prayer to the patrons of the Knighthood and then speaks of the squire's virtues and how the squire will be a boon to the Orders. The Knight then asks, "Do you swear by the patrons of the Knights of Solamnia—Shinare the Winged Victory, Habbakuk the Fisher King, and Kiri-Jolith the Sword of Justice—that you pledge your life to the ideals of honor and goodness set forth in the Oath and Measure of the Knights of Solamnia?" The squire raises his head, looking the Knight in the eye, and states, "I do. Est Sularus oth Mithas." The Knight slaps him on both sides of the face with the squire's own leather-and-chain gauntlet stating, "Let these be the last blows you ever receive that go unanswered." The Knight then takes the squire's sword and taps him first on the left shoulder saying, "For Truth and Honesty, accept the blessings of Shinare." The Knight taps the right shoulder, "For Loyalty and Courage, accept the blessings of Habbakuk." The Knight taps the top of the squire's head, "And for Wisdom and Justice, accept the blessings of Kiri-Jolith." The Knight then takes a step back and offers the new Knight the hilt of his sword, saying "Rise, sir, accept your sword, and be recognized as a Knight of Solamnia." The squire rises, taking the sword, and stands stoically as the remaining Knights dress him in his new armor. When the last piece is put on, always the Knight's spurs, the presiding Knight bids the new Knight, "Go, live your life by the Oath and the Measure and serve the Knights of Solamnia in all that you do."

Not all Knights go through this ceremony, however. Some, for various reasons, are knighted in others ways. There is a record from the Third Dragon War of fifty squires being knighted at one time on the eve of a great battle. For reasons of sheer numbers, they could not go through the traditional ceremony. Sturm Brightblade was actually knighted by the Grand Circle,

but he didn't go through the knighting ceremony until several months later, when the charges brought against him by Derek Crownguard were found to be false. Even then, his knighting ceremony differed somewhat from the traditional ceremony outlined above.

Another tradition of honor is the Honor of the Sword, a ceremony of ritual suicide that a dishonored Knight can perform to restore honor to himself and his family. If a Knight has committed an act or acts that cause a knightly circle to make the judgment against him that strips him of his honor and his knighthood, the circle will also give him the option of the Honor of the Sword. The Honor of the Sword is always voluntary, though a Knight that refuses it is cast out of the Solamnic Knighthood—stripped of his titles, his knighthood, and his land if it was awarded to him by the Knighthood. An outcast is reviled by all other Knights, who are forbidden by the Measure to have dealings of any kind with the outcast.

RECRUITMENT AND TRAINING

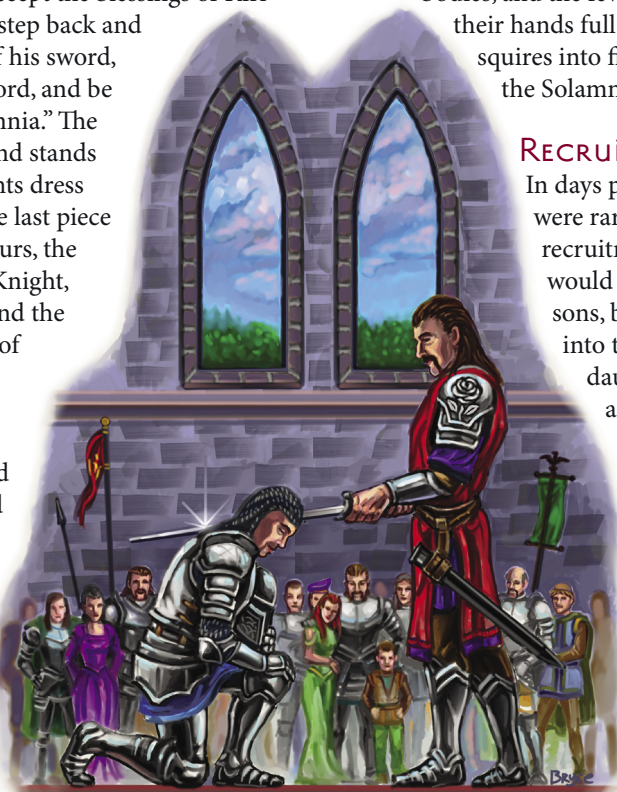
In the dark days following the Cataclysm, recruitment and training for the Knights of Solamnia largely involved training and investing as Knights the sons, and more rarely the daughters, of the Solamnic families that had fled to Sancrist. The Knighthood was looked on with disfavor in most other places, so virtually no one outside of traditional knightly families wanted anything to do with the reviled Orders. Once the Knights again rose to prominence after the War of the Lance, young Solamnic men and women became excited by the possibility of earning their spurs and becoming Knights like their new or rediscovered heroes, Sturm Brightblade and Huma Dragonbane. The rolls of the Knighthood began to swell with eager new bodies, and the few Knights that were left had their hands full with molding these new squires into figures worthy of the spurs of the Solamnic Knight.

RECRUITING

In days past, the Knights of Solamnia were rarely proactive in their recruitment of new Knights. They would watch and consider all noble sons, but everyone else admitted into the Knighthood, including daughters of nobility, had to actively seek out a sponsor and prove themselves to the Knights. Those days are gone.

After the War of the Lance, the Knights began to recruit men and women they encountered in their many travels, but they didn't usually seek out new recruits. In those days, most recruits came to them.

After the devastating losses in the Chaos War,



Grand Masters Gunthar uth Wistan and Liam Ehrling changed the Knighthood's recruiting practices. No longer could the Knights sit and wait for recruits to come to them. Recruiting offices were opened in major cities and recruiting parties were organized to travel into rural areas to seek out potential worthies. These parties never forced anyone to join, but they would regale promising individuals with tales of Huma and Sturm and other noble Knights, trying to convince them to take up the life of a Knight. These practices worked. Despite the interference of the Dragon Overlords and their minions, the ranks of the Knights of Solamnia recovered and were close to their pre-Chaos War strength by the time of the War of Souls.

Today the Knighthood still uses these recruitment methods and, though there was some fracturing between the Orders after the War of Souls, the Knights of Solamnia are almost as strong now as they were in the days before the fiery mountain struck Istar.

TRAINING

The method by which a prospective Knight begins his training has to do with the age he is when that training begins.

Boys and girls who are younger than thirteen when they and their families decide for them to enter the Orders serve in the household of a high-ranking Knight as a page.

NONHUMANS AND THE KNIGHTHOOD

In the early days of the Knights of Solamnia, Solamnia was a country of humans with little to no real contact with any of the other races of Ansalon. The Grand Master, lord officers of the Knights, and the nobles might interact with ambassadors, but the number of nonhumans living in Solamnia was negligible. Therefore, all of those who became Knights in the early days of the Knighthood were human. Vinas Solamnus and those who came after him did not purposefully exclude any of the other races at first; they just didn't think about them. Nonhumans didn't live in Solamnia and none except kender, who were simply ignored, approached the Knighthood petitioning for membership. It remained this way for several generations.

The human racial purity of the Knighthood first came into question some 300 years after the founding of the Order. Two nonhumans, a dwarf and a half-elf—both long time residents of Solamnia and compatriots of two low-ranking Crown Knights with whom they would go adventuring—petitioned for acceptance as squires of the Crown. Respecting their friends and admiring the Order to which they belonged, they wanted to become Solamnic Knights. While the two Crown Knights thought this was a fine idea and sponsored them, it flew in the face of what had become a tradition of the Knighthood. According to tradition, Knights of Solamnia were humans, and noble-born humans at that. The two Knights argued that nowhere in the Measure did it state that a Knight had to be human or noble.

This incident, which started in the small town of Relgoth, eventually made it to the ear of the High Warrior at Vingaard Keep, an old man notorious for his conservative ways. He had a personal dislike of dwarves and elves, so he decreed that, because it violated the traditions set forth by previous generations, the half-elf and dwarf could not be Knights. Incensed, the two Crown Knights demanded

that their compatriots' case be heard by the Grand Master. As this was within their rights according to the Measure, the Grand Master, who was the previous High Warrior and friend of the current High Warrior, heard the petition. Not only did he deny the petition, he decreed that it would be added to the Measure that only humans of Solamnic heritage could join the ranks of the Knighthood. This decree stood for nearly two thousand years until just after the War of the Lance.


During the time between this judgment and the revision of the Measure, members of other races would fight alongside the Knighthood and would even gain great honor. A perfect example of this is Kharas of the dwarves of Thorbardin; his name means "knight" in Solamnic and was given to him by his Solamnic Knight allies during the Goblin Wars in Solamnia. However, no matter what their deeds, no one who was not of human Solamnic stock could be knighted.

After the War of the Lance, Gunthar uth Wistan and the Grand Circle of the Knighthood made Tanis Half-Elven an honorary Knight of the Rose. As Tanis mentioned to Gunthar during the Blue Lady's attack on Palanthis, the Measure makes no distinction between honorary Knights and actual Knights. This makes Tanis the first non-Solamnic and nonhuman Knight on record.

When Gunthar directed the revision of the Measure, he used Tanis as an example and changed the archaic rule that all Knights had to be human. The Knighthood now allows those with at least some human parentage, such as half-elves, to petition for membership. While this did not sit well with some of the more conservative Knights, the Grand Circle approved, understanding the Knighthood's need for new recruits.

The Knighthood is still primarily human, but there are now a few half-elves, and even a half-kender, counted in the rolls of the Order.





For the most part, this time is spent as a member of the patron Knight's estate or manor staff, performing menial tasks and helping to ensure their patron's household runs smoothly. Pages receive little in the way of formal training, but in their spare time they play at being knights and learn from what they observe around them. In addition, they are given a formal education that includes instruction in the tenets of the Oath and Measure and the ways of the Knighthood.

Once a page turns thirteen, he is admitted into the Knighthood as a squire. The candidate who begins his knightly training between the ages of thirteen and eighteen enters as a Squire of the Crown. It is as a squire that a potential Knight truly learns what it is like to be a Knight. The squire is assigned to, and accepted by, a patron who is responsible for his training. The nature of the training depends on the patron. A wealthy, high-ranking patron may take on more than one squire and train them all simultaneously at his estate or manor. Squires trained in environments such as this are rarely trained directly by their patrons. Other Knights who are members of the patron's household take on these duties, focusing on their individual areas of expertise. Less wealthy, lower-ranking Knights who take on squires will usually have a more personal role in the squire's training. Regardless of the method of training or the status of their patron, squires all receive similar instruction in the ways of the Knighthood. They learn how to use and take care of all of the weapons favored by the Knights of Solamnia. They are taught horsemanship and how to fight while riding. They learn the secrets of effectively wearing and taking care of the plate and chain armor preferred by most Knights. They learn strategy and tactics and how to effectively fight both as a group and individually. Most importantly, they are taught what it means to have honor and how a Knight conducts himself in accordance with the Oath and the Measure. Once a squire reaches the age of eighteen, if his patron feels he is ready, he again stands before the Knight's Trial. If the circle conducting the Trial finds the squire worthy, a date is set for the ceremony in which he will be knighted and entered in the rolls of the Order of the Crown.

Potential Knights who are eighteen or older must still spend time as a Squire of the Crown. For one who has already proven himself, this is largely symbolic. He only spends one day as a squire before undergoing his knighting ceremony. However, many older applicants remain squires for several reasons. Some lack the martial skills necessary to be a Knight. Others have little to no knowledge of the rules of the Measure and spend much of their squirehood in study. Whatever their deficiencies in the eyes of the Knight's Trial, these squires often learn quickly and are admitted to the Knighthood within a year or two.

Even after a squire achieves knighthood, his training doesn't end. In times of peace, circles hold drills at regular times every year in which all of the Knights of that circle, regardless of rank or Order, gather in one place for two weeks and practice the arts of war. Some larger circles invite the Knights of smaller circles to such drills so that

the Knights of the smaller circles can gain the benefit of training with a larger force than they could otherwise field on their own. Larger circles will also often arrange drills to take place immediately before or after a tourney, maximizing the number of Knights that can take part in both events. For Knights stationed at castles and garrisons under constant enemy threat, drilling is a regular part of life, as they must always be prepared to meet the enemy in battle. It is only during wartime that Knights don't train regularly, for nowhere can a Knight learn more than on the battlefield fighting their enemies.

ALLIES

In the more than two millennia of their existence, the Knights of Solamnia have called many nations and organizations "friend." Most of these have disappeared in the River of Time, like the Knights of the Divine Hammer and the nation of Istar, but the Knights have rarely lacked allies. Some of their current allies were once enemies, such as the Empire of Ergoth, while others, like the Holy Orders of Kiri-Jolith and Habbakuk, have always enjoyed a close bond with the Knights.

CITADEL OF LIGHT

The arrival of the first Knight Clerists on the isle of Schallsea in 396 AC marked the beginning of a strong bond between the Citadel of Light and the Knights of Solamnia. The years between the arrival of the Knights and the War of Souls found the two organizations working together closely; the Knights learned mysticism from the Citadel masters while establishing a circle on Schallsea to protect the Citadel, and the Citadel acted as a spiritual counsel to the Knighthood's Grand Circle. Since the return of the gods, the bond has weakened a bit. The Knights have been dealing with internal problems, the division of the Orders, and the war with Ankhbar, and the Citadel has been concentrating on rebuilding and working out the problems between its clerics and mystics. The two are still on friendly terms, but they are not the allies they once were.

DWARVES OF KAYOLIN

On mainland Solamnia, the staunchest allies of the Knighthood are the dwarves of Kayolin. Since before the Cataclysm, Kayolin has been a major trading partner of Solamnia and the Knighthood, but it was the War of the Lance that really solidified a military alliance. The dwarves guarded the southern borders of Solamnia, allowing the Knights to concentrate on events in the north. They also contributed soldiers to the Whitestone Forces to help drive the dragonarmies out of Solamnia. Since then, the dwarves have given their aid in every major war or conflict in which the Knighthood has been involved. Most recently, the city of Garnet was sacked by the monstrous armies of Ankhbar. Once Jaymes Markham united the armies of the Knights and drove the monsters back from their doorstep, the dwarves of Kayolin came through as they always have, supplying elite units of troops and weapons to Lord Marshal Markham and the army of Solamnia.

EMPIRE OF ERGOTH

Currently, the Knighthood's closest alliance is with the nation from which their founder broke away, the Empire of Ergoth. Following the Chaos War, many Knights and their families fled the northern parts of mainland Solamnia to escape from the Dragon Overlord Khellendros. Some went to the Knight strongholds on Sancrist, but Sancrist could not hold them all. Ergoth's Emperor Mercador Redic VI agreed to accept the refugees on Northern Ergoth. This has caused some worry amongst the nobles and senators of the Empire, as the Solamnic Knights in Ergoth nearly equal the strength of the Imperial Army. Despite this tension, the Knights and the Empire work together quite well, and the combination has strengthened Ergoth's position in post-War of Souls Ansalon. Ergoth has yet to send any troops to assist the Solamnic army against the monstrous armies of Ankhar on the mainland, but the Emperor is willing to help if Lord Marshal Markham requests it.

GOOD DRAGONS

With the return of the metallic dragons during the War of the Lance and again during the War of Souls, the Knights have considered the good dragons, of all of the creatures and races of Ansalon, among their most valued and trusted allies. Many of the victories achieved by the Knights during the conflicts of the past hundred years have come because of the help and advice of these long-lived, mighty creatures.

LEGION OF STEEL

To those looking in from outside, the Knighthood and the Legion of Steel probably seem like siblings who don't get along. The Knights see themselves as wise and successful, looking down on the upstart youngsters with disdain. Steel Legionnaires see themselves as more progressive than their inflexible elders and their antiquated ways. The two are definitely suspicious of each other. While they both fight for the same greater Good, they do it in such different ways that they find it is almost impossible to work together. Only in the loosest sense of the word can the Knights of Solamnia and Legion of Steel be considered allies.

NORDMAAR

The people of Nordmaar have been friendly with the Knights of Solamnia since roughly a century after the Cataclysm. Since the Summer of Chaos, the Knights have had a strong presence amongst the nomads. Every city in Nordmaar has an active circle, and most Nordmen hold a grudging respect for the Knighthood. The recently crowned King of Nordmaar, Nacon II, is happy to have the Knights in his kingdom, especially with the draconians of Teyr bordering his country to the south.

PANTHEON OF LIGHT

The Holy Orders of the gods of Good, especially the churches of Paladine, Kiri-Jolith, and Habbakuk, have been joined with the Knights in a spiritual alliance since the founding of the Knighthood. The Knights, being a semi-religious order, have worked with the Holy Orders of good

in many of their greatest endeavors. Paladine's loss of his divinity recently left a gap in the Knighthood's spiritual alliances that is now being filled, interestingly enough, by the church of Shinare, the Holy Order of one of the gods of Neutrality.

PLAINSMEN

The Knights in Abanasinia enjoy a close relationship with the plains nomads there, a relationship that finds its roots in the friendship between Sturm Brightblade and Riverwind and Goldmoon of the Que-shu. When Riverwind became chieftain of the nomads, he promptly opened trade with the Solamnics and was one of the most open supporters of the Knights' presence in the region. Since the chieftain's death, the Knighthood's close ties with the nomads have weakened only slightly.

ENEMIES

Like any organization fighting for Good, the Knights of Solamnia have many enemies. Most of the groups currently considered enemies have only come into being within the last fifty years, the exception being the chromatic dragons. The Knighthood has managed to outlive most enemies in their more than two thousand years of existence. They have no plans to end that trend.

ANKHAR'S HORDE

The biggest concern the Knighthood currently faces is the monstrous army of Ankhar. Led by the half-giant and his adopted hobgoblin mother Laka (NE female hobgoblin cleric 12 of Hiddukel), priestess of Hiddukel, the army has swept through mainland Solamnia, sacking major cities like Solanthus and Garnet. At first, the Knights on the mainland were divided and could not stand up to this menace. Ankhar's forces rolled over them. Then, a former Knight and bandit, Jaymes Markham (N male civilized human fighter 8/Knight of the Sword 1/rogue knight 3/legendary tactician 3), came forward and took control of the Knights' armies. With Jaymes, now the Lord Marshal of Solamnia, leading the armies, they have managed to push Ankhar and his army back; nevertheless, the half-giant is still the most pressing foe the Knighthood currently faces.

BANDITS OF SAMUVAL

After the War of Souls, Captain Samuval (LE male civilized human fighter 6/Knight of the Lily 1/Blood Oath Archer 5) took his mercenaries and any Dark Knights who wished to follow him and moved into Abanasinia and Qualinesti, setting himself up as a robber baron. He doesn't rule over any towns directly, but everyone in the region is wary of travel because of the raids and ambushes Samuval and his men have staged. This has put Samuval in opposition with the Knighthood in the region. So far, the Knights have not confronted Samuval and his men directly, as the bandits tend not to attack well-armed caravans or columns of knights. It's only a matter of time before someone in the region moves against Captain Samuval, and the Solamnic Knights in the region will most likely take part.





DARK KNIGHTS

Over the past fifty years, no group or organization has been a greater enemy to the Knights of Solamnia than the Dark Knights of Takhisis and Neraka. Born from an evil twisting of the ideals of the Oath and Measure, the Dark Knights have stood against the Solamnics in everything except when forced to join together to defeat Chaos. That alliance lasted barely longer than the battle with the Father of All and Nothing. It has been push and shove, give and take in the battles against each other since then. The Dark Knights worked for the Dragon Overlords; the Knights of Solamnia opposed them. The Dark Knights ruled Palanthis for Khellendros; the Knights of Solamnia pushed them out after the great blue dragon was killed. The Dark Knights conquered Solamnic cities with Mina and her army of spirits; the Knights of Solamnia took those cities back. Even with the apparent fracturing of the Dark Knights after Mina's desertion, the Knights of Solamnia still keep a watchful eye on the Knights of Neraka. The Solamnics are hoping the Dark Knights will fall apart and fade away, but they remain vigilant against their foe.

EVIL DRAGONS

Counting the metallic dragons among their allies means that the Knights must count the chromatic dragons among their enemies. Dating back to the Third Dragon War, the Knighthood has always opposed these evil dragons and the plans of their dark goddess. Now that Takhisis is no more and the number of dragons of both types has been reduced after the Dragon Purge at the beginning of the Age of Mortals, the Knights don't worry as much about the evil dragons as they did in the days after the War of the Lance. They still have a healthy respect for these great beasts and are on constant watch for any activity coming from one of them.

QUALINESTI GOBLINS

In the few years since the end of the War of Souls, there has been a great influx of goblinkind into the abandoned forest of Qualinesti. Normally, this would only be seen as a nuisance by the Knighthood, but the Knights in Abanasinia have been getting reports that these goblins are more organized and military like in their fortifications and maneuvering. Considering the problems with Ankhari and his armies in Solamnia, the Knights are taking this threat seriously, but no one yet knows for sure what the goblins in Qualinesti are up to.

TARMAK BRUTES

The Solamnic presence in the southeastern regions of Ansalon has been reduced to almost nothing thanks to the dragon Thunder and the Tarmak. After Thunder razed the Solamnic citadel in the Missing City, the Tarmak captured, and eventually killed, all of the Knights stationed there with the exception of Linsha Majere and Hugh Bronan (LG male civilized human fighter 8/Knight of the Sword 4). The dragon Sirenfal burned most of the Tarmak fleet poised to invade Ansalon, but their presence in the region has the Knighthood concerned. With the troubles in Solamnia,

Lord Tasgall has yet to make any move to reinstate a Solamnic presence in the region, but he does have a plan to eventually confront the Tarmak.

QUESTS AND TRIALS

Questing is to a knight what bread and butter is to a dinner table: a staple of life. For most knights, life is not all guard duty and military drills. In fact, for those who wish to advance beyond the Order of the Crown, questing is a requirement. Trials are also a given part of a Solamnic Knight's life, as a Knight begins his career with the Knight's Trial. Throughout his career with the Knighthood, a Knight will sit in judgment for others' trials as well.

THE KNIGHT'S TRIAL

The Knight's Trial is the council of Knights that all applicants must stand before if they wish to be admitted to the Knighthood. The prospective Knight must be sponsored by a Knight in good standing, of at least Knight rank, and then submit to a lengthy examination by the council of his sponsor's circle. The applicant is asked questions about his family, past deeds, and knowledge of the Knighthood. In the present day, the most important factor for admittance is how the applicant has behaved in life up to the time of his Trial, though at one time the applicant's family pedigree had a great deal of bearing on admittance. If there are no questions of the applicant's honor and no dissent from the council, the candidate swears an oath to the honor of the Knighthood and the causes of the Order, and he vows to live by the Oath and the Measure. He is then accepted into the Knighthood as a squire of the Crown.

If there is a question of the candidate's honor or a negative vote from a Knight sitting on the council, the applicant is further interrogated and there is an investigation by the council. If the question of honor is dismissed, the Knight-candidate is admitted normally. If the point of dissent or honor is found valid, the candidate is dismissed until the matter can be satisfied.

Once the squire has performed to the satisfaction of his sponsor and reached the proper age if he was previously too young, he is brought back before the council. If the council finds the squire's deeds to be worthy, he is knighted and admitted into the Order of the Crown as a Crown Postulant. Every once in a while a squire's deeds will be so great that he will be admitted to the Knighthood at a higher rank. This happened with Sturm Brightblade, who was elevated from squire to Marshal of the Crown, skipping all of the ranks in between.

QUEST OF VIRTUE

For a Knight to be able to advance through the Orders of Knighthood, from Crown Knight to Sword Knight or Sword Knight to Rose Knight, the Measure states that he must undertake a quest to prove himself worthy of the Order to which he is trying to advance. This is known as the Quest of Virtue. During the quest, the Knight must uphold the virtues espoused by the Knights of Solamnia: honor, loyalty, courage, and wisdom.

When a Knight wishes to advance to a higher Order, he must first present himself before a knightly council. If advancing to the Order of the Sword, the council must contain at least one Knight ranking as a Steward of the Sword or higher. If advancing to the Order of the Rose, at least one Knight holding the rank of Steward of the Rose or higher must be present. If the council does not have the proper membership, the Knight must wait until the council contains the proper representation, or he must travel to the location of a circle with the required Knights.

The knightly council reviews the candidate's actions during his time in the Knighthood. If his actions are found acceptable, the Knight is given a quest. If the Knight feels he was misrepresented or unjustly found wanting in his actions, he may take up the matter before the council. The Knight's quest will not be given until the matter is resolved.

The quest is the determining factor in whether or not the Knight will be advanced. According to the Measure, the quest is a witnessed deed of heroism and valor that upholds the virtues of the Knights of Solamnia. When the Knight has completed his quest, he presents himself again in front of a knightly council and tells his tale, which must be corroborated by witnesses or irrefutable evidence. If the quest is not witnessed or there is not evidence of the quest's completion, the Knight is denied advancement. Advancement will also be denied if the witnesses report the Knight not acting within the virtues of the Knighthood. As always, a Knight may make a case for himself before the council to refute any negative points that may be brought up. If the Knight completes the quest and his witnesses and evidence corroborate his tale, the ranking Knight of the Order he is trying to enter welcomes him into his new Order.

The quest itself can be a number of different things. Often the presiding knightly council will set a major goal and three minor goals. The Knight must complete the major goal to be advanced. The minor goals are not necessarily required for advancement and are rarely predetermined. It is usually left to the Knight's judgment as to what fulfills the conditions of a minor goal. If one or more of the minor goals are met, the Knight is usually rewarded in some way. Completion of the minor goals can also help the case of a Knight whose adherence to knightly virtues on his quest is called into question.



The major goal will always involve a journey of some kind, as Vinas Solamnus and Huma Dragonbane both traveled far and wide to find what they sought. At the end of this journey will be a challenging test, such as rescuing someone from the lair of a chromatic dragon, freeing a town from the yoke of the Dark Knights, negotiating a peace settlement between two groups who are mortal enemies, or recovering an important artifact from the monster-infested ruins of an old city. The minor goals are things the Knight can accomplish during his journey to or from his main goal. They can include things such as assisting a farmer with his crops by procuring new seed for him to plant, defending travelers against raiding bandits, acting as an impartial judge in some type of


dispute, or facing a worthy evil opponent (one whose Challenge Rating is equal to or greater than the Knight's character level) in single combat.

THE KNIGHTHOOD AND RELIGION

The roots of the Knights of Solamnia reach back to one man being given a vision by three of the gods of Good. Those three gods, Paladine, Kiri-Jolith, and Habbakuk, became the patrons of the three Orders of the Knighthood and are the backbone of the ideals of the Oath and the Measure. One would not be wrong calling the Knights of Solamnia a religious order as well as a military organization.

The Knighthood and its divine patrons have had varying degrees of involvement with one another over the years. For the most part, the Knights' patrons have been content with allowing the Knighthood a large amount of autonomy, the Knights using the Measure as a guide to their actions. However, other than after the Cataclysm, there has always been divine representation in the Knighthood. The Order of Clerists and the various clerics of Good who have also taken the Oaths of Knighthood bring the word of the gods to the Knights. Regardless of any single Knight's relationship with the divine, the three Solamnic Orders always try to remain pious and live by the words set forth in the Measure by their patrons.

Things have changed some in the few years since the War of Souls and the return of the gods. Paladine has passed from the divine to mortality, robbing the Knighthood of its primary patron. Kiri-Jolith, god of unity, valor, integrity, and honor, has stepped up to take his



father's place, taking a more active role in the business of the Knights than any patron has before now. Habbakuk, the patron of persistence and loyalty, still gives his patronage, though he is deferring to his brother on most divine decisions regarding the Knights. Though it has surprised many and worried some, Shinare, the embodiment of fairness, has stepped in to fill the void left by Paladine in the triumvirate of the Knighthood's patrons. While the specific roles of the patron deities are less clear cut than at the founding of the Knighthood, the three current patrons bring new virtues for the Knights of Solamnia to add to the old. Loyalty, courage, wisdom, and justice are joined by unity, persistence, and fairness. Without these new ideals the Knighthood couldn't survive in the new age.

THE KNIGHTHOOD AND THE GODS OF LIGHT

The Knights of Solamnia have always had a strong relationship with the Holy Orders of their three patron gods. Now that Kiri-Jolith has stepped up as the lead deity for the Knighthood, his church is enjoying its strongest relationship with the Solamnics. The three Orders include several clerics who have chosen to forgo advancement in the Bison of Heaven's church to work his will as a Knight. Many of these clerics are in the Order of the Sword as Clerists. The relationship between the Solamnics and the Holy Order of Habbakuk is friendly, though the Fisher King's church tends to venerate their god in his more natural aspects, while the Knighthood associates more with him as the embodiment of loyalty and persistence. There are a few clerics of Habbakuk in the rolls of the Knighthood, though far less than those of Kiri-Jolith. The Knights had a tight relationship with the Revered Sons and Daughters of Paladine before the church disbanded upon Paladine's descent from the heavens.

The Holy Order of Mishakal has always enjoyed a friendly alliance with the Knights of Solamnia, as the Knights respect the goddess as Paladine's wife, in addition to her practical role as a healer. Representatives of Mishakal have always accompanied the Knights on the battlefield, except during the times when the Holy Orders didn't exist.

The Knighthood certainly looks favorably on Majere in his discipline aspect, though the relationship the Knighthood has with the Mantis's Holy Order is cool at best. The Knights don't approve of the way Majere's clergy tends to distance itself from the rest of the world.

The Knighthood has almost no connection whatsoever with the church of Branchala. The strong martial discipline required of a Knight is almost anathema to the followers of the Bard King. This is not to say that an individual Knight cannot be a musician or poet, but the freewheeling lifestyle of Branchala's followers does not have a place among the Knights of Solamnia.

Though the Knighthood is just beginning to make use of wizards through the Order of Kingfishers, they have always viewed Solinari as the little brother of Kiri-Jolith and Habbakuk, and therefore have little-to-no problem with him.

THE KNIGHTHOOD AND THE GODS OF BALANCE

In previous ages, the Knights of Solamnia didn't have much to do with the Holy Orders of the gods of Neutrality. This has changed since the end of the War of Souls. Shinare has recently stepped in to fill the void in the triumvirate of the Knighthood's patrons left by Paladine's sacrifice. She is new to the Orders, but she has quickly become vital. As the symbol of interaction and oaths and the embodiment of Truth and Honesty, she has become a strong guide and support in all the Knights do. Many view the entrance of a neutral deity into the fold of the Knighthood with apprehension, but Kiri-Jolith himself invited her to take her new place. Her sponsorship brings progress, equity in wealth, and the idea that the Knighthood can support itself fairly and honestly without stealing or draining the coffers of the people. Her new position has also brought to her church a level of influence it has never before enjoyed in the lands protected by the Knighthood.

The relationships between the Knights and most of the other Holy Orders of Balance have remained mostly unchanged since the founding of the Knighthood. Reorx is the only neutral god other than Shinare that has any real relationship with the Knights. In older days, he was viewed as Kiri-Jolith's squire. However, as warriors and soldiers, Knights in the present day appreciate Reorx for his gifts from the forge. A good smith is a valuable commodity to a knight, and the Knighthood always tries to have at least one smith of Reorx for every regiment during wartime.

The rest of the Holy Orders of Neutrality, those of Chislev, Zivilyn, Gilean, and Sirrion, while respected by the Knighthood as representatives of their gods, have no formal relationship with the Knights of Solamnia.

THE KNIGHTHOOD AND THE GODS OF DARKNESS

The Holy Orders of Darkness receive nothing but contempt and enmity from the Knights of Solamnia. Since their founding, the Orders of the Knighthood have been dedicated to opposing the gods of Darkness in all of their forms.

Throughout the history of the Knighthood, Takhisis and her church has been their main enemy. They have opposed each other at every turn, never making a secret of their hatred for each other. Great was the joy of the Knights when they heard of Takhisis' demise. Their age old enemy was destroyed and her church was no more.

Of late, the Holy Order of the Prince of Lies, Hiddukel, has taken the place of the church of Takhisis as the main enemy of the Knights. It is a priestess of Hiddukel who has been behind the monstrous army rampaging through Solamnia. The Betrayer's clergy has also been infiltrating Shinare's church throughout Solamnia. They have even gone so far as to corrupt a few Knights at the heart of each of the Orders. It is thought that most of these Knights have been discovered, but some could still be biding their time, waiting for the right opportunity to strike.

Sargonnas and his church oppose much that the Knights stand for. While each side grudgingly respects the other for their lawful ways, the manner in which those ways are carried out and the reasons for their actions forever separate the two organizations.

Morgion, Chemosh, and Zeboim represent the pestilence, death, and strife, respectively, that try to tear down all that the Knights have created. There is nothing of these three churches that the Knighthood looks upon favorably, and Knights of Solamnia oppose each god every chance they get.

THE KNIGHTHOOD AND DRAGONS

Dragons permeate the legends and history of the Knights of Solamnia. Whenever the great beasts have been present on Ansalon, the Knights have counted the metallic dragons of Good as their greatest allies and the chromatic dragons of Evil as their greatest enemies. The preeminent legend of the Knighthood involves Huma and the silver dragon El'liolle, or Heart as she was known among mortals, working together to banish Takhisis in her aspect as the Many-Headed Dragon back to the Abyss during the Third Dragon War. Present-day Knights have been lucky enough, or unlucky depending on which Knight you talk to, to work with dragons as closely as their finest hero.

When the metallic dragons returned during the War of the Lance, the Knights of Solamnia immediately began working with them. Armed with the fabled *dragonlances*, the Knights and their dragon steeds were finally able to meet the dragonarmies' chromatic dragons in the sky above the battlefield. After the war was over, the Knighthood maintained their alliances with the metallics through the Chaos War and up until the Dragon Purge.

When the Dragon Overlords appeared on Ansalon and began to cannibalize Krynn's native dragons, many metallic dragons went into hiding or fled to the Dragon Isles. The Knights kept contact with their allied dragons as well as they could, but many dragons cut off all communication for fear of being discovered. The few that remained in contact with the Knights generally disguised themselves as one of the mortal races.

During the eve of the Great Storm at the onset of the War of Souls, all but a very few of the metallic dragons were lured into captivity by Takhisis. This kept them out of the War of Souls until the very end when their presence hardly mattered. This also meant that the Knights of Solamnia were bereft of their greatest allies when facing Mina's forces. Whether the metallics' presence would have made any difference in the outcome of the battles the Knights were involved in is left up to scholars to debate. The Knighthood, however, was extremely happy to see their allies return. And with the recent elimination of the last of the Overlords, the Knights have regained most of their draconic allies.

Ultimately, the Knights prefer to ally themselves with gold, silver, and bronze dragons. The lawful nature of these dragons is more compatible with the strictures of the Knighthood. While they do not shun alliances with brass and copper dragons, the Knights rarely use them as

mounts since the dragons' chaotic tendencies generally make them incompatible with the Knights' military organization.

DRAGON OVERLORDS

The Knights opposed the oppressive rule of the Dragon Overlords where they could. In particular, they stood against Khellendros the Blue, who held most of mainland Solamnia and caused many of the families associated with the Knighthood to flee to Ergoth and Sancrist, and Gellidus the White, who seized Southern Ergoth and the Monument of the Silver Dragon. While their normally direct approach to dealing with problems didn't work with the Dragon Overlords, the Knights did what they could to disrupt the realms of the dragon tyrants without harming the people of the land.

Now that the last of the Dragon Overlords has been dealt with, the Knights have either reclaimed or are in the processing of reclaiming lands lost to them.

IYESTA OF THE MISSING CITY

The Knights of Solamnia were permitted to build a castle in the Missing City by its ruler, the brass dragon Iyesta (CG female wyrm brass dragon). The Knights welcomed the chance to expand their influence and Iyesta welcomed the extra protection the Knights brought to her and her kingdom. The two got along well enough, though the Knights were a little too rigid and stuffy for Iyesta's tastes. She preferred working with the capable, but less officious, Legion of Steel. The exception to this was Linsha Majere. Iyesta liked Linsha best of the Knights in the Missing City and insisted that Linsha be the Knight she dealt with in most matters.

The relationship between the Knighthood and Iyesta ended when the blue dragon Thunder murdered Iyesta and razed the Solamnic citadel in the Missing City.

PYROTHRAXUS

The Knighthood has little interaction with the self-proclaimed ruler of Mt. Nevermind, but they keep a constant eye on his activities. Being just north of the Solamnic nation of Gunthar, Pyrothraxus (CE male wyrm red dragon) is a constant threat, though so far the gnomes have kept him more than busy enough to keep Pyro from venturing to other parts of Sancrist isle.

D'ARGENT

D'Argent (LG female very old silver dragon), or Silvara as she is most commonly known, has had a long relationship with the Knights of Solamnia.

Her sister was El'liolle, the silver dragon who fell in love with Huma, and Silvara witnessed first hand the doomed relationship between that Solamnic icon and her kin. She also fought with the Knights during the Third Dragon War.

She is most famous for her actions during the War of the Lance. She broke the Oath of the good dragons and, in the guise of a Kagonesti elf, showed some of the Heroes of the Lance where the fabled *dragonlances* could be found. She also assisted the Knights in the discovery of Takhisis'





great lie to the metallic dragons and the fate of their stolen eggs.

Most recently, D'Argent took on the guise of Lady Arlena Plata. A Knight of the Crown, she was stationed with the contingent of Knights at Castle Eastwatch on Southern Ergoth. Here she worked with the Knighthood to keep an eye on the activities of Gellidus, or Frost, the White Dragon Overlord. Her true nature was revealed to the Knights when she transformed into her true form to assist the gold dragon Sunrise during a battle with Frost. Following the corruption and death of her love, Gilthanas, she has left Ansalon for the Dragon Isles to live out her remaining days, swearing that she is done with mortals.

SOLOMIRATHNIUS

While he does not have a direct relationship with the Knighthood, Solomirathnius (LG male great wyrm silver dragon), or Mirror as he is more commonly known, is considered an ally by most Knights. Mirror is the silver dragon guardian of the Citadel of Light. During the War of Souls, he came to be partnered with Odila Windlass (LG female civilized human fighter 4/Knight of the Crown 3/cleric 7 of Mishakal), who was then a Knight of the Crown, and their relationship continued once the war was over and Odila left the Knighthood. Since he was blinded by the Great Storm at the outset of the War of Souls, Odila has become his eyes, and the two work together in all things. He is still the Citadel of Light's guardian and is sympathetic to the causes of the Knights, though he puts the Citadel first.

THE KNIGHTHOOD AND MAGIC

As a military order, the Knights of Solamnia have generally had little tolerance for arcane magic throughout the ages, though they have embraced, and sometimes even depended on, divine miracles when such things could be found. Being an organization founded on strong religious tenets, the Knights' stance on divine magic is no surprise. What is more of a mystery is why the Knighthood has shunned the magic of wizards, with only a few exceptions, until recently.

HIGH SORCERY

In the years before the Rose Rebellion and the War of Ice Tears, Vinas Solamnus had no problem working with wizards. Indeed, he almost always used Ergothian war wizards in any campaign he undertook. While he didn't necessarily understand the wizards themselves, he fully understood their usefulness on the battlefield. However, during his campaign that became the Rose Rebellion, that view began to change.

The Black Robe lich Caitiff, the court wizard of the Emperor of Ergoth, used his magic against Vinas and his armies. He maliciously enchanted objects and used them to frame the rebel armies for atrocities against men and women of the Empire. He raised armies of undead against the rebels. He used his magic to temporarily subvert Vinas to the side of evil. After witnessing magic used for such despicable acts, Vinas and his closest comrades began to

seriously distrust any magic, even that used by wizards of the White Robes.

Though Vinas never made any proclamations against wizardly magic, his distrust of it permeated through the ranks of the Knighthood. After only a couple of generations, the leaders of the Knights wrote into the Measure laws discouraging, though not outlawing, the direct use of arcane magic by any Knight. This fomented further distrust of arcane magic throughout the Knighthood.

A few Knights over the years broke through this distrust, though the only truly notable instance of this is Huma Dragonbane and Magius. Childhood friends, the two icons crossed paths many times during their lives, often using steel and wizardly magic in concert to overcome whatever problems they faced. Thanks to this story, some Knights over the years did not view wizards with the ancient prejudices of their forefathers, but it has only been in the recent history of the Knighthood that those prejudices have truly started to fall away.

Caramon Majere's two eldest sons, Tanin and Sturm, worked closely with their wizard brother Palin early in his career, though it was because of the working relationship between their father and uncle and not because of stories of Huma and Magius. Their successes proved to the leadership of the Knighthood that Knights and White Robe wizards could have compatible goals and complement each other's abilities in the field. Unfortunately, they were unable to act on this newfound knowledge before the Chaos War.

The aftermath of the Chaos War saw the establishment of the Solamnic Auxiliary, an organization that allowed some sorcerers as members. This laid the foundation for the organization now known as the Kingfishers.

The Kingfishers are an organization of White Robe wizards who, with the blessing of the Conclave, have submitted to a Knight's Trial and taken the appropriate oaths required of any member of the Solamnic Auxiliary. Their first loyalty is to magic, as it is with any wizard of High Sorcery. Outside the realms of wizardry, however, they have agreed to follow the strictures of the Oath and the Measure and they have a place in the hierarchy of the Knighthood. These wizards have begun to accompany the armies of Lord Marshal Jaymes Markham and are lending their arcane power to his cause.

CLERICAL MAGIC

The Knights of Solamnia have always enjoyed a close relationship with the patron gods of their Orders, which now include Shinare, and the other gods of Good, so it is no surprise that the Knighthood has always made much use of the magic of the gods when it has been available. The Clerists of the Order of the Sword are the backbone of the Knights' clerical magic. They are all followers of Kiri-Jolith and receive the blessing of their magic through him. There are also clerics of the Knighthood's other patrons counted in the rolls of the three Orders, who use their prayers to further the causes of the Knighthood. The Knights are no strangers to the magic of the gods and use it where appropriate.

MYSTICISM AND SORCERY

The Knighthood has used both mysticism and sorcery in one way or another since each was discovered during the Age of Mortals.

The Knights were one of the first organizations to adopt mysticism after Goldmoon and Jasper Fireforge established the Citadel of Light. They sent a group of Clerists to learn the power of the heart and used it much the same as clerical magic until the gods returned after the War of Souls, when they abandoned mysticism to return to the use of clerical magic. Some mystics and the power they wield are still respected by the Knighthood, but the Knights prefer to rely on the power of their patrons for any divine magic they need to use. All mystic Knights have undergone epiphanies and once again follow the gods.

Sorcery was accepted in the Solamnic Auxiliary prior to the War of Souls. Any sorcerer who was willing to take the oaths required by the Auxiliary was welcome in the ranks. However, since the formation of the Kingfishers, the number of sorcerers in the Auxiliary has shrunk to virtually nothing. Those who wished to remain Auxiliary members were strongly encouraged to undergo epiphanies and take the Test of High Sorcery to become Kingfishers. The rest were allowed to stay in the Auxiliary, but they were relegated to very minor duties where there was no use for their sorcerous abilities. This has caused most to bitterly resign from the Auxiliary and defect to the Legion of Steel.

KNIGHT OF SOLAMNIA CLASSES

The following prestige classes for each Order of the Knights of Solamnia replace the prestige classes that appear in the *DRAGONLANCE Campaign Setting* and the

variant class option that appears in *War of the Lance*. Substitution levels for the Knights Clerist of the Order of the Sword and the Kingfishers of the Wizards of High Sorcery are also provided to expand player options.

PLAYING A KNIGHT OF SOLAMNIA


You are the pinnacle of the military might of Good. As a Knight of Solamnia, you stand for what is right in the world, as put forth in the Measure of the Knighthood. The discipline instilled in you serves you well in battle as well as in every day life. Much of Ansalon sees you as a champion of Good, even if they do think you're a little too rigid in your ways. When Evil threatens, it is you who steps up to combat it.

COMBAT

As a Knight of the Crown, you are the epitome of enduring valor in battle. Your strength of honor lends extra might to your sword or lance, and your heroism allows you to act with a decisive quickness. As you grow into your role, you become able to extend your abilities on the battlefield to your allies, helping them to overcome fear, and you are able to channel the principles of the Measure of the Crown into all that you do in combat.

As a Knight of the Sword, you wield your faith as a shield against evil in the world. You use your prowess to aid those weaker than you, and the example you set helps ward off fear in your friends. You are also given divine gifts to assist you in overcoming the evil that you face in combat. As a Clerist, you are also able to bring your spells to the battlefield to both help your allies and hinder your enemies.





As a Knight of the Rose, you inspire all of those who follow you in battle. Your leadership is the example that allows your allies to reach inside and accomplish feats in combat that they could not accomplish on their own. You are also the pinnacle of what every knight strives to be and, using all of the knowledge and experience you have gained, you can predict what others may do in battle.

ADVANCEMENT

Knights of Solamnia have many choices that they must make in their careers. Do they remain in the Order of the Crown, or do they try to advance to the higher Orders? Do Knights of the Sword dedicate themselves even further to Kiri-Jolith and become Clerists, or do they concentrate more on their martial pursuits? Do they strive to command larger numbers of troops in battle or do they content themselves with operations on the company level? Knights must constantly ask themselves what they are meant to do as a Solamnic Knight.

RESOURCES

The resources of the Knighthood are vast, but that does not mean you necessarily have access to any of it. Much of what you use in your everyday life, including armor and weapons, you usually must provide for yourself. If you wish to use the Knighthood's resources, you must make a request of the nearest knightly circle. If your cause is just and fits within the plans and ideals of the Knighthood, and that circle has the means, you will generally be given what you request. During wartime, or when stationed with an active garrison, you will be provided everything you will require to perform the duties assigned to you.

KNIGHTS OF SOLAMNIA IN THE WORLD

Player characters who encounter a Solamnic Knight will rarely encounter just one, unless he is on a knightly quest. In most of the lands and cities allied with the causes of Good, Knights can easily be found. If the players are good, they can sometimes find great allies in the Knights, though the Measure does not always guide Knights along the same roads of Good that others travel. However, if any evil, great or small, can be found, you will almost always be able to find a Solamnic Knight opposing it.

ORGANIZATION

The Knights of Solamnia are a martial brotherhood of Good with rigid structure and discipline. They are at their strongest when working together, both amongst themselves and with any with whom they ally. It is rare that you find a Solamnic Knight in good standing with the Knighthood cut off completely from his brothers. The Knighthood has lasted for over two millennia because they stand together and find ways within themselves to confront the evils they are faced with as a group.

NPC REACTIONS

Almost everyone on Ansalon knows a Knight of Solamnia at first sight. The long mustaches and prominent symbols of the Knighthood that most Knights wear give them

away immediately. This can be good or bad, depending on what region of the continent the Knight is traveling in. In regions allied with the Knights or where the Knights have a strong presence, most people will look favorably on any Knights they encounter. In regions with no real affiliation to the Knighthood, reactions can be mixed—some favorable and others hostile. In enemy territory, Knights must either keep themselves hidden or be prepared to face openly threatening behavior from most locals.

KNIGHT OF SOLAMNIA LORE

Characters with ranks in Knowledge (nobility and royalty) or Knowledge (history) can research the Knighthood to learn more about them. When a character makes a skill check, read or paraphrase the following, including the information from lower DCs.

DC 10: The Knights have recently made a deal with the Orders of High Sorcery that allows White Robe wizards to take the Oaths of Knighthood and join the Knights as a member of the Order of the Kingfisher, a branch of the Solamnic Auxiliary.

DC 15: Ariakan, son of Dragon Emperor Ariakas, was captured by the Knights of Solamnia during the War of the Lance. During his time in captivity, the Knights taught him all they knew about honorable warfare. When he was released, he used this knowledge to form the Knights of Takhisis.

DC 20: Solamnic hero Sturm Brightblade fathered a bastard son with Kitiara uth Matar in the years before the War of the Lance. This son was Steel Brightblade, a Knight of Takhisis who was a major hero of the Chaos War.

DC 30: Grand Master Gunthar uth Wistan had a mind-wasting disease in his elderly years. His family and his assistant Liam Ehrling masked this from the public and even most of the Knighthood. During this time, Liam and a few others revised the Measure and accredited it to Lord Gunthar at his death.

KNIGHTS OF SOLAMNIA IN THE GAME

Knight of Solamnia player characters and NPCs are easy to work into most *DRAGONLANCE* games. As members of the largest cohesive army of Good on Ansalon, there is always some reason for a Knight to be almost anywhere a Dungeon Master wants to put him. Any player character who wants to play a Solamnic Knight needs to understand what playing a Knight means, and that violating any of his knightly oaths will bring about great ramifications in the game.

ADAPTATION

The Knights of Solamnia are a fairly rigid organization made up mostly of martial classes and clerics. Characters from these classes who choose to join the ranks of the Knighthood have decided on following the narrow road of Good outlined in the Measure. Other classes will have a hard time achieving many of the requirements for membership, though they are welcome to join the Solamnic Auxiliary if they wish to ally themselves closely with the Knighthood.

ENCOUNTERS

Solamnic Knights can be encountered just about anywhere on Ansalon. If the PCs are good-aligned, the encounter will most likely turn out favorably, though the Knight, or Knights, may not exactly approve of all of the PCs' methods. If the PCs are of neutral or evil alignment, the way the Knights react depends on what the Knights know of the PCs and any previous questionable actions.

KNIGHT OF THE CROWN

Knights of the Crown make up the body of the Knights of Solamnia. This is the first Order of the Knighthood, one to which all Knights belong at the beginning of their careers. Knights of the Crown embody the precepts of loyalty and obedience and are charged with upholding the honor of the Knighthood and of their Order.

Most Knights of the Crown are younger than those of the higher Orders and, as such, are eager to accept any challenge given to them. The Measure, however, teaches them to temper their sword arm with wisdom and to be obedient to those they serve.

Fighters and nobles (many with armiger substitution levels) are the most common Crown Knights, though there are a fair number of clerics and a few rangers, mariners, and paladins who have sworn to follow the Oath and the Measure. Rarely do other classes meet the requirements for becoming a Knight of the Crown, nor do they usually wish to be Knights. PCs wishing to become a Knight of the Crown must have undergone the Knight's Trial and been admitted to the Order of the Crown.

Hit Die: d10

ENTRY REQUIREMENTS

Race: Human. In the Age of Mortals, characters with a human parent may also become Knights of the Crown.

Alignment: Lawful good.

Base Attack Bonus: +3.

Skills: Diplomacy 2 ranks, Knowledge (nobility and royalty) 2 ranks, Ride 2 ranks.

Feats: Armor Proficiency (Heavy), Honor-bound, Martial Weapon Proficiency (any one), Shield Proficiency.

Saving Throws: Fortitude +4.

Special: Must be a member of the Order of the Crown

CLASS SKILLS

The Knight of the Crown's class skills (and the key ability for each skill) are Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Intimidate (Cha), Knowledge (nobility and royalty) (Int), Knowledge (religion) (Int), Profession (Wis), and Ride (Dex). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skills Points at Each Level: 2+ Int modifier.

CLASS FEATURES

As a Knight of the Crown, your abilities focus on feats of valor, acting with persistence, and steadfastness in the face of your enemies. Your signature ability among the other Orders of Knights of Solamnia is your strength of honor, which can easily make the difference in any battle.

Weapon Proficiency: Knights of the Crown are proficient in all simple and martial weapons.

Strength of Honor (Su): Once a day, as a free action, you can gain a +4 morale bonus to your Strength score for a number of rounds equal to 3 + your Charisma modifier. You may use this ability twice a day at 4th level, three times a day at 7th level, and four times a day at 10th level.

Knightly Courage (Su): You apply your Charisma modifier (if positive) as a morale bonus on all saving throws against fear effects.

Heroic Initiative (Ex): Beginning at 2nd level, you gain a +1 bonus on initiative checks. This bonus increases to +2 at 5th level and +3 at 8th level. If you gain this ability from another class, the bonuses stack.

Fight to the Death (Ex): At 3rd level, you gain the

TABLE 2-3: KNIGHT OF THE CROWN

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+0	Strength of honor 1/day, knightly courage
2nd	+2	+3	+0	+0	Heroic Initiative +1
3rd	+3	+3	+1	+1	Fight to the death
4th	+4	+4	+1	+1	Honorable will, strength of honor 2/day
5th	+5	+4	+1	+1	Heroic Initiative +2
6th	+6	+5	+2	+2	Might of honor
7th	+7	+5	+2	+2	Armored mobility, strength of honor 3/day
8th	+8	+6	+2	+2	Heroic Initiative +3
9th	+9	+6	+3	+3	Aura of courage
10th	+10	+7	+3	+3	Crown of Knighthood, strength of honor 4/day



Diehard feat as a bonus feat even if you do not meet the prerequisites.

Honorable Will (Su): Your powerful sense of honor and loyalty to your Order strengthens your will. At 4th level, you apply your Charisma modifier (if positive) as a morale bonus on saving throws against compulsion spells and effects.

Might of Honor (Su): At 6th level, when you use your strength of honor ability you gain a +6 morale bonus instead of +4.

Armored Mobility (Ex): At 7th level, you treat heavy armor as medium armor for all purposes, including running speed. Your armor check penalty when wearing heavy armor is reduced by -1. This benefit stacks with the armor check penalty reduction granted by masterwork or dragonmetal armor.

Aura of Courage (Su): At 9th level, you are immune to fear (magical or otherwise). Allies within 10 ft. of you gain a +4 morale bonus on saving throws against fear. This ability functions only while you remain conscious.

Crown of Knighthood (Su): At 10th level, you are the living embodiment of the principles of honor, obedience, and loyalty. You add your Charisma modifier as a morale bonus on all saving throws and gain an additional +4 bonus on all saving throws against compulsions. This ability replaces the bonus from honorable will. In addition, you may act as if under the effects of a *heroic valor* spell once per day, gaining a +4 morale bonus on attack rolls, weapon damage rolls, and saving throws, and gaining 15 temporary hit points. This effect lasts for 10 minutes.

EX-KNIGHTS OF THE CROWN

Characters who change alignment from lawful good or break their knightly code of honor may no longer advance as Knights of the Crown and lose access to all supernatural or spell-like abilities until they regain their original alignment and are reinstated in the Knighthood. Ex-Knights retain the use of all other class features, including extraordinary abilities, skill ranks, and base attack bonus.

SIR HEMERIC KOLAN CR 6

Male civilized human fighter 4/Knight of the Crown 2

LG Medium humanoid

Init +0; **Senses** Listen +1, Spot +1

Languages Common, Solamnnc

AC 20, touch 9, flat-footed 20

hp 49 (6 HD); Diehard

Resist Honor-bound

Fort +9, **Ref** +0, **Will** +2 (+3 against fear)

Spd 20 ft. (in +1 *half plate*); base 30 ft.

Melee +1 *longsword* +11/+6 (1d8+4/19-20) and

Melee mwk lance +11/+6 (1d8+3/x3) and

Melee mwk dagger +10/+5 (1d4+3/19-20)

Reach 10 ft. with mwk lance

Base Atk +6; **Grp** +9

Atk Options Mounted Combat, Power Attack, Ride-By Attack

Special Actions strength of honor 1/day

Combat Gear *potions of cure light wounds* (2)

Abilities Str 16, Dex 8, Con 14, Int 10, Wis 12, Cha 13

SQ heroic initiative +1, knightly courage

Feats Diehard^B, Education, Honor-bound†, Mounted Combat^B, Power Attack^B, Ride-By Attack^B, Weapon Focus (lance), Weapon Focus (longsword)

† New feat from the *DRAGONLANCE Campaign Setting*

Skills Diplomacy +6, Intimidate +5, Knowledge (nobility and royalty) +6, Knowledge (religion) +6, Ride +8

Possessions combat gear plus +1 *half-plate*, +1 *heavy steel shield*, +1 *longsword*, mwk dagger, mwk lance, light warhorse with mwk chainmail barding

Heroic Initiative (Ex) The Knight gains a +1 bonus on initiative checks.

Knightly Courage (Su) The Knight gains a +1 morale bonus on saving throws against fear effects.

Strength of Honor (Su) Once a day, as a free action, the Knight can gain a +4 morale bonus to his Strength score for 4 rounds. This gives the Knight the following changed statistics:

Melee +1 *longsword* +13/+8 (1d8+6/19-20) and

Melee mwk lance +13/+8 (1d8+5/x3) and

Melee mwk dagger +12/+7 (1d4+5/19-20)

Grp +11

Abilities Str 20

The young Crown Knight Sir Hemeric Kolan aspires to be like the valiant warriors of old. Originally from Tarsis, his family are Dark Knight sympathizers and have sided against the Solamnnc Knights in the past. Sir Hemeric opposes their allegiance to an organization he feels has lost any honor it once had; he joined the Solamnnc Knights so that he could one day liberate his city from their tyranny.

LADY JANICE THASALLY CR 11

Female civilized human fighter 4/Knight of the Crown 7

LG Medium humanoid

Init +1; **Senses** Listen +1, Spot +1

Languages Common, Solamnnc

AC 22, touch 10, flat-footed 22

hp 87 (11 HD); Diehard

Resist Honor-bound

Fort +11, **Ref** +2, **Will** +4 (+5 against compulsion and fear effects)

Spd 20 ft. (in +1 *full plate*); base 30 ft.; armored mobility

Melee +2 *bastard sword* +17/+12/+7 (1d10+5/17-20) or

Melee +1 *lance* +15/+10/+5 (1d8+4/x3) or

Melee mwk dagger +15/+10/+5 (1d4+4/19-20)

Reach 10 ft. with +1 *lance*

Base Atk +11; **Grp** +14

Atk Options Mounted Combat, Power Attack, Cleave

Special Actions might of honor, strength of honor 3/day

Combat Gear *potions of cure moderate wounds* (2), *potions of protection from evil*

Abilities Str 16, Dex 9, Con 14, Int 10, Wis 12, Cha 13

SQ heroic initiative +2, honorable will, knightly courage

Feats Diehard^B, Exotic Weapon Proficiency (bastard sword), Education, Honor-bound†, Improved Critical (bastard sword), Mounted Combat^B, Power Attack^B, Cleave^B, Weapon Focus (bastard sword)

† New feat from the *DRAGONLANCE Campaign Setting*
Skills Diplomacy +10, Intimidate +10, Knowledge (nobility and royalty) +10, Knowledge (religion) +6, Ride +10
Possessions combat gear plus +1 full plate, +1 heavy steel shield, +2 bastard sword, +1 lance, mwk dagger, ring of protection +1, heavy warhorse with +1 chainmail barding

Armored Mobility (Ex) The Knight treats heavy armor as medium armor for all purposes, including running speed. Her armor check penalty when wearing heavy armor is reduced by -1. This benefit stacks with the armor check penalty reduction granted by masterwork or dragonmetal armor.

Heroic Initiative (Ex) The Knight gains a +2 bonus on initiative checks.

Honorable Will (Su) The Knight gains a +1 morale bonus on saving throws against compulsion spells and effects.

Knightly Courage (Su) The Knight gains a +1 morale bonus on saving throws against fear effects.

Might of Honor (Su) The Knight's strength of honor ability grants her a +6 morale bonus to Strength rather than +4.

Strength of Honor (Su) Three times a day, as a free action, the Knight can gain a +6 morale bonus to her Strength score for 4 rounds. This gives the Knight the following changed statistics:

Melee +2 bastard sword +20/+15/+10 (1d10+8/17-20)
or

Melee +1 lance +18/+13/+8 (1d8+7/x3) or

Melee mwk dagger +18/+13/+8 (1d4+7/19-20)

Grp +17

Abilities Str 22

A veteran of the Battle of Solanthus against Mina's spirit army in the War of Souls, Lady Janice bears her father's sword against evil and tyranny. She aided the armies of Lord Lorimar in the reclamation of Solamnia but broke with her new commander, Duke Jarrod of Thelgaard, when she learned of his brutish tendencies. Lady Janice now wanders Ansalon with a group of like-minded allies, making contact with other Crown Knights in cities outside of Solamnia.

KNIGHT OF THE SWORD

Knights of the Sword are the heart of the Knights of Solamnia. This is the second Order of the Knighthood, warriors who fight with power and faith to defend justice and truth. Knights of the Sword embody the precepts of courage and heroism and believe that the spirit is the wellspring from which courage and heroism flow. Their willingness to sacrifice their own needs—even their own lives, if necessary—makes the Knights of the Sword powerful champions of Good.

Kiri-Jolith grants Sword Knights strength in battle, the power to defeat dangerous opponents, and the ability to protect others in need. Even in times when their deity is absent, faith and courage sustain them.

As with Knights of the Crown, fighters and nobles (many with armiger substitution levels) make up the

majority of Sword Knights, along with a few rangers, mariners, and paladins. However, unlike the other two Orders, clerics make up a large percentage of Sword Knights. They don't outnumber the fighters, but there are enough to make the distinction. Most clerics choose to enter the Order of the Clerist within the Order of the Sword. PCs wishing to become a Knight of the Sword must have been a member of the Order of the Crown (though they are not required to have taken the Crown Knight prestige class), must have completed a Quest of Virtue, and must be a member of the Order of the Sword.

Hit Die: d10

ENTRY REQUIREMENTS

Race: Human. In the Age of Mortals, characters with a human parent may also become Knights of the Sword.

Alignment: Lawful good.

Base Attack Bonus: +6.

Skills: Diplomacy 2 ranks, Knowledge (nobility and royalty) 4 ranks, Knowledge (religion) 2 ranks, Ride 4 ranks.

Feats: Armor Proficiency (Heavy), Diehard, Endurance, Honor-bound, Martial Weapon Proficiency (any one), Shield Proficiency.

Saving Throws: Will +2.

Special: Must be a member of the Order of the Sword.

CLASS SKILLS

The Knight of the Sword's class skills (and the key ability for each skill) are Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Intimidate (Cha), Knowledge (nobility and royalty) (Int), Knowledge (religion) (Int), Profession (Wis), and Ride (Dex). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skills Points at Each Level: 2+ Int modifier.

CLASS FEATURES

As a Knight of the Sword, you carry your faith into battle against those who would turn on the weak and helpless, and you channel your resolve into heroic effort. As you advance in levels, your abilities continue to expand and gain in strength. You have the option of taking Clerist substitution levels in order to access the spellcasting abilities of some Sword Knights.

Weapon Proficiency: Knights of the Sword are proficient in all simple and martial weapons.

Defend the Weak (Ex): As a Sword Knight, it is your duty to protect those weaker than yourself. Each round you may choose a single adjacent ally (within 5 ft.) with fewer effective character levels or hit dice than you. Against any opponent who threatens that ally (i.e. who is capable of making a melee or ranged attack against them), you gain a +1 bonus on melee attack and weapon damage rolls, and your ally gains a +1 to AC for as long as you remain adjacent. The bonus increases to +2 at 4th level and +3 at 8th level. These bonuses only apply while you are adjacent to your ally.

An ally with more than one defender with this ability only benefits from the highest bonus of all defenders. For



example, a character with a 1st-level Sword Knight and a 4th-level Sword Knight adjacent to him only gets a +2 bonus to AC, not a +3 bonus.

Divine Grace (Su): Beginning at 2nd level, you gain a bonus to all saving throws equal to your Charisma modifier (if positive). This ability does not stack with any similar ability from another class.

Smite Evil (Su): Once a day at 2nd level, you may attempt to smite evil with one normal melee attack. Add your Charisma modifier (if positive) to your attack roll and add 1 point of damage per class level. If you accidentally smite a creature that is not evil, the smite has no effect but is still used up for that day. At 5th level, you may use this ability twice a day. At 10th level, you may use it three times a day. If you gain this ability from another class, class levels stack and you may use it an additional number of times per day.

Heroic Initiative (Ex): Beginning at 1st level, you gain a +1 bonus on initiative checks. This bonus increases to +2 at 4th level and +3 at 7th level. If you gain this ability from another class, the bonuses stack.

Aura of Courage (Su): At 3rd level, you are immune to fear (magical or otherwise). Allies within 10 ft. of you gain a +4 morale bonus on saving throws against fear. This ability functions only while you remain conscious.

Soul of Knighthood (Su): At 10th level, you are the living embodiment of devotion to the cause of the gods of Light and the principles of your alignment. Any weapon you use in combat is considered good-aligned for the purposes of overcoming the damage reduction of evil outsiders. In addition, once per day you may cloak yourself in a *holy aura*, as the spell, with a duration of 10 rounds. Only you are protected by this aura.

EX-KNIGHTS OF THE SWORD

Characters who change alignment from lawful good or break their knightly code of honor may no longer advance as Knights of the Sword and lose access to all supernatural or spell-like abilities until they regain their original alignment and are reinstated in the Knighthood. Ex-Knights retain the use of all other class features, including extraordinary abilities, skill ranks, and base attack bonus.

LADY ZORA ÖCRE

CR 8

Female civilized human fighter 6/Knight of the Sword 2

LG Medium humanoid

Init +0; **Senses** Listen +2, Spot +2

Languages Common, Solamnic

AC 21, touch 9, flat-footed 21

hp 56 (8 HD); Diehard

Resist Honor-bound

Fort +11, **Ref** +3, **Will** +9

Spd 20 ft. (in +1 *full plate*); base 30 ft

Melee +1 *longsword* +13/+8 (1d8+6/19-20) or

Melee +1 *lance* +12/+7 (1d8+4/x3) or

Melee mwk dagger +12/+7 (1d4+3/19-20)

Reach 10 ft. with +1 *lance*

Base Atk +8; **Grp** +11

Atk Options defend the weak, Mounted Combat, Power Attack, smite evil 1/day (+2 attack, +2 damage)

Combat Gear *potions of cure moderate wounds* (2), *potions of protection from evil* (2), *potion of heroism*

Abilities Str 16, Dex 8, Con 12, Int 10, Wis 14, Cha 14

SQ heroic initiative +1

Feats Honor-bound†, Diehard, Education, Endurance, Mounted Combat^B, Power Attack^B, Weapon Focus (longsword)^B, Weapon Specialization (longsword)^B

† New feat from the *DRAGONLANCE Campaign Setting*

Skills Diplomacy +12, Knowledge (nobility and royalty) +6,

Knowledge (religion) +6, Listen +2, Ride +8, Spot +2

TABLE 2-4: KNIGHT OF THE SWORD

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+2	Defend the weak +1, heroic initiative +1
2nd	+2	+3	+0	+3	Divine grace, smite evil 1/day
3rd	+3	+3	+1	+3	Aura of courage
4th	+4	+4	+1	+4	Defend the weak +2, heroic initiative +2
5th	+5	+4	+1	+4	Smite evil 2/day
6th	+6	+5	+2	+5	
7th	+7	+5	+2	+5	Heroic initiative +3
8th	+8	+6	+2	+6	Defend the weak +3
9th	+9	+6	+3	+6	
10th	+10	+7	+3	+7	Soul of Knighthood, smite evil 3/day

Possessions combat gear plus +1 *full plate*, +1 *heavy steel shield*, +1 *longsword*, +1 *lance*, mwk dagger, heavy warhorse with mwk chainmail barding

Defend the Weak (Ex) Each round the Knight may choose a single adjacent ally (within 5 ft.) with 7 or fewer effective character levels or HD. Against any opponent who threatens that ally (i.e., who is capable of making a melee or ranged attack against them), she gains a +1 bonus on melee attack and weapon damage rolls, and her ally gains a +1 to AC for as long as she remain adjacent. These bonuses only apply while she is adjacent to her ally. An ally with more than one defender with this ability only benefits from the highest bonus of all defenders.

Divine Grace (Su) The Knight gains a +2 bonus to all saving throws.

Heroic Initiative (Ex) The Knight gains a +1 bonus on initiative checks.

Smite Evil (Su) Once a day, the Knight may attempt to smite evil with one normal melee attack. She adds +2 to her attack roll and +2 to damage rolls. If she accidentally smites a creature that is not evil, the smite has no effect but it is still used up for that day.

Lady Zora is the youngest member of her family, and the third to join the Order of the Sword. Her achievement was marked by tragedy, as her father, Sir Clive Ocre of the Solamnic Circle in Solace, was killed in battle three days before her elevation to the rank of Sword Knight. She now helps to guard Solace and the Tomb of the Last Heroes in his stead.

LORD KENTON UTH ADAMANT CR 13

Male civilized human fighter 6/Knight of the Sword 7

LG Medium humanoid

Init +2; **Senses** Listen +4, Spot +4

Aura courage (10 ft., +4 saves against fear)

Languages Common, Solamnic

AC 25, touch 11, flat-footed 25

hp 89 (13 HD); Diehard

Immune fear

Resist Honor-bound

Fort +13, **Ref** +5, **Will** +11

Spd 20 ft. (in +2 *full plate*); base 30 ft

Melee +2 *longsword* +19/+14/+9 (1d8+7/19-20) or

Melee +1 *lance* +17/+12/+7 (1d8+4/x3) or

Melee mwk dagger +17/+12/+7 (1d4+3/19-20)

Reach 10 ft. with +1 *lance*

Base Atk +13; **Grp** +16

Atk Options defend the weak, Mounted Combat, Power Attack, smite evil 2/day (+2 attack, +7 damage)

Combat Gear *potions of cure serious wounds* (2), *potions of protection from evil* (2), *potion of heroism* (2)

Abilities Str 16, Dex 9, Con 12, Int 10, Wis 14, Cha 14

SQ divine grace, heroic initiative +3

Feats Alertness, Diehard, Education, Endurance, Honor-bound†, Leadership, Mounted Combat^B, Power Attack^B, Weapon Focus (longsword)^B, Weapon Specialization (longsword)^B

† New feat from the *DRAGONLANCE Campaign Setting Skills* Diplomacy +16, Knowledge (nobility and royalty) +9, Knowledge (religion) +9, Listen +4, Ride +13, Spot +4

Possessions combat gear plus +2 *full plate*, +2 *heavy steel shield*, +2 *longsword*, +1 *lance*, mwk dagger, ring of protection +2, heavy warhorse with +1 *chainmail barding*

Aura of Courage (Su) The Knight is completely immune to fear. Allies within 10 ft. of him gain a +4 morale bonus on saving throws against fear. This ability functions only while he remains conscious.

Defend the Weak (Ex) Each round the Knight may choose a single adjacent ally (within 5 ft.) with 12 or fewer effective character levels or HD. Against any opponent who threatens that ally (i.e. who is capable of making a melee or ranged attack against them), he gains a +2 bonus on melee attack and weapon damage rolls, and his ally gains a +2 to AC for as long as he remain adjacent. These bonuses only apply while he is adjacent to his ally. An ally with more than one defender with this ability only benefits from the highest bonus of all defenders.

Divine Grace (Su) The Knight gains a +2 bonus to all saving throws.

Heroic Initiative (Ex) The Knight gains a +3 bonus on initiative checks.

Smite Evil (Su) Twice a day, the Knight may attempt to smite evil with one normal melee attack. He adds +2 to his attack roll and +7 to damage rolls. If he accidentally smites a creature that is not evil, the smite has no effect but it is still used up for that day.

The pious and stern Lord Kenton uth Adamant is second-in-command of the Knights of Solamnia at Castle uth Wistan, in Sancrist. His tireless efforts to protect the lands of Gunthar from Frost's depredations were rewarded when he joined the armies of the western isles in the final showdown against the White. Lord Kenton turned down a higher position when Grand Master Liam Ehrling died, preferring instead to continue as Marshal of Sancrist's standing army of knights and soldiers.

KNIGHT OF THE ROSE

Knights of the Rose are the mind of the Knights of Solamnia. This is the highest Order of the Knighthood, one that embraces honor guided by justice and wisdom. Knights of the Rose hold themselves up as examples of nobility, bravery, and honor to the Knighthood and those who serve under their command.

Knights of the Rose are leaders who must provide guidance and direction to their charges as well as inspiration and courage when they must lead troops into battle. They act as diplomats and advisors to other governments, as well as forming a large part of the governing body of the Knights of Solamnia themselves.

As with the other two Orders, fighters and nobles (many with armiger substitution levels) make up the majority of Rose Knights, though clerics, paladins, rangers,



TABLE 2-5: KNIGHT OF THE ROSE

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+2	Aura of courage, rallying cry
2nd	+2	+3	+0	+3	Heroic initiative +1, inspire courage (+2, 2/day)
3rd	+3	+3	+1	+3	Leadership bonus +1
4th	+4	+4	+1	+4	Inspire greatness (1 ally)
5th	+5	+4	+1	+4	Inspire courage (+3, 3/day)
6th	+6	+5	+2	+5	Heroic initiative +2, Wisdom of the Measure
7th	+7	+5	+2	+5	Leadership bonus +2, inspire greatness (2 allies)
8th	+8	+6	+2	+6	Inspire courage (+4, 4/day)
9th	+9	+6	+3	+6	Final stand
10th	+10	+7	+3	+7	Heroic initiative +3, Knighthood's flower, inspire greatness (3 allies)

and mariners have representatives among the Order. PCs wishing to become a Knight of the Rose must have been a member of the Order of the Sword (though they are not required to have taken the Sword Knight prestige class), must have completed a second Quest of Virtue, and must be a member of the Order of the Rose.

Hit Die: d10

ENTRY REQUIREMENTS

Race: Human. In the Age of Mortals, characters with a human parent may also become Knights of the Rose.

Alignment: Lawful good.

Base Attack Bonus: +8.

Skills: Diplomacy 6 ranks, Knowledge (nobility and royalty) 6 ranks, Knowledge (religion) 2 ranks, Ride 6 ranks.

Feats: Armor Proficiency (Heavy), Diehard, Endurance, Honor-bound, Leadership, Martial Weapon Proficiency (any one), Mounted Combat, Shield Proficiency.

Saving Throws: Will +3.

Special: Must be a member of the Order of the Rose.

CLASS SKILLS

The Knight of the Rose's class skills (and the key ability for each skill) are Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Intimidate (Cha), Knowledge (nobility and royalty) (Int), Knowledge (religion) (Int), Profession (Wis), and Ride (Dex). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skills Points at Each Level: 2+ Int modifier.

CLASS FEATURES

As a Knight of the Rose, you are a member of the elite Order of Knights dedicated to justice and leadership in battle. Your abilities focus on inspiring others rather than

increasing your own abilities or casting spells, as befits a true leader.

Weapon Proficiency: Knights of the Rose are proficient in all simple and martial weapons.

Aura of Courage (Su): You are immune to fear (magical or otherwise). Allies within 10 ft. of you gain a +4 morale bonus on saving throws against fear. This ability functions only while you remain conscious.

Rallying Cry (Ex): Three times a day, as a free action, you may utter a powerful shout that causes all allies within 60 ft. to gain a +1 morale bonus on their next attack roll and increase their base ground speed by 5 ft. on their next move action. This is a mind-affecting ability. Only allies who can hear your rallying cry may benefit from it.

Heroic Initiative (Ex): At 2nd level, you gain a +1 bonus on initiative checks. This bonus increases to +2 at 6th level and +3 at 10th level. If you gain this ability from another class, the bonuses stack.

Inspire Courage (Su): At 2nd level, you are able to inspire courage in your allies and yourself twice a day. To be affected, an ally must hear you speak. The effect lasts for as long as you continue to speak and for 5 rounds afterwards. While speaking, you can fight but cannot cast spells, activate magic items by spell completion (such as scrolls), or activate magic items with command words (such as wands). Allies you affect with this ability gain a +2 morale bonus on saving throws against fear and charm effects and a +2 morale bonus on attack and weapon damage rolls. At 5th level, the bonus increases to +3 and you may use this ability three times a day. At 8th level, the bonus increases to +4 and you may use it four times a day. This is considered a mind-affecting ability.

Leadership Bonus: At 3rd level, you gain a +1 bonus to your leadership score. This increases to +2 at 7th level.

Inspire Greatness (Su): At 4th level you become able to

inspire greatness in yourself or a single willing ally within 60 ft. The number of affected allies increases to two at 7th level and three at 10th level. Using this ability counts as a daily use of your inspire courage ability. The effect lasts for as long as you continue to speak and for 5 rounds afterwards. A creature inspired with greatness gains 2d10 temporary hit points, a +2 competence bonus on attack rolls, and a +1 competence bonus on Fortitude saves. For the purposes of effects, such as the sleep spell, that depend on a target's Hit Dice, an inspired character has two additional HD. This is considered a mind-affecting ability.

Wisdom of the Measure (Ex): Twice a day, at 6th level, you may use your extensive knowledge of the Solamnic Measure to inform your actions. If you succeed at a DC 20 Knowledge (nobility and royalty) check, you are granted the effects of an augury spell cast by a cleric of equal level. The information provided by this ability always comes in the form of a historical anecdote, proverb, or law written in the Measure.

Final Stand (Su): At 9th level you may inspire your troops toward a heroic effort once a day, temporarily increasing their vitality. All allies within 10 ft. of you gain 2d10 temporary hit points. This ability affects a number of creatures equal to your class level + your Charisma modifier and lasts an equal number of rounds.

Knighthood's Flower (Su): At 10th level you become the living embodiment of all that the Knights of Solamnia stand for: honor, wisdom, and justice. You gain immunity to compulsions (except for harmless ones, such as aid), and once a day you may call upon the wisdom of the Measure to grant yourself the benefits of a *foresight* spell for a duration of 100 minutes. You may only gain foresight regarding yourself, not others. Thus, while this effect is active, you cannot be surprised or flat-footed, and you gain a +2 insight bonus to AC and Reflex saves.

EX-KNIGHTS OF THE ROSE

Characters who change alignment from lawful good or break their knightly code of honor may no longer advance as Knights of the Rose and lose access to all supernatural or spell-like abilities until they regain their original alignment and are reinstated in the Knighthood. Ex-Knights retain the use of all other class features, including extraordinary abilities, skill ranks, and base attack bonus.

SIR BRYCE COLFAX CR 10

Male civilized human fighter 9/Knight of the Rose 1

LG Medium humanoid

Init +0; **Senses** Listen +1, Spot +1

Aura courage (10 ft., +4 saves against fear)

Languages Common, Solamnic

AC 24, touch 11, flat-footed 24

hp 69 (10 HD); Diehard

Immune fear

Resist Honor-bound

Fort +9, **Ref** +3, **Will** +6

Spd 20 ft. (in +2 *full plate*); base 30 ft

Melee +2 *longsword* +16/+11/+6 (1d8+4/19-20) or

Melee +1 *lance* +14/+9/+4 (1d8+3/x3) or

Melee mwk dagger +13/+8/+3 (1d4+2/19-20)

Reach 10 ft. with +1 *lance*

Base Atk +10; **Grp** +12

Atk Options Mounted Combat, Power Attack

Special Actions rallying cry 3/day

Combat Gear *potions of cure serious wounds* (2), *oils of keen edge* (2), *potions of heroism* (2)

Abilities Str 14, Dex 10, Con 12, Int 10, Wis 13, Cha 15

Feats Diehard, Education, Endurance, Greater Weapon Focus (longsword)^B, Honor-bound†, Leadership, Mounted Combat^B, Power Attack^B, Weapon Focus (longsword)^B, Weapon Focus (lance)^B

† New feat from the *DRAGONLANCE Campaign Setting*

Skills Diplomacy +13, Knowledge (nobility and royalty) +9, Knowledge (religion) +3, Ride +12

Possessions combat gear plus +2 *full plate*, +1 *heavy steel shield*, +2 *longsword*, +1 *lance*, mwk dagger, *ring of protection* +1, heavy warhorse with +1 *breastplate barding*

Aura of Courage (Su) The Knight is completely immune to fear. Allies within 10 ft. of him gain a +4 morale bonus on saving throws against fear. This ability functions only while he remains conscious.

Rallying Cry (Ex) Three times a day, as a free action, the Knight may utter a powerful shout that causes all allies within 60 ft. to gain a +1 morale bonus on their next attack roll and increase their base ground speed by 5 ft. on their next move action. This is a mind-affecting ability. Only allies who can hear the Knight's rallying cry may benefit from it.

The daring and charismatic Sir Bryce is a hero among his fellow Knights, best known for valiantly protecting a detachment of refugee elves from attacks in the mountains of the Taman Busuk and escorting them to safety in Sancton, as well as other heroic exploits. Sir Bryce regularly conducts missions for acting Grand Master Tasgall into the Nerakan badlands and spends a great deal of his time on the road. He is a tireless crusader against the Dark Knight reorganization efforts of Lord of the Night Baltasar Rennold.

LADY KIRIMANNE COMITANZA CR 15

Female civilized human fighter 9/Knight of the Rose 6

LG Medium humanoid

Init +2; **Senses** Listen +1, Spot +1

Aura courage (10 ft., +4 saves against fear)

Languages Common, Solamnic

AC 26, touch 12, flat-footed 26

hp 102 (15 HD); Diehard

Immune fear

Resist Honor-bound

Fort +12, **Ref** +5, **Will** +8

Spd 20 ft. (in +2 *full plate*); base 30 ft

Melee +3 *longsword* +22/+17/+12 (1d8+5/19-20) or

Melee +2 *lance* +20/+15/+10 (1d8+4/x3) or

Melee mwk dagger +18/+13/+8 (1d4+2/19-20)

Reach 10 ft. with +2 *lance*

Base Atk +15; **Grp** +17

Atk Options Mounted Combat, Power Attack, Ride-By Attack, Spirited Charge

Special Actions inspire courage 3/day, inspire greatness, rallying cry 3/day

Combat Gear *potions of cure serious wounds (2), oils of keen edge (2), potion of heroism (2), potions of eagle's splendor (2)*

Abilities Str 14, Dex 10, Con 12, Int 10, Wis 13, Cha 16

SQ heroic initiative +2, leadership +1, Wisdom of the Measure

Feats Diehard, Education, Endurance, Greater Weapon Focus (longsword)^B, Honor-bound†, Leadership, Mounted Combat^B, Power Attack^B, Ride-By Attack, Spirited Charge, Weapon Focus (longsword)^B, Weapon Focus (lance)^B

† New feat from the *DRAGONLANCE Campaign Setting*

Skills Diplomacy +19, Knowledge (nobility and royalty) +14, Knowledge (religion) +3, Ride +17

Possessions combat gear plus +2 *full plate*, +2 *heavy steel shield*, +3 *longsword*, +2 *lance*, *mwk dagger*, *ring of protection* +2, *heavy warhorse* with +1 *breastplate barding*

Aura of Courage (Su) The Knight is completely immune to fear. Allies within 10 ft. of him gain a +4 morale bonus on saving throws against fear. This ability functions only while she remains conscious.

Heroic Initiative (Ex) The Knight gains a +2 bonus on initiative checks.

Inspire Courage (Su) Three times a day, the Knight may add a +3 morale bonus to allies' saves against charm and fear effects and a +3 morale bonus on attack and damage rolls. The effect lasts for as long as the Knight continues to speak and for 5 rounds afterward.

Inspire Greatness (Su) The Knight is able to inspire greatness in herself or up to two willing allies within 60 ft. Using this ability counts as a daily use of inspire courage. The effect lasts for as long as she continues to speak and for 5 rounds afterwards. A creature inspired with greatness gains 2d10 temporary hit points, a +2 competence bonus on attack rolls, and a +1 competence bonus on Fortitude saves. For the purposes of effects such as the *sleep* spell that depend on a target's Hit Dice, an inspired character has two additional HD. This is considered a mind-affecting ability.

Leadership (Ex) The Knight has a +1 bonus to her leadership score.

Rallying Cry (Ex) Three times a day as a free action, the Knight may utter a powerful shout that causes all allies

within 60 ft. to gain a +1 morale bonus on their next attack roll and increase their base ground speed by 5 ft. on their next move action. This is a mind-affecting ability. Only allies who can hear the Knight's rallying cry may benefit from it.

Wisdom of the Measure (Ex) Twice a day, the Knight may use her extensive knowledge of the Solamnic Measure to inform her actions. If she succeeds at a DC 20 Knowledge (nobility and royalty) check, she is granted the effects of an *augury* spell cast by a cleric of equal level. The information provided by this ability always comes in the form of a historical anecdote, proverb, or law written in the Measure.

While many Lord Knights of her age and experience are heading Solamnic Circles in larger cities, Lady Kirimanne has eschewed the spotlight and prefers to spend her time in between North Keep and Wulfgar, in the northern kingdom of Nordmaar. Lady Kirimanne is famous for rebuking the advances of King Nacon II, who nonetheless continues to woo the Lady of the Rose, and her popularity among junior Knights of her Order is a constant reminder to her of the need for strong leadership.

CLERIST (KNIGHT OF THE SWORD)

Knight-Clerists, or just Clerists, are Knights of the Sword who have dedicated themselves to Kiri-Jolith, beyond what is required of all Sword Knights. In exchange for this worship, the Bison of Heaven grants Clerists the ability to cast divine spells much as a cleric does. Clerists are the guiding hand of the Order of the Sword, and all High Clerists are required to belong to the Order of Clerists.

Hit Die: d8

REQUIREMENTS

To take a Clerist substitution level, a character must be a member of the Order of the Sword and be about to take his 1st, 4th, or 8th level of Knight of the Sword.

CLASS SKILLS

Clerist substitution levels have the class skills of the standard Knight of the Sword prestige class plus Concentration and Spellcraft.

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All of the following are features of the Clerist substitution levels.

TABLE 2-6: CLERIST SUBSTITUTION LEVELS

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+0	Aura of good, spellcasting
4th	+4	+4	+1	+1	Turn undead, spellcasting
8th	+8	+6	+2	+2	Smite evil 3/day, spellcasting

Aura of Good: The power of a Clerist's aura of good (see the *detect good* spell) is equal to his Knight of the Sword class level plus his cleric or mystic levels, if any.

This ability replaces the standard Knight of the Sword's defend the weak class ability. If the Knight gains access to defend the weak at a higher level, the bonus is reduced by one.

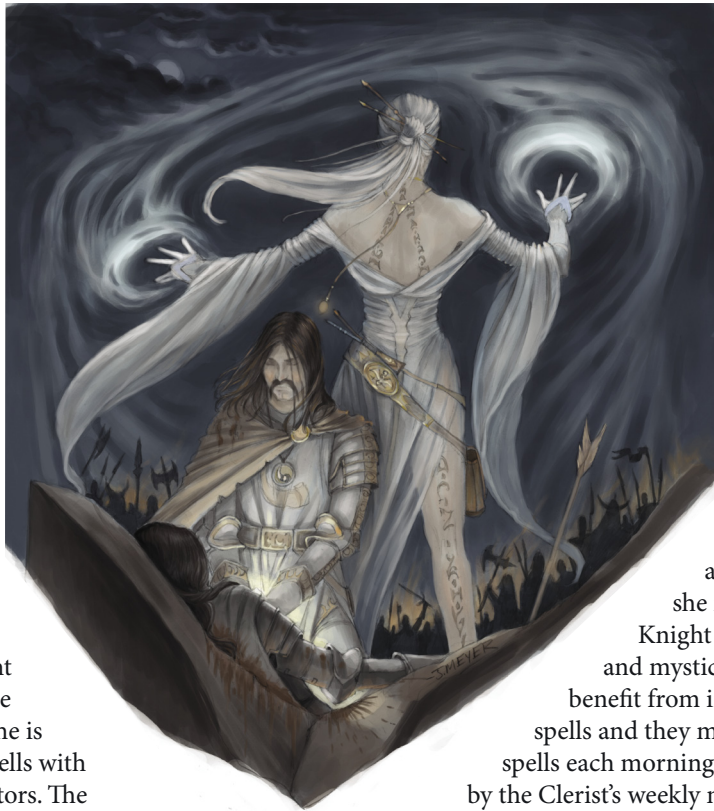
Spellcasting: Each time a Clerist substitution level is taken, the Knight of the Sword gains access to divine spells. The Knight chooses her spells from the cleric spell list, although she is forbidden from casting spells with the chaotic or evil descriptors. The Knight prepares and casts spells as a cleric does, and like a cleric she gains bonus spells for having a high Wisdom score and may only cast spells of a given level if her Wisdom score equals 10 + spell level. However, Knights of the Sword with Clerist substitution levels do not have access to cleric domains (including domain powers or bonus domain spells) or spontaneous curing.

A Knight of the Sword's effective caster level is equal to her class level, which determines spells per day. For each additional Clerist substitution level she takes past the first, her effective caster level increases by +3. Thus, a Knight who takes her second Clerist substitution level at 4th level of Knight of the Sword will have an effective caster level of 7.

A Knight of the Sword has a limit on the level of spells she can cast based on the number of substitution levels she has acquired. If she has one Clerist substitution level, she may cast 0-level, 1st-level, and 2nd-level spells. If she has two substitution levels, she may also cast 3rd-level, 4th-level, and 5th-level spells when they become available. A Knight with three Clerist substitution levels may cast spells of 6th-level, 7th-level, and 8th-level when they become available (and if she has a high enough Wisdom score).

Although Knights of the Sword prepare spells as a cleric does, they only do so once per week, during their day of meditation and prayer. The spells the Knight prepares on this day remain in place until the following week; every morning at sunrise the Knight's spells refresh, but her selection will not change until she once again spends time in prayer. Thus, a Clerist needs to consider the week's challenges farther ahead than a cleric normally does.

If a Knight of the Sword already has levels in cleric or mystic, she may instead add a number of levels of Knight



of the Sword to her cleric or mystic levels for the purposes of caster level, spells per day, and spells known (if appropriate). If she takes one Clerist substitution level, she may add up to 3 of her Knight of the Sword levels to her cleric or mystic levels. If she takes two Clerist substitution levels, she may add up to 6 of her Knight of the Sword levels, while if she has

all three substitution levels, she may add up to 9 of her Knight of the Sword levels. Clerics and mystics who choose this option benefit from increased access to domain spells and they may still prepare different spells each morning; however, they are limited by the Clerist's weekly meditation requirement.

Clerics and mystics who do not spend a day in meditation and prayer do not gain additional caster level or spellcasting benefits from their levels in Knight of the Sword until they do so.

This spellcasting ability replaces a Knight of the Sword's heroic initiative at 1st and 4th levels. If the Clerist gains the heroic initiative ability at later levels, the bonus is reduced by one for each instance of heroic initiative that was replaced by spellcasting.

Turn Undead (Su): A Knight of the Sword that takes this substitution level is able to turn undead as a cleric of his Knight of the Sword level -3. If the Knight already has this ability, he adds his Knight of the Sword level -3 to levels in all other classes that turn undead to determine his actual effective cleric level.

This ability replaces the standard Knight of the Sword's defend the weak class ability. If the Knight gains access to defend the weak at a higher level, the bonus is reduced by one.

Smite Evil (Su): A Knight of the Sword that takes this substitution level gains an additional use of smite evil per day.

EX-CLERISTS

Characters who change alignment from lawful good or break their knightly code of honor may no longer take Clerist substitution levels and lose access to all supernatural, spell-like, or spellcasting abilities until they regain their original alignment, are reinstated in the Knighthood, and atone (see the *atonement* spell description in the *Player's Handbook*). Ex-Clerists retain the use of all other class features, including extraordinary abilities, skill ranks, and base attack bonus.

SIR AUGUST RICKARD,

KNIGHT CLERIST

CR 12

Male civilized human fighter 4/cleric 4 of Kiri-Jolith/
Knight of the Sword 4 [Clerist 1/4]

LG Medium humanoid

Init +0; **Senses** Listen +3, Spot +3

Aura courage (10 ft., +4 saves against fear)

Languages Common, Solamnic

AC 24, touch 11, flat-footed 23

hp 74 (12 HD); Diehard

Immune fear

Resist Honor-bound

Fort +14, **Ref** +4, **Will** +15

Spd 20 ft. in +2 *full plate*; base 30 ft.

Melee* +2 *longsword* +12/+7/+2 (1d8+10/19-20)

* includes adjustments for a 4-point Power Attack

Base Atk +11; **Grp** +13

Atk Options Cleave, feat of strength 1/day (+4 Str),
Mounted Combat, Power Attack

Special Actions smite evil 1/day (+1 attack, +4 damage),
turn undead 4/day (+3, 2d6+6, 5th)

Combat Gear *potion of cure moderate wounds, potion of
lesser restoration, potion of shield of faith* +2

Cleric Spells Prepared (CL 8th, +13 melee touch, +11
ranged touch)

4th—2+1 *divine power* (2), *spell immunity*^D

3rd—4+1 *dispel magic, extended bull's strength*^D, *magic
circle against evil, prayer, searing light* (DC 16)

2nd—4+1 *align weapon, bear's endurance, bull's
strength*^D, *eagle's splendor, status*

1st—5+1 *bles*, *command* (DC 14), *detect evil, divine
favor, enlarge person*^D, *protection from evil*

0—*create water, detect magic, detect poison, guidance,
mending, resistance*

^D: Domain spell. Domains: War, Strength

Abilities Str 14, Dex 10, Con 12, Int 10, Wis 16, Cha 13

SQ aura of good, divine grace

Feats Cleave^B, Diehard, Extend Spell, Endurance, Honor-
bound†, Iron Will, Leadership, Mounted Combat^B,
Power Attack^B, Weapon Focus (longsword)^B, Weapon
Specialization (longsword)^B

† New feat from the *DRAGONLANCE Campaign Setting*

Skills Concentration +9, Diplomacy +5, Intimidate +3,
Knowledge (nobility and royalty) +4, Knowledge
(religion) +11, Ride +7, Spellcraft +4

Possessions combat gear plus +2 *full plate*, +1 *heavy steel
shield*, +2 *longsword*, +1 *ring of protection*, *medallion of*

faith (Kiri-Jolith)

Aura of Courage (Su) The Knight is completely immune
to fear. Allies within 10 ft. of him gain a +4 morale
bonus on saving throws against fear. This ability
functions only while he remains conscious.

Divine Grace (Su) The Knight gains a +1 bonus to all
saving throws.

Smite Evil (Su) Once a day, the Knight may attempt to
smite evil with one normal melee attack. He adds +1 to
his attack roll and +4 to damage rolls. If he accidentally
smites a creature that is not evil, the smite has no effect
but it is still used up for that day.

Sir August Rickard is a native of Sancrist, but he spent
much of his early life on Schallsea studying under First
Master Goldmoon. He became a Citadel Guardian, but he
soon found that his time with Lady Camilla Weoledge had
opened his heart to the calling of the Knights of Solamnia.
Sir August returned to Sancrist, where he successfully
joined the Knighthood and progressed to the Order of
the Sword just before the War of Souls. After the War, he
declared his faith in Kiri-Jolith and became one of the first
of a new generation of Knights Clerist in service to the
Order of the Sword.

KINGFISHER (WIZARD)

Kingfishers are wizards of the White Robes who have
pledged themselves to serve the Knights of Solamnia in the
Solamnic Auxiliary. A Kingfisher's first loyalty is to magic,
as with any wizard of High Sorcery. Beyond the realms
of wizardry, however, White Robes are free to join the
Kingfishers, swearing to follow the strictures of the Oath
and the Measure. They hold the equivalent of the rank
of Knight, though all actual Solamnic Knights, except for
Crown Postulants, outrank them. Their belief in the Oath
and the Measure is so strong that it is made manifest in
their magic. Though Kingfishers must prove themselves to
more traditional Knights, they are committed to meeting
the challenge and serving the Knighthood.

Hit Die: d4

REQUIREMENTS

To take a Kingfisher substitution level, a character must
have undergone a Knight's Trial and be a member of the
Solamnic Auxiliary with Solinari as his patron deity and be
about to take his 5th, 10th, or 15th level of wizard.

TABLE 2-7: KINGFISHER SUBSTITUTION LEVELS

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
5th	+2	+1	+1	+4	Magic of Loyalty, heroic initiative +1
10th	+5	+3	+3	+7	Magic of Courage, heroic initiative +2
15th	+7	+5	+5	+9	Magic of Justice, heroic initiative +3

CLASS SKILLS

Kingfisher substitution levels have the class skills of the standard wizard class plus Diplomacy and Ride.

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All of the following are features of the Kingfisher substitution levels.

Heroic Initiative (Ex): Each time a wizard takes a Kingfisher substitution level, she gains a +1 bonus to her initiative checks. These bonuses are cumulative; if she takes three Kingfisher substitution levels, she gains a +3 bonus to her initiative checks.

Magic of Loyalty (Su): From the Order of the Crown, the Kingfisher learns the virtue of loyalty. At the beginning of combat, the Kingfisher may choose one ally with whom she has an oath of loyalty or service. Whenever the wizard is using magic to protect, defend, or support that ally, the saving throw DC of her spells is increased by +2. In addition, all saving throws the Kingfisher makes against mind-affecting spells and effects when defending or protecting her designated ally gain a +2 bonus.

This ability replaces the standard wizard's bonus feat at 5th level.

Magic of Courage (Su): From the Order of the Sword, the Kingfisher learns the virtue of courage. She gains immunity to fear and may add her Wisdom modifier (if positive) as an insight bonus to her Spellcraft check when attempting to identify and counterspell any fear-based spells.

This ability replaces the standard wizard's bonus feat at 10th level.

Magic of Justice (Su): From the Order of the Rose, the Kingfisher learns the virtue of justice. She may designate one opponent per encounter that the Kingfisher and the Knights of Solamnia are seeking to bring to justice. Against this opponent, the Kingfisher's caster level is considered to be one level higher for the purposes of variable effects and overcoming spell resistance. The Kingfisher must be aware of the identity of the opponent, and the opponent must be aware of the Kingfisher's presence. The effect lasts until the end of the encounter.

This ability replaces the standard wizard's bonus feat at 15th level.

Spellcasting: A Kingfisher continues to advance in spellcasting each time he takes a substitution level, just as if he had taken a standard level in wizard. His spells per day and caster level are unaffected.

SIR HALEY COPPERCLASP, KINGFISHER

KNIGHT

CR 10

Male civilized human wizard 8 [Kingfisher 5]/Wizard of High Sorcery 2

LG Medium humanoid

Init +4; Senses Listen -1, Spot -1

Languages Common, Elven, Magius, Ogre, Solamnic

AC 15, touch 13, flat-footed 13

hp 26 (10 HD)

Immune fear

Resist Honor-bound, magic of loyalty

Fort +2, Ref +4, Will +8

Spd 30 ft.

Melee +1 spell storing quarterstaff +7 (1d6+2)

Base Atk +5; Grp +6

Combat Gear *potion of blur, potion of bull's strength, potion of protection from evil, potion of shield of faith* +2

Wizards Spells Prepared (CL 10th; +6 melee touch, +7 ranged touch)

5th—*cone of cold* (DC 19), *teleport*

4th—*lesser globe of invulnerability, stonewall, wall of fire*

3rd—*dispel magic, fireball* (DC 17), *haste, lightning bolt* (DC 17)

2nd—*protection from arrows, resist energy, scorching ray* (2), *shatter* (DC 16)

1st—*burning hands* (DC 15), *expeditious retreat, magic missile, shield, shocking grasp*

0—*acid splash, flare* (DC 14), *light, ray of frost*

Abilities Str 12, Dex 14, Con 10, Int 16, Wis 9, Cha 13

SQ arcane research +1, heroic initiative, magic of loyalty, moon magic (Solinari), summon familiar (none taken)

Sir Haley has chosen not to take an arcane focus as a Wizard of High Sorcery.

Feats Brew Potion, Eschew Materials, Honor-bound, Leadership, Scribe Scroll^B, Spell Focus (evocation)

Skills Concentration +13, Diplomacy +7, Intimidate +6, Knowledge (arcana) +17, Knowledge (nobility and royalty) +16, Spellcraft +19

Possessions combat gear plus *bracers of armor* +2, +1 *spell storing quarterstaff* (slow), *ring of protection* +1, Kingfisher robes

Spellbook as above plus 0—all; 1st—*alarm, hold portal, magic aura, unseen servant*; 2nd—*continual flame, gust of wind, levitate, summon swarm*; 3rd—*clairaudience/clairvoyance, nondetection, wind wall*; 4th—*fire shield, ice storm, wall of ice*; 5th—*sending, wall of force*.

Heroic Initiative (Ex) The Kingfisher gains a +2 bonus to his initiative checks.

Magic of Loyalty (Su) At the beginning of combat, the Kingfisher may choose one ally with whom he has an oath of loyalty or service. Whenever the wizard is using magic to protect, defend, or support that ally, the saving throw DC of his spells is increased by +2. In addition, all saving throws the Kingfisher makes against mind-affecting spells and effects when defending or protecting his designated ally gain a +2 bonus.

The Kingfishers are a relatively new order among the Knights of Solamnia, arising from the traditions established during the Age of Mortals by sorcerers in the Solamnic Auxiliary. Sir Haley Copperclasp was one of the first in this group, a brave and honorable student of Palin Majere and later a Solamnic Auxiliary member based in Southern Ergoth's Castle Eastwatch. He was also an early convert to High Sorcery, and he passed his Test shortly before the final battles against the Dragon Overlord, Frost. Sir Haley leads his own unit of the Solamnic Auxiliary and is something of a role model to his students.

ICONS OF THE KNIGHTS OF SOLAMNIA

VINAS SOLAMMUS CR 22

Male civilized human noble 4 (armiger 1/3)/fighter 3/
Ergothian Cavalier 5/legendary tactician 10

LG Medium humanoid

Init +0; **Senses** Listen +10, Spot +3

Aura The Forlorn Hope (30 ft., fight while disabled or dying without penalty), rally troops (30 ft., second save on fear and charm, reduce fear by one step), rout enemies (30 ft., +1 attack and damage on attacks of opportunity on fleeing foes), strategic retreat (30 ft., +5 morale bonus to AC against attacks of opportunity when retreating)

Languages Common, Elven, Ergot, Ergothian, Solamnic

AC 32, touch 14, flat-footed 32

hp 155 (22 HD)

Resist Honor-bound

Fort +17, **Ref** +9, **Will** +12 (+16 against mind-affecting spells and spell-like effects)

Spd 20 ft. (in +5 *full plate*); base speed 30 ft.

Melee* +4 *vorpal longsword* +27/+22/+17+12 (1d8+15/19-20) or

Melee* +4 *vorpal longsword* +30/+25/+20+15 (1d8+15/19-20) when mounted or

Melee* +4 *wounding lance* +27/+22/+17+12 (1d8+15/x3 plus 1 Con) or

Melee* +4 *wounding lance* +29/+24/+19+14 (1d8+15/x3 plus 1 Con) when mounted

* includes adjustments for a 5-point Power Attack

Reach 10 ft. with +4 *wounding lance*

Base Atk +21; **Grp** +27

Atk Options Cleave, deadly charge, Epic Prowess, Ergothian defender, full mounted attack, inspire courage (+4, 4/day), Mounted Combat, Power Attack, Ride-By Attack, Spirited Charge, Tremendous Charge, weapon of choice (longsword +3, lance +2, heavy mace +1)

Special Actions burst of speed, inspire confidence 1/day

Combat Gear *potion of cure serious wounds* (3), *potion of heroism* (3), *potion of bear's endurance* (3)

Abilities Str 23, Dex 11, Con 14, Int 16, Wis 16, Cha 20

SQ call to arms +7, coordinate +1, courtly knowledge +5, leadership +5, Ergoth's champion +4, Ride bonus +3

Feats Cleave, Epic Prowess†, Honor-bound, Leadership, Mounted Combat^B, Negotiator, Power Attack, Ride-By Attack, Spirited Charge, Tremendous Charge^B, Weapon Focus (longsword), Weapon Focus (lance)

† Feat from *Epic Level Handbook* (+1 bonus on all attacks)

Skills Diplomacy +33, Handle Animal +13, Intimidate +30 (+33 with longsword, +32 with lance, +31 with heavy mace), Knowledge (history) +20, Knowledge (nobility and royalty) +25, Knowledge (religion) +13, Listen +10, Ride +30, Sense Motive +22

Possessions combat gear plus +5 *full plate*, +3 *heavy steel shield*, +4 *vorpal longsword*, +4 *wounding lance*, *ring of protection* +4, *belt of giant strength* +4, *horn of good*, heavy warhorse with +4 *breastplate barding* and

horseshoes of speed, other mundane items as needed

Battle Standard (Su) As long as Vinas' battle standard is within 30 ft. of him, his inspire courage and rally troops abilities affect all allies within 300 ft. These effects remain so long as the standard does not fall or is not captured. If the standard falls or is captured, all allies within range that are aware of its loss suffer a -1 morale penalty on attack and damage rolls in addition to losing the beneficial effects of the standard until it is recovered.

Burst of Speed (Ex) As a free action, Vinas may urge his mount to greater than normal speed when charging. This ability doubles the maximum distance the mount can travel when making a charge, up to four times its speed. This ability can be used once a day without penalty to the mount. Each additional use of the ability in a single day requires the mount to make a DC 20 Will save immediately after the conclusion to the charge; failure results in the mount taking 2d6 points of damage.

Call to Arms (Ex) Twice a week, Vinas may make a call to arms check (1d20+7). The DC is 10 for a 4th-level ally, 15 for a 5th-level ally, 20 for a 6th-level ally and 25 for a 7th-level ally. Each additional ally increases the DC by +3. Summoned allies are usually either fighters or nobles and are equipped as appropriate. Summoned allies usually respond to the Vinas' call in 24 hours, unless the DC is increased by +5. They arrive alone, unless the DC is increased by +5, in which case they arrive with 1d6 men-at-arms (1st-level warriors). Allies will aid Vinas for up to 5 days before leaving.

Coordinate (Ex) When Vinas can aid others and give directions, he gains a +1 cooperation bonus to the bonus he provides with an aid another check, for a total bonus of +3. This ability cannot be used in combat.

Courtly Knowledge (Ex) Vinas gains a +5 competence bonus to his Knowledge (nobility and royalty) checks.

Deadly Charge (Ex) When mounted and using the charge action, Vinas may declare a deadly charge before he makes his attack roll (thus, a failed attack ruins the attempt). If he hits, he deals triple damage (quadruple damage with a lance). This ability does not stack with the benefit of the Spirited Charge feat. Vinas may attempt a deadly charge twice a day.

Direct Troops (Su) As a full-round action, Vinas can give compelling directions. He can bestow a +2 competence bonus on either attack rolls or skill checks to all allies within 30 ft. The bonus lasts for 5 rounds.

Ergoth's Champion (Ex) Vinas gains a +4 morale bonus on all saving throws against mind-affecting spells and spell-like effects.

Ergoth's Defender (Ex) Vinas gains a +4 morale bonus on attack rolls and damage rolls against any opponent who is currently threatening an Ergothian civilian or noble in melee (i.e. is able to make an attack upon the target). Other Ergothian Cavaliers, soldiers, and martial individuals do not count for the purposes of this ability.

Full Mounted Attack (Ex) Vinas can make a full attack when his mount moves more than 5 ft. but no further

than a single move action would carry it. He cannot combine this full attack with a charge.

Hard March (Su) Anyone with an Intelligence of 3 or more traveling with Vinas gains a +4 morale bonus to Constitution checks required for making a forced march or any other task requiring extended exertion.

Inspire Confidence (Ex) Once a day, Vinas can grant up to two allies a +2 morale bonus on saving throws and a +1 morale bonus on attack and weapon damage rolls for 5 rounds, after a full round of oratory.

Inspire Courage (Su) Four times a day Vinas may add a +4 morale bonus to allies' saves against charm and fear effects and a +4 morale bonus on attack and damage rolls. The effect lasts for as long as Vinas continues to speak and for 5 rounds afterward.

Leadership Bonus Vinas gains a +5 bonus to his leadership score.

Ride Bonus Vinas gains a +3 competence bonus to his Ride checks.

Rout Enemies (Su) All allies within 30 ft. of Vinas gain a +1 morale bonus on attack and damage rolls on any attacks of opportunity they take against fleeing foes.

Strategic Retreat (Su) When retreating, all allies within 30 ft. of Vinas gain a +5 morale bonus to AC against attacks of opportunity.

The Forlorn Hope (Su) All allies within 30 ft. of Vinas continue to fight while disabled or dying without penalty. They continue to fight until they drop to -10 hit points. If they stop fighting, they must make an immediate Fortitude save (DC 15 +1 per hit point below 0) or die on the spot.

Weapon of Choice (Ex) While mounted, Vinas gains a +3 competence bonus on attacks and a +3 morale bonus on Intimidate checks when using the longsword, a +2 competence bonus on attacks and +2 morale bonus on Intimidate checks when using the lance, and a +1 competence bonus on attacks and +1 morale bonus on Intimidate checks when using the heavy mace.

Vinas Solamnus was the only son of an influential Ergothian noble family in the days when the Empire of Ergoth controlled almost all of western Ansalon. A strong-willed and stubborn young man, Vinas had only one dream in life and that was to be a soldier. His father objected to his choice and constantly tried to steer Vinas in other directions. Vinas would have none of it, and at age 16 he ran off to join the Ergothian military as a foot soldier. He was horribly injured in his physical entry test, being impaled on a large spike after falling from the top of a pole. Seeing his determination, Vinas' father finally relented and allowed Vinas to enter the military, but as an officer, not a rank-and-file soldier. Vinas began his training as a Cavalier.

As a young cavalry officer, Vinas took part in a small uprising known as the Solanthian Troubles. He was supposed to assist in putting down the rebellion, but instead he took the side of the common people by stealing food from the rich and distributing it to the poor. For his treasonous acts and for killing another Cavalier, Vinas was sentenced to death. His father was able to have the

ruling overturned on the condition that Vinas enter the priesthood of Paladine.

Vinas' time in the Paladinean clergy was short-lived. He was not a particularly devout priest and never found the divine connection with Paladine that granted him the ability to cast spells. Two years after being forced to become a priest, Vinas was a junior member of the group of priests who presided over the wedding of the Emperor Emann Quisling. During the wedding, Vinas and his father foiled an assassination attempt on the Emperor. Vinas' father died, felled by poison meant for the Emperor. Vinas was promoted to commander of the Imperial Guard and given the position of Praetor of the Ergothian Army.

Back where he could truly shine, Vinas spent the next decade serving the Empire, leading her armies in campaigns of expansion and conquest. He was the epitome of everything an Ergothian Cavalier should be, a brave, fearless leader of men and protector of the Empire. He was personally responsible for foiling a dozen assassination attempts on the Emperor. Vinas seemed to be at the pinnacle of his career, but there were bigger things to come.

Rebellion was brewing in the lands of Vingaard. The Emperor commanded Vinas to subdue and kill the insurgents and end the rebellion. Vinas took most of the Imperial Army and made his way to Vingaard. By the time he reached Vingaard however, Vinas, for various reasons, came to the conclusion that the rebels were right in their reasons for rebellion. He and most of his forces joined the revolution, and Vinas became its leader.

The Rose Rebellion, as it came to be called, took place over a period of nine years, ending when Vinas led a successful siege against Daltigoth, the capital of the Ergothian Empire. Vingaard and the surrounding regions were granted independence. Each chose Vinas to continue leading them, and so the nation of Solamnna was born.

Vinas spent the next fifteen years establishing his new realm. During this time, he began to worry about what would happen to his people after he was gone. He wanted good, honorable men and women who would lead humbly as an example to the Solamnnc people. He did not, however, know how to gather these exemplars, so Vinas set off on what he called a Quest of Honor.

This quest took him all over Ansalon, but in the end it brought him to Whitestone Glade on Sancrist Isle. Here he found the spark of inspiration he for which he was looking. He claimed that he was visited by three gods of Light—Paladine, Habbakuk, and Kiri-Jolith—and that they instructed him to build a knighthood that would stand for millennia, honoring the good and honorable concepts of loyalty, courage, and wisdom. Vinas returned to Solamnna and created the Order of the Knights of Solamnna.

Vinas was responsible for much more during his reign—the building of the High Clerist's Tower, the founding of Palanthas, and the building of Vingaard Keep, to name just a few. The exact date of Vinas' death is lost to history, but he is remembered, especially by the Knighthood and country bearing his name, as one of the greatest paragons of honor and good Ansalon has ever seen.



HUMA OF ELDOR

CR 14

Male civilized human fighter 6/Knight of the Crown 8

LG Medium humanoid

Init +5; **Senses** Spot +7, Listen +4

Languages Common, Solamnic

AC 23, touch 10, flat-footed 23

hp 123 (14 HD); Diehard

Resist Honor-bound

Fort +14, **Ref** +6, **Will** +8 (+10 against compulsion and fear, +14 against frightful presence of dragons)

Spd 20 ft. in +2 *half-plate*; base 30 ft.

Melee *greater dragonlance* +22/+17/+12 (1d8+8/x3) or

Melee +1 *longsword* +19/+14/+9 (1d8+4/19-20)

Reach 10 ft. with *greater dragonlance*

Base Atk +14; **Grp** +17

Attack Options Combat Reflexes, Tremendous Charge

Special Actions might of honor, strength of honor 3/day

Combat Gear 3 *potions of cure moderate wounds*

Abilities Str 16, Dex 15, Con 16, Int 10, Wis 14, Cha 14

SQ armored mobility, heroic initiative +3, honorable will, knightly courage

Feats Alertness, Combat Reflexes^B, Diehard^B, Honor-bound[†], Iron Will, Mounted Combat^B, Resist Dragonfear[†], Skill Focus (Ride), Tremendous Charge[†], Weapon Focus (lance)^B, Weapon Focus (longsword)^B
[†] New feat from the *DRAGONLANCE Campaign Setting*

Skills Diplomacy +10, Jump +1*, Knowledge (nobility and royalty) +7, Knowledge (religion) +7, Listen +4, Ride +18, Spot +7

*includes -6 armor check penalty

Possessions combat gear plus +2 *half-plate*, +2 *arrow catching heavy shield*, *greater dragonlance*, +1 *longsword*, *medallion of faith* (Paladine)

Armored Mobility (Ex) Huma treats heavy armor as medium armor for all purposes, including running speed. His armor check penalty when wearing heavy armor is reduced by -1. This benefit stacks with the armor check penalty reduction granted by masterwork or dragonmetal armor.

Honorable Will (Su) Huma applies his Charisma bonus (+2) as a morale bonus on saving throws against compulsion spells and effects.

Knightly Courage (Su) Huma applies his Charisma bonus (+2) as a morale bonus on saving throws against fear effects.

Might of Honor (Su) Huma's strength of honor ability grants him a +6 morale bonus to Strength rather than +4.

Strength of Honor (Su) Three times a day, as a free action, Huma can gain a +6 morale bonus to his Strength score for 5 rounds. This gives Huma the following changed statistics:

Melee *greater dragonlance* +25/+20/+15 (1d8+13/x3) or +1 *longsword* +22/+17/+12 (1d8+7/19-20)

Grp +20

Abilities Str 22

Skills Jump +4*

Huma of Eldor, commonly called Huma Dragonbane, is perhaps the most well known figure from Ansalon's history. Solamnic Knights look to him as the greatest hero of their Order. Dark Knights respect him for his honor and combat prowess, but curse his name as an enemy of their former queen and the hero of their enemies. The rest of Ansalon knows him as either the savior of all that is good or the bane of the dark glory that could have been. However, everything that is known about Huma in the current day is myth and legend. Most written records from Huma's life were destroyed in the Cataclysm; what did survive is probably tucked in some dusty corner of the Great Library of Palanthas, far from the reach of most who would want to find Huma's true story.

Enough of the stories agree on a few things that most scholars regard them as fact. Huma was the son of a low-ranking Knight of Solamnia and was raised around the Knighthood. As a child, he became friends with another boy who would grow up to be known as Magius, one of the most famous wizards of any age. In the early years of his adulthood, he was knighted as a Knight of the Crown. At some time during the Third Dragon War, Huma became romantically involved with the silver dragon El'liolle. Riding El'liolle, he faced the goddess Takhisis and wounded her with a *dragonlance*, forcing her to leave Krynn and give an oath that she would never return. Due to the wounds he suffered fighting the Dark Queen, Huma died shortly after the encounter and was laid to rest in the Monument of the Silver Dragon in Foghaven Vale.

Scholars generally regard the rest of Huma's stories as myths and legends, though, as with all myth and legend, there is probably a kernel of truth and fact in each tale. One of the most famous of these legends is that of Huma's friendship with the minotaur Kaziganthi, or Kaz. The legend says that Huma saved Kaz's life, the minotaur swore to serve Huma for a time, and the two had a number of adventures together. Another legend tells of the tests Huma had to endure to receive the first *dragonlance*. The tale is that Huma had to face three tests, one for each of the orders of the Solamnic Knighthood. To successfully complete the tests, Huma had to face and defeat an ancient dragon, confront his uncle and turn him from the service of Morgion, and resist the temptation of ultimate power. Legend states that Huma did each of these things and was rewarded with the secret of the *dragonlance*.

No one knows the true story of Huma. But regardless of the fact or fiction of the man, the meaning he carries as an icon of the Knights of Solamnia and the Solamnic people is far more important than any tale. To these men and women, he is the epitome of all they stand for and want to be.

YARUS DONNER, HIGH CLERIC BEFORE THE CATACLYSM

CR 20

Male civilized human cleric 10 of Kiri-Jolith/Knight of the Sword 10 (Cleric 1/4/8)

LG Medium humanoid

Init +3; **Senses** Listen +5, Spot +5

Aura courage (10 ft., +4 saves against fear)

Languages Celestial, Common, Ergot, Istarian, Solamnic

AC 27, touch 14, flat-footed 26

hp 97 (20 HD); Diehard

Immune fear

Resist Honor-bound

Fort +18, **Ref** +12, **Will** +23

Spd 20 ft. in +2 *heavy fortification full plate*; base 30 ft.

Melee +2 *ghost touch holy heavy mace* +21/+16/+11/+6 (1d8+4) or

Melee +1 *axiomatic lance* +20/+15/+10/+5 (1d8+4/x3)

Base Atk +17; **Grp** +19

Special Actions smite evil 4/day (+1 attack, +10 damage), soul of knighthood, turn undead 4/day (+3, 2d6+18, 17th)

Combat Gear 2 *potions of heroism*, 2 *potions of cure moderate wounds*

Cleric Spells Prepared (CL 19th; +19 melee touch, +19 ranged touch)

9th—quicken *mass cure light wounds*, *mass heal*, quicken *holy smite*^{DG} (DC 20; CL 20th), quicken *righteous might*

8th—*discern location*, *fire storm* (DC 23), *greater spell immunity*, *shield of law*^{DL} (CL 20th)

7th—*holy word*^{DG} (DC 22; CL 20th), *greater restoration*, *resurrection*, quicken *searing light*, *summon monster VII*

6th—*banishment*, *heal*, *hold monster*^D (DC 21), *mass bull's strength*, *word of recall*

5th—*atonement* (2), *dispel evil*^{DG} (DC 20; CL 20th), *flame strike* (DC 20), *raise dead*, *true seeing*, *wall of stone*

4th—*dismissal* (DC 19), *divine power* (2), *greater magic weapon*, *order's wrath*^{DL} (DC 19; CL 20th), *restoration*, *tongues*

3rd—*magic circle against evil*^{DG} (CL 20th), *prayer*, *protection from energy*, *remove blindness/deafness*, *remove disease*, *searing light* (2)

2nd—*aid*, *bull's strength*, *calm emotions*^D (DC 17), *delay poison*, *remove paralysis*, *lesser restoration*, *status*

1st—*bane* (DC 16), *bless*, *command* (DC 16), *divine favor* (2), *protection from chaos*^{DL} (CL 20th), *sanctuary* (DC 16), *shield of faith*

0—*create water*, *detect magic*, *detect poison*, *light*, *mending*, *resistance*

^D: Domain spell; ^L: Lawful spell; ^G: Good spell. Domains: Good, Law

Spell-Like Abilities (CL 20th)

1/day—*holy aura* (self only, duration 10 rounds)

Abilities Str 15, Dex 14, Con 10, Int 17, Wis 21, Cha 13

SQ aura of good, divine grace, heroic initiative +1

Feats Diehard, Endurance, Honor-bound†, Leadership, Martial Weapon Proficiency (lance), Mounted Combat, Negotiator, Quicken Spell

†New feat from the *DRAGONLANCE Campaign Setting*

Skills Concentration +15, Diplomacy +27, Heal +15, Knowledge (nobility and royalty) +13, Knowledge (the planes) +8, Knowledge (religion) +26, Ride +17, Sense Motive +17, Spellcraft +13

Possessions combat gear plus +2 *heavy fortification full plate*,

+1 *heavy steel shield*, +2 *ghost touch holy heavy mace*, +1 *axiomatic lance*, *cloak of resistance* +3, *ring of protection* +3

Aura of Courage (Su) Yarus is completely immune to fear. Allies within 10 ft. of him gain a +4 morale bonus on saving throws against fear. This ability functions only while he remains conscious.

Divine Grace (Su) Yarus gains a +1 bonus to all saving throws.

Heroic Initiative (Ex) Yarus gains a +1 bonus on initiative checks.

Smite Evil (Su) Four times a day, Yarus may attempt to smite evil with one normal melee attack. He adds +1 to his attack roll and +10 to damage rolls. If Yarus accidentally smites a creature that is not evil, the smite has no effect but it is still used up for that day.

Soul of Knighthood (Su) Any weapon Yarus uses in combat is considered good-aligned for the purposes of overcoming the damage reduction of certain evil outsiders. In addition, he may cloak himself in a *holy aura* once per day, as the spell, with a duration of 10 rounds. Only Yarus is protected by this aura.

The Solamnic noble house of Donner traces its roots back to the time of Vinas Solamnus and the founding of the Knights of Solamnia. However, its most notable son comes from the time of the last Kingpriest and the era just before the Cataclysm. Yarus Donner was the High Clerist of the Order of the Sword during that time, and his power as a cleric was second only to the Kingpriest.

Yarus' forefathers had been Clerists in the Order of the Sword, and he followed in their footsteps to become the most powerful man in Solamnia. He was never concerned about the power his position conferred to him, only the good that he could perform while there. It was this attitude that brought lords and ladies, foreign dignitaries, and even the Grand Master of the Knights to him for advice and blessings. Despite his power, however, he could only sit atop his Tower of the High Clerist and watch the world crumble around him.

Yarus was able to see the Kingpriest and his edicts for what they were. While he agreed with some of the Kingpriest's decrees, he also recognized the folly in tilting the balance of the world too far in any direction. It was at Yarus' urgings that Solamnia and the Knighthood stayed as free as they could of the Kingpriest's laws without seeming to openly oppose the great power of Istar. It was impossible, however, for the Knights to stay completely free of those political entanglements. Yarus himself was with the Kingpriest at the beginnings of the Lost Battles when Andras Rannoch tried to assassinate Istar's ruler, and he was present when Rannoch leapt to his death while cursing the Tower of Palanthas. It was only in the weeks prior to the Cataclysm that Yarus realized the danger of not opposing the Kingpriest. At this point, however, he realized that it was beyond even his considerable power to change anything. Others held that power.

His past inaction weighed heavily on Yarus. So heavily in fact, that Yarus felt unworthy when the divine messenger



of Kiri-Jolith came to collect him on the Night of Doom. He refused to leave, stating that the only honorable thing he could do was stay and accept the consequences of his inaction. This decision left him as one of the very few true clerics left on Krynn when the Cataclysm struck.

After the Night of Doom, Yarus retreated into his tower to await the tragedy he knew must be coming. It was difficult for him to think about anything but the troubles he felt he had helped to cause, and the only thing that could help ease his mind was the game of khas. Earlier in his time as High Clerist, he had a khas room built in the Tower, and it was here that he spent most of his time. It was also here that he would die. Yarus was playing khas when the Cataclysm struck. A pillar in the room fell, pinning Yarus and crushing his body.

There is a legend among the Knights of Solamnia that one day Yarus will come back to life and assist the Knights in a time of great need.

LINSHA MAJERE

LADY OF SANCTION

CR 16

Female civilized human rogue 4/fighter 6/mystic 3 of Sensitivity/Knight of the Rose 3

LG Medium humanoid

Init +4; **Senses** Listen +8, Spot +8

Aura courage (10 ft., +4 morale bonus on saving throws against fear)

Languages Abanasinian, Common, Nerakese (partial), Solamnic, Tarmak (partial)

AC 21, touch 15, flat-footed 18; uncanny dodge

hp 100 (16 HD); Diehard

Immune fear

Resist evasion; Honor-bound

Fort +13, **Ref** +11, **Will** +10 (+14 against frightful presence of dragons)

Spd 30 ft.

Melee* +2 rapier +17/+12/+7 (1d6+6/18-20) or

Melee* unarmed strike +15/+10/+5 (1d3+4) or

Ranged dagger +17 (1d4+2/19-20)

*includes adjustments for a 2-point Power Attack

Base Atk +14; **Grp** +16

Atk Options Mounted Combat, Power Attack, sneak attack +2d6

Special Actions inspire courage (+2, 2/day), rallying cry 3/day

Mystic Spells Known (CL 3rd)

1st (6/day)—*comprehend languages* (CL 4th), *cure light wounds*, *deathwatch*^P, *detect good* (CL 4th)

0 (6/day)—*cure minor wounds*, *detect magic* (CL 4th), *detect poison* (CL 4th), *guidance* (CL 4th), *resistance*

^P Domain spell. Domain: Sensitivity.

Abilities Str 14, Dex 16, Con 12, Int 10, Wis 13, Cha 18

SQ heroic initiative +1, leadership bonus +1, trap sense +1, trapfinding

Feats Alertness, Diehard, Endurance, Honor-bound, Improved Unarmed Strike^B, Leadership, Mounted Combat^B, Negotiator, Power Attack^B, Resist Dragonfear,

Weapon Finesse^B

Skills Balance +4, Bluff +11, Climb +4, Diplomacy +18, Disguise +6, Gather Information +13, Handle Animal +7, Intimidate +11, Jump +3, Knowledge (arcana) +5, Knowledge (local) +7, Knowledge (nobility and royalty) +6, Knowledge (religion) +2, Listen +8, Move Silently +12, Ride +10, Search +5, Sense Motive +3, Sleight of Hand +5, Speak Language (Nerakese [partial], Solamnic, Tarmak [partial]), Spot +8, Swim +3, Tumble +7

Possessions +1 *silent moves chain shirt*, mwk buckler, +2 rapier, 4 daggers, ring of protection +2, ring of friend shield (wedding ring), cloak of Charisma +2, light warhorse with chainmail barding, +1 moderate fortification full plate (stowed), mwk heavy steel shield (stowed), +1 keen longsword (stowed), dragon scales (2 brass, 1 bronze)

Heroic Initiative (Ex) Linsha gains a +1 bonus on initiative checks.

Inspire Courage (Su) Linsha can inspire courage in herself and others twice a day. To be affected, an ally must hear her speak. The effect lasts for as long as she continues to speak and for 5 rounds afterwards. While speaking, she can fight but cannot cast spells, activate magic items by spell completion (such as scrolls), or activate magic items with command words (such as wands). Allies whom Linsha affects with this ability gain a +2 morale bonus on saving throws against fear and charm effects and a +2 morale bonus on attack and weapon damage rolls. This is considered a mind-affecting ability.

Leadership Bonus Linsha gains a +1 bonus to her leadership score.

Rallying Cry (Ex) Three times a day, as a free action, Linsha may utter a powerful shout that causes all allies within 60 ft. to gain a +1 morale bonus on their next attack roll and increase their base ground speed by 5 ft. on their next move action. This is a mind-affecting ability. Only allies who can hear her rallying cry may benefit from it.

Lady Knight Linsha Majere, well-liked and respected by most people she encounters, has forged strong bonds with the Legion of Steel and gained the respect and friendship of several metallic dragons. She has truly taken to heart the Solamnic Oath, "My honor is my life," which guides all of her decisions. However, much to the anger of some in the Solamnic hierarchy, Linsha's definition of honor does not include unquestioning obedience to her superiors. Linsha is currently a Knight-in-Exile residing in Sanction with her husband, Lord Governor Hogan Bight (in truth, the bronze dragon Crucible), and their eight adopted children—Iyesta's brass dragon hatchlings. She is often in the company of her dear friend Varia, an intelligent owl with the ability to speak.

The youngest child of Usha and Palin Majere, Linsha spent much of her childhood listening with rapt attention to stories of the Heroes of the Lance. She studied mysticism with Goldmoon at the Citadel of Light and, following in the footsteps of her family and friends, joined

the Knights of Solamnia. Linsha became the first non-Solamnic woman to attain the Order of the Rose.

For Linsha's first assignment, she spent eight years posing as a rude mannered thug in Sanction, while secretly gathering information on the city's mysterious Lord Governor Hogan Bight. She eventually joined the Governor's Guards and got to know Lord Bight personally. To her surprise, she grew to trust and respect him. When the Clandestine Circle turned against Lord Bight, Linsha betrayed her orders and protected him—a choice that would both haunt and guide the rest of her life. She was brought up on charges and languished in jail for weeks awaiting trial. The charges were eventually dropped due to Lord Bight's intervention—as well as the unfortunate deaths of two of her accusers in a raid on their secret headquarters.

Lady Linsha was reassigned to Missing City where she befriended the brass dragon Iyesta and strengthened her friendship with Crucible, the bronze dragon guardian of Sanction—also, unbeknownst to Linsha at the time, Bight's alter ego. Iyesta gave her a great honor afforded few humans, revealing the location of her clutch of eggs and naming Linsha their guardian.

The night of the Great Storm, Lord Commander Merrec was found with Linsha's dagger in his back. Merrec's successor, already suspicious of Linsha, was quick to believe that she had turned traitor. Linsha was found guilty and sentenced to hang. Rescued by her friend, Steel Legionnaire Lanther Darthassian, Linsha learned that Iyesta had been murdered, and that the blue dragon Thunder was attacking Missing City with an army of Tarmak brutes. Linsha and Crucible killed Thunder, but the Tarmaks stole away Iyesta's eggs.

As the resistance forces attempted to save the city, Lanther was revealed to be a traitor. He took his place as the military leader of the Tarmak tribes and proclaimed his intentions to marry Linsha so she could give him the son promised to him by Takhisis. Linsha reluctantly traveled to the Tarmak homeland with Lanther to become his wife with the promise that he would give her the dragon eggs. Lanther forced Linsha to challenge a Tarmak woman to a duel by threatening to destroy the eggs. Linsha was acutely aware that there was no honor in forcing a fight to the death with a woman who was not her enemy, but faced with her conflicting vows to the Solamnic code and to her friend Iyesta, Linsha again sided with her personal honor

over the dictates of the Oath and Measure.

With the help of Sirenfal, a dying brass dragon imprisoned by the Tarmaks, Linsha escaped on her wedding night, taking with her a leather-bound book containing the prophecy of Amarrel, foretelling the coming of a Tarmak messiah. Lanther caught up with Linsha and Crucible at a dormant volcano in the Plains of Dust where they had made a nest for the rescued eggs. As Lanther and Linsha had their final confrontation, the War of Souls was reaching its climax in Sanction. Lanther's magic, fueled by his devotion to Takhisis, faltered with the goddess' death while Linsha's prayer to the newly returned Kiri-Jolith allowed her to overcome him. Lanther became the first meal of the brass hatchlings.

Brought before a Solamnic Council for a third time, Linsha was found innocent of Sir Merrec's murder but guilty of betraying the Oath and Measure in the duel. Still bound by her vows to both the Knighthood and Iyesta, she was sentenced to exile in Sanction until the dragonlets are grown and her oath to Iyesta is fulfilled.

JAYMES MARKHAM,

LORD OF NO SIGN CR 15
**Male civilized human fighter 8/Knight of the Sword 1/
rogue knight 3/legendary tactician 3**

N Medium humanoid

Age of Mortals sourcebook (rogue knight)

Init +3; **Senses** Listen +5, Spot +4

Languages Common, Dwarven, Goblin, Nerakese, Solamnic

AC 20, touch 12, flat-footed 18

hp 117 (15 HD); Diehard

Resist +2 on saves against fear and despair effects; Honor-bound

Fort +16, **Ref** +6, **Will** +7

Spd 20 ft. in +3 *breastplate*; base 30 ft.

Melee* *Giantsmiter* +15/+10/+5 (2d6+20/19-20 plus 1d6 fire) or

Melee mwk dagger +20/+15/+10 (1d4+4/19-20) or

Ranged mwk hand crossbow +19/+14/+9 (1d4/19-20) or

Ranged 2 mwk hand crossbows +17/+17/+12/+7 (1d4/19-20)

*includes adjustments for a 6-point Power Attack

Base Atk +15; **Grp** +19

Atk Options Cleave, desperate strike +1d6, Power Attack^B,

GIANTSMITER

THE sword of the late Lord Lankford Lorimar, now infamous as the weapon of Jaymes Markham, *Giantsmiter* is a +2 *flaming giant bane starmetal greatsword*. In the hands of any nonevil character, *Giantsmiter* displays additional qualities. When a critical hit is scored on a creature with the giant type, *Giantsmiter* deals a number of additional points of damage equal to the wielder's character level. *Giantsmiter* also confers the Improved Sunder feat to any nonevil wielder.

Strong conjuration and evocation; CL 14th; 8 lb.

Two-Weapon Fighting^B

Special Actions defend the weak +1, direct troops

Abilities Str 19, Dex 15, Con 15, Int 16, Wis 12, Cha 14

SQ dire providence, hardhearted, heroic initiative +1, honor's price, leadership bonus +2

Feats Cleave, Diehard, Endurance, Exotic Weapon Proficiency (hand crossbow)^B, Honor-Bound†, Leadership, Persuasive, Power Attack^B, Quick Draw, Rapid Reload^B, Two-Weapon Fighting^B, Weapon Focus (hand crossbow)^B

†New feat from the *DRAGONLANCE Campaign Setting*

Skills Bluff +17, Craft (bowmaking) +8, Diplomacy +19, Gather Information +8, Handle Animal +7, Intimidate +21, Knowledge (nobility and royalty) +11, Knowledge (religion) +5, Listen +5, Ride +16, Sense Motive +10, Spot +4

Possessions combat gear plus +3 *breastplate*, *Giantsmiter*, 2 mwk hand crossbows with 20 bolts, mwk dagger, 4 tindertwigs, 4 smokesticks, 4 sunrods

Defend the Weak (Ex) Each round, Jaymes may choose a single adjacent ally (within 5 ft.) with 14 or fewer effective character levels or Hit Dice. Against any opponent who threatens that ally (i.e., who is capable of making a melee or ranged attack against them), Jaymes gains a +1 bonus on melee attack and weapon damage rolls, and his ally gains a +1 to AC for as long as he remains adjacent.

Desperate Strike (Ex) When Jaymes is flanked by two or more opponents, he adds +1d6 to all damage rolls for as long as he remains flanked. This has no effect on any creature that is immune to critical hits.

Dire Providence (Ex) Once a day, when Jaymes takes damage that would reduce him to 0 hit points or less, he may make a Fortitude save (DC equals damage dealt) to reduce the damage by half.

Direct Troops (Su) As a full-round action, Jaymes can give compelling directions. He can bestow a +2 competence bonus on either attack rolls or skill checks to all allies within 30 ft. The bonus lasts for 2 rounds.

Hardhearted (Ex) Jaymes adds his Charisma bonus (+2) to his saving throws against fear and despair effects.

Heroic Initiative (Ex) Jaymes gains a +1 bonus on initiative checks.

Honor's Price (Ex) Jaymes suffers a -4 penalty to all Charisma-based skill checks whenever he deals with Solamnic Knights.

Inspire Courage (Su) Twice a day Jaymes may add a +2 morale bonus to allies' saves against charm and fear effects and a +2 morale bonus on attack and damage rolls. The effect lasts for as long as Jaymes continues to speak and for 5 rounds afterward.

Leadership Bonus Jaymes gains a +2 bonus to his leadership score.

Jaymes Markham's life is already the stuff of legend. He

rose from obscurity to become a respected Sword Knight, serving as the captain of the guard of Lord Lankford Lorimar, a high ranking Knight of the Rose. This life was destroyed in one night as assassins attacked Lord Lorimar's home, killing Lorimar and his entire family and burning their estate. Jaymes escaped with Lord Lorimar's legendary sword *Giantsmiter*, but he was accused of the assassination. Refusing to admit to a crime he did not commit, Jaymes fled into the wilderness and became an outlaw.

During these years, he did not take out his frustrations on the people of Solamnia. Instead, with his companion Dram Feldspar, he hunted goblins, collecting the bounty on goblin ears offered by many minor lords. He used these bounties to fund his quest to find Lord Lorimar's true assassins. He also never lost sight of a united Solamnia, something that had not existed since just before the Chaos War, and he spent much time thinking about how to make that dream come true.

The perfect chance came thanks to a half-giant named Ankhar. Ankhar and his mother, a priestess of Hiddukel, raised a monstrous horde and ravaged much of central and southern Solamnia. They sacked the cities of Garnet and Thelgaard, laid siege to Solanthus, and laid waste to every Solamnic army brought against them. It wasn't until Ankhar's horde had defeated the last Solamnic army in the southern and central parts of the country that Jaymes stepped in. He, with the aid of a captain of Caergoth's knightly forces, was able to halt the army's rout and conduct a skillful withdrawal.

For the past two years, Jaymes has been leading the armies of Solamnia against Ankhar and his horde, and he has named himself Lord Marshal of Solamnia. Only Jaymes knows what his final plans are, but many suspect that either reinstatement and the Grand Mastery of the Knights of Solamnia or the governance of Solamnia as a whole are his ultimate goal.



Chapter 3: DARK KNIGHTS

Ariakan spoke in admiration of the discipline and training of the Solamnic Knighthood. He explained how they had achieved victory over the forces of darkness through their willingness to sacrifice themselves for the good of the cause.

“We are our own worst enemy,” he told the dark warrior. “Each commander in our armies was out for his or her own personal gain. Our troops lacked discipline because their leaders lacked discipline. Our soldiers had no respect for their commanders. Our commanders had no respect for each other. The Knights of Solamnia refer to this as ‘evil feeding upon itself’ and have proclaimed that this is an inherent trait of all evil beings. Such disorder, lack of discipline and loyalty, would always bring us to defeat.”

“And what do you propose to do about this?” the dark warrior demanded.

Ariakan was somewhat daunted, but he went on to tell of his dream—a holy mission that would be his life’s work. He wanted to form an order of knights that would rival and eventually supplant the Solamnic Knights as the dominant force for order in the world.

It was then that the dark warrior revealed herself—a vision of Takhisis from the Abyss. Though she was not pleased by such a blunt description of her own failings, she was wise enough to listen to Ariakan’s proposal and give serious thought to it.

Takhisis ordered him to continue.

Awed, Ariakan poured out his heart and soul to his queen. He had witnessed the strengths of the Solamnic Knights—and also their failings.

“We must not be like the giant oak trees, which do not bend and are often toppled at the roots. We must not be stone, which never yields but can be broken and is worn away by the elements. We must not be water, which yields too easily and follows every path.

“My knights,” Ariakan said, “will be like the ironwood trees. The strong trunks are impervious to blows, yet the branches sway with the wind. Such trees live forever—they maintain their strength while yielding sufficiently to the ways of the world in order to survive.”

“The keys to victory,” Ariakan maintained, “are order, discipline, and vision. Bring order to our followers, and they will accomplish. Discipline them, and they will achieve. Give them vision, and they will move forward toward a common goal.”

Takhisis was pleased with Ariakan and granted him her blessing.

The Second Generation

by Margaret Weis and Tracy Hickman

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

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

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

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

As Ariakan foresaw, his knighthood would have to be like the ironwood trees, merging a strong foundation with the ability to move and adapt. In the generations since their founding, they have had to adjust to an ever-changing world, one that has seen the loss and return of the gods, new magic, the rise and fall of the Dragon Overlords, and the death of the Queen of Darkness herself. They even took on a new name, the Knights of Neraka, to symbolize their estrangement from their goddess.

Today, the Dark Knights are a house divided. Ariakan’s Vision has failed. Lord Baltasar Rennold sees the “withering of the Lily” as the Knights of Neraka fall further from their moment of glory. Lord Adjudicator Galen Nemedi whispers in his ear that Ariakan’s successors do not hold true to the Vision, so he seeks to instill honor upon the Knighthood once more.

Rennold’s rivals do not cleave to this idea. Although Neraka’s Lord of the Night promotes the Knighthood as a unified whole, the rise of the faction lords has splintered the group. Seasoned veterans of past wars, such as General Dogah, bide their time and wait for the chance to seek power. Opponents of the divided Orders wait, hoping that the infighting signifies a rapid descent into dissolution.

Rennold’s greatest enemies may very well be his closest advisors. Ariakan himself strived against it, but the Law of the Dark Queen cannot be denied: Evil turns upon



itself. Rennold is faced with many challenges as he works towards the Knighthood's future. He seeks alliances with other lords in order to make the Knighthood whole once more, lords he feels he can trust. He seeks to bring all blue dragons under his command and to reclaim Neraka as the center of Ansalon. Like an armored serpent, however, the Cabal works behind the scenes, exploiting Rennold's vision of a perfect Knighthood. Rennold is no longer able to distinguish his own dreams from those of the Lord Adjudicator.

Though much has changed, the foundations of the Dark Knights remain the same. To reach their Vision of dominating Ansalon and the world beyond—no matter who they believe the leader of this world will be—they are empowered by the laws of the Code to guide them and to maintain unity. The Blood Oath fuels their actions and, in the end, all must submit or die.

HISTORY OF THE DARK KNIGHTS

The history of the Dark Knights can be divided into five distinct eras, each of which centers around the reigning Lord of the Night. The first era is that of Ariakan's Vision, considered to be the glory years of the Dark Knights—the foundation of the Knights of Takhisis and their bid to conquer Ansalon. Following this era were the years under the leadership of Mirielle Abrena, who is generally credited not only with keeping the Knighthood together, but also with creating a set of circumstances that would allow them to thrive. The time of Targonne's leadership is considered the low point in the Dark Knights' history, though it marks a point of evolution. In this time, the Knighthood became the Knights of Neraka, abandoning the Dark Queen in the process. The War of Souls, when Mina brought divine inspiration back to the Knighthood, is considered another time of glory for the Dark Knights, second only to the years under Ariakan. The current era is one of uncertainty, in which a Knighthood that once came before the individual now comes second to the whims of powerful faction lords, and Baltasar Rennold struggles to regain some semblance of the unity that Ariakan envisioned.

ARIAKAN'S VISION

The foundations of the Dark Knights date back to the year 352 AC when Ariakan, son of the Dragon Emperor Ariakas by an aspect of the goddess Zeboim, was captured by the Whitestone forces at the Temple of Neraka. His very existence wasn't even known to the Solamnics until the fall

of the Temple of Neraka. His capture and subsequent imprisonment was one of the biggest secrets of the War of the Lance.

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

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

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

Ariakan was in his mid-twenties when he rode out onto the Solamnic Plain. He had an escort—Knights bound for other parts of the realm—but he soon managed to divest himself of his unwanted companions. Immersed in their own affairs, attempting to put back together a country shattered by war, the Solamnic Knights made only a

halfhearted attempt to capture Ariakan. He had led them to believe he was going to enter the mercenary line of work and, though they considered this a lowly occupation, they agreed that he must be off in some realm, selling his sword to earn his living.

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

As he ended his prayer, he saw a seashell in the snow before



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

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

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

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

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

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

Moving with an audacity born of courage, discipline, and unshakable faith, the Knights of Takhisis invaded Ansalon. In a single month's time, Ariakan's forces had conquered more territory than the dragonarmies had during the entire War of the Lance. Each new conquest brought more recruits. Ultimately, all of Ansalon was held, save for Silvanesti, Northern Ergoth, Thorbardin, and a few pockets of Khalkist dwarves.

Little did Ariakan know that the gods had worked together to bring the war to a swift end. With the threat of Chaos, the only way to fight the Father of All and Nothing was to unite Ansalon. Only the Knights of Takhisis could do this. The Dark Knights lost many of their number during the battles, including a large portion of their command staff. Lord Ariakan was slain at the High Clerist's Tower when his dragon, poisoned by the traitor Ausric Krell, fell from the sky. Ariakan managed to stand and face the minions of Chaos, dying honorably in combat.

THE LESSON OF THE IRONWOOD TREE

The end of the Chaos War nearly saw the end of the Knights of Takhisis. The masterful leadership of Lord Ariakan was gone, the patronage of Takhisis had departed, and the guidance and inspiration of the Vision had disappeared. More than three-quarters of the Dark Knights either perished during the Chaos War or deserted afterward. Though the role of the Dark Knights against Chaos was recognized, the Knights of Takhisis were still regarded as remnants of evil from a prior age. Despite this, they were honored side-by-side with the Knights of Solamnia at the Tomb of the Last Heroes. Steel Brightblade, a Dark Knight hero during the Chaos War, was laid to rest within the tomb.


Mirielle Abrena, the charismatic and ambitious new Lord of the Night, attended the ceremony, demanding land for the role the Dark Knights played in the Chaos War. However, Abrena faced a daunting task. Two of the Orders of the Knighthood were powerless. The Dark Knights were reduced to a shadow of their former glory. The Dragon Overlords especially proved a danger, hindering any attempts to conquer Ansalon. Abrena found guidance from Ariakan's Lesson of the Ironwood Tree from the Code. Though the Dark Knights had a solid foundation, they would have to sway with the winds of change.

Later that year, the dragon Khellendros (Skie) attacked the Tower of High Sorcery in Palanthas. The Dark Knights offered "protection" against the dragon under their rule, a bargain the terrified citizens of Palanthas accepted in return for peace and safety. The Dark Knights made a deal with Khellendros, allowing them to retain control over the city in return for a regular tithe of treasure and prisoners. Sir Elstone Kinsaid became Lord Knight of the city.

Abrena's first order of business was to establish a new power base. Moving her wing to Neraka, she began work on a campaign that would establish it as the new center of operations, as Storm's Keep was no longer viable. The island fortress was serving as the prison for the cursed Lord Ausric Krell, made a death knight by Zeboim for his role in Ariakan's death. In 387 AC, Abrena took control of Neraka, gaining the additional title of Governor-General. She built alliances with the chromatic dragons in the nearby Khalkist Mountains and subjugated the various humanoid races in the land.

In order to give the Dark Knights a focus and to drive fear into their enemies, Mirielle Abrena constructed a lie. She announced to the Knighthood that their new mission was to prepare for the eventual return of Takhisis. Little





did she realize that she was subconsciously influenced by Takhisis and that Abrena's lie would be truth after her death. Takhisis herself subtly shaped her Dark Knights for the next several years, preparing them for the time when she would be able to reveal herself to the world once more.

The Dark Knights had to contend with new forces in the world as they adapted. The Dragon Overlords proved to be the greatest threat to their survival, potential rivals who could have easily obliterated them. Rather than creating a new enemy, Abrena approached each of the Overlords with the intention of making them allies. This move proved beneficial and the Dark Knights regained much influence over the continent; each Dragon Overlord soon employed a group of Dark Knight agents.

The Dark Knights saw new enemies as well from within their own ranks. Sara Dunstan infiltrated the Dark Knights to ascertain their status and, in so doing, left with followers who teamed up with enemy Solamnic Knights to form the Legion of Steel. The Dark Knights refused to acknowledge the Legion of Steel as a knighthood, citing that true knights would never leave their Orders to begin with. The Dark Knights declared that all Legionnaires who were once Dark Knights were to be considered traitors to the Vision and subject to adjudication. The Dark Knights were authorized to execute any Legionnaire on sight, leaving particularly painful executions for any Legionnaire who once wore the spurs of the Dark Knights.

In 392 AC, the Grand Master of the Knights of Solamnia, Gunthar Uth Wistan, met with Mirielle Abrena, offering to combine the two Knighthoods for the betterment of Ansalon. Though Mirielle went along with this in public, she plotted to betray Gunthar and take advantage of his senility. When the Dark Knights tried to seize power, a battle between the two Orders ensued. The Dark Knights left, leaving the battle in a draw.

The loss of magic was a deep concern for Abrena as well. A race was on to find the new magic promised by the gods upon their departure—a race that Mirielle Abrena was determined not to lose. She ordered the few remaining Knights of the Skull and Thorn to search for the magic while also finding a way to bring back the Vision and to maintain security within the Knighthood itself. Though the Dark Knights did not win the race, they quickly caught up. After Goldmoon's discovery of mysticism and the foundation of the Citadel of Light, Mirielle Abrena ordered three Skull Knights from her wing to infiltrate the Citadel and learn its secrets. The three posed as members of the Legion of Steel and convinced Goldmoon to teach them the secrets of mysticism. Goldmoon's mentor, the Sage, returned from months of travel to find Goldmoon distraught over being so deceived. Mirielle Abrena ordered that the power of mysticism be adapted to fit the ways of the Dark Knights and taught to all Knights of the Skull. In 398 AC, the practice of dark mysticism was perfected and the Vision returned. The Skull Knights claimed that Takhisis was the one granting the Vision, though in reality it was a continuation of Abrena's lie.

The Thorn Knights would have disbanded, had it not been for Takhisis' interference once again. Talon Leader

Theo Drawde witnessed Palin Majere using wild sorcery to save the elves of Qualinesti by driving off Beryl. Realizing that such power would benefit the Knighthood, Drawde left Beryl's service to report the incident to Abrena. An aspect of Takhisis known as the Shadow Sorcerer appeared to him, teaching him the theories that allowed him to unlock the art of wild sorcery. Drawde brought these secrets to the Dark Knights and was ordered by Mirielle Abrena to reform the Order of the Thorn as their new Lord Knight.

Throughout the next few decades, Abrena's efforts kept the Dark Knights alive through every means available, though it meant many changes for the organization. In order to boost numbers, new entrants into the Knighthood were not held up to Ariakan's standards of honor. Immediately following the Chaos War, the Dark Knights believed in the return of Takhisis; however, this belief faded as the years went on and the Dark Queen did not reappear—at least not in ways her Knights recognized.

THE NEW VISION

In 420 AC, Mirielle Abrena was assassinated. Abrena had heard that Morham Targonne, Lord of the Skull, aspired to be the new Lord of the Night; she discounted these accounts, since Targonne's health had failed him over the years and he was physically incapable of challenging her to single combat. As it turned out, that in no way prevented him from using poison.

Targonne immediately made changes to the Knighthood. He rechristened them the Knights of Neraka, signifying their final break from the goddess Takhisis. Exerting his political influence over the Knighthood, he moved their headquarters from the city of Neraka to his home city of Jelek. In reality, this was done largely to further benefit his family. Using his mystic powers of mentalism, he was able to discover foes before they had the chance to act, causing many of his enemies to disappear. His rule as Lord of the Night saw the Knighthood becoming more mercenary in nature, with Targonne skimming profits from each job performed. He ordered the continued assault against the city of Sanction, wishing to add their wealth to the already overflowing coffers of the Knights of Neraka.

MINA AND THE WAR OF SOULS

The following year, the Great Storm swept across Ansalon. Emerging from the storm was Mina, cleric of the One God. Encountering a talon of Dark Knights in the valley of Neraka, she became their leader after their former leader, Ernst Magit, was slain by the One God. Mina donned his armor, which shaped itself to her form. She gained an invaluable ally in the one-armed minotaur, Galdar, whose arm was restored through the power of the One God. Galdar pledged himself to Mina.

Mina quickly brought more and more Dark Knights under her sway. At the siege of Sanction, she won over more followers, including the mercenary archer Captain Samuval, a former Dark Knight who rejoined the Knighthood and became one of Mina's most trusted

officers. Also joining the ranks of her officers was General Dogah. Mina gave orders to Dogah to change course to Silvanesti, rather than assault Sanction. Mina brought about another miracle with the falling of the Silvanesti Shield. The Dark Knights brought Silvanesti under martial law. Mina was captured during the battle and apparently assassinated. Morham Targonne, who feared the loss of his power base, attended Mina's funeral. Trying to discover Mina's plans from her officers, he discovered that his powers of mentalism could not penetrate their minds. Mina once again performed a miracle by rising from the dead. By her command, Galdar beheaded the miser Targonne. Mina was proclaimed Lord of the Night.

The War of Souls brought about a resurgence in the spirit of the entire Knighthood. For the first time since the Chaos War, the Knights of Neraka were conquerors once more. Silvanesti was under their control. With the aid of Mina's Army of Souls, they conquered Solanthus. After months of siege, the Knights of Neraka were finally able to capture Sanction.

Throughout her campaign of conquest, Mina praised the One God for her victories, yet the Knights of Neraka placed their faith in Mina herself. When the Dragon Overlord Malys discovered that the One God had stolen her skull totem, she flew to Sanction to avenge the insult. Mina, riding upon a spectral dragon and wielding a *dragonlance*, and Galdar, riding upon Razor (the dragon mount of the late Marshal Medan), joined battle with the Red Marauder. Mina killed Malys, though she was mortally wounded in the process. She was healed by the One God.

The One God, now revealed to be Takhisis, began to manifest a spiritual chromatic dragon aspect over Sanction, attempting to enter the world once more. The Dark Knights battled the forces of the Knights of Solamnia as well as the combined might of the Qualinesti and Silvanesti elves, united under Alhana Starbreeze to rescue her son, Silvanoshei, from Mina. During this time, the minotaurs invaded Silvanesti, driving out the remaining elves as well as the Knights of Neraka under the command of General Dogah.

With the return of the gods, punishment was exacted upon the Queen of Darkness, who was made mortal. Takhisis was killed by Silvanoshei. In her grief, Mina killed Silvanoshei and disappeared with Galdar and the body of her dead queen.

RISE OF THE FACTION LORDS

Without a Lord of the Night or the power of Takhisis, the Knights of Neraka were unable to hold Sanction. They retreated and for the next three years splintered into different factions. They lost territory as well, especially the lands of Solamnia. Palanthas was taken in a night, and Elstone Kinsaid, the Lord Knight of Palanthas, was killed facing the Solamnic Lord Knight Lorimar. His sword, *Darkbringer*, mysteriously vanished.

Baltasar Rennold claimed the mantle of Lord of the Night in 425 AC, supported by individuals like Lord Adjudicator Galen Nemedi. Rennold faced many challenges, especially in terms of uniting the fractured

Knighthood. Factions emerged within the Knights of Neraka, giving birth to warlords who were interested in their own gain, rather than putting the Knighthood first.

THE DARK KNIGHTS TODAY

For the first time, the Dark Knights of Neraka have come into their own, finally free of the shadow of Takhisis. Whether they can survive their infighting remains to be seen. Though the Dark Knights were once an example of what could happen when Evil did not turn upon itself, the divine Law of Darkness cannot be denied. With Mina's departure and the absence of a dominant leader, the command structure of the Dark Knights has splintered. What once was a house united has turned into a many-headed hydra, with different heads pulling the body in different directions. This divide has given birth to several factions within the Dark Knights, each with its own power base and agenda. No longer is there a central command structure; each faction has its own chain of command. Members of one faction will not necessarily recognize leaders of another faction. Lacking central leadership, a unifying cause, and the dominating presence of the Dragon Overlords, the Dark Knights are unified no more.

FACTION LORDS

The faction lords all vie for power, falling short of declaring open warfare on one another...for now. The most prominent of these individuals is Lord Baltasar Rennold, an honorable and holy man who has extensively studied the teachings of Ariakan. Rennold made a bold move by declaring himself Lord of the Night in 425 AC after the position had stood vacant for four years. Rennold is



THE SPIRITBORNE

THE Spiritborne are a group of former Skull Knights who developed an affinity for incorporeal undead during the War of Souls. During the war, the River of Souls washed over an entire wing of Skull Knight mystics, giving them a greater sensitivity to the spiritual world. The Spiritborne believe that intelligent spirits are far more dangerous than mindless corpses. They take great pride in enslaving these intelligent spirits, bending the minds of the incorporeal undead through willpower alone.

With the end of the war, the Spiritborne lost their power. They left the Knighthood, seeking to reclaim their former glory. During their journey, they came across the Death's Head Scorpion, a divine messenger of Chemosh. The Spiritborne followed the creature to Soul's Wound, a canyon within the lands of Nightlund.

Chemosh needed a way to provide a distraction from his Beloved and to strike back against the emerging militant attitude of the clerics of Mishakal.

The Spiritborne were already trained in the combative and spiritual abilities of the Skull Knights and they had a strong leader with Granite Oakbone (LE male dark dwarf fighter 6/cleric of Chemosh 7). The Spiritborne were too perfect to pass up.

When the Spiritborne emerged from Soul's Wound, they had all pledged themselves to Chemosh, swearing to be his loyal warrior-clerics. Their armor was now pitch black and the skulls on their armor had changed to a pale yellow. They serve Chemosh as a militant arm and are pledged to destroy clerics of Mishakal at any cost.

The Spiritborne are appalled by the Beloved of Chemosh. Chemosh recruits the Beloved by appealing to a person's lustful urges, yet it is those urges that cause them to be so disorganized. Granite Oakbone is wrestling with the apparent contradiction between the Chemosh he follows and the god who created these abominations.

determined to restore the Dark Knights' honor and holy purpose. Had he been born a generation earlier, he may have been one of the Knighthood's greatest leaders. Facing a house divided, Rennold has had to set his honor aside on occasion for the good of the Knighthood, much to his disgust.

Rennold's rise to power has been met with some controversy. Certain faction lords do not recognize him as Lord of the Night. He has moved the headquarters of the Dark Knights back to Neraka, abandoning Jelek and the financial backing of the Targonne family. Rennold's insistence on enforcing the ideals of honor on which the Knighthood was founded has resulted in further splintering and a loss of personnel.

The power behind Rennold is the mysterious Cabal of the Code, a group of secret police led by the tyrannical Lord Adjudicator Galen Nemedi (LE male civilized human mystic of Tyranny 6/Knight of the Skull 3/Adjudicator of the Code 5/inquisitor 3). Though Nemedi makes a show of backing Rennold, he does so only for his own mad purposes. Nemedi has exerted his influence over Rennold, resulting in atypical behavior from the Lord of the Night. Nemedi effectively controls the Order of the Skull, though he refuses to take the title of Lord of the Skull, paranoid that he may become a target himself. To Nemedi, the list of traitors is long. All of the other faction lords are a threat to the Order and in violation of the Code, which he bends to his own purposes. Nemedi has sworn to eliminate all who refuse to ally with him, even if someday that person is the Lord of the Night.

The Onyx Order is a force of Dark Knights who focus on eliminating foreign enemies of the Order. Onyx Hall, the fortress from which they derive their name, is located in the town of Fara at the edge of the Qualinesti forest. The Onyx Hall occasionally works with Lord Baltasar Rennold. Rennold recently assigned the duties of annexing Khur and the final destruction of elven power to Lord Hengriff (LE male civilized human noble 3/fighter 4/Knight of the Lily 3/master ambassador 2). The Onyx Hall is currently led by Lord Egil Liveskill (LE civilized human fighter 5/Knight of



the Lily 8). Liveskill enjoys his semi-independence and is working on steadily increasing his own power base.

After the fall of Silvanesti to the minotaurs, General Dogah (LE male civilized human fighter 7/Knight of the Lily 8/legendary tactician 2) has relocated to the city of Pashin. A large number of Lily Knights serve under his command, his reach extending into Khur, Blöde, and the surrounding regions. Dogah is the greatest rival to Baltasar Rennold. Though he is technically the Lord of the Lily, he has shunned this title for his traditional title of general. Like Rennold, Dogah has his own ambassadors to Khur.

Dogah sees Rennold as an idealist, a man out of time. If not for his power base in Neraka, Dogah could easily destroy him. Dogah is plotting how to eventually supplant Rennold, yet he wishes to do so without a battle, which would result in a significant loss of resources. In order to make his move, Dogah is seeking allies.

Captain Samuval (LE male civilized human fighter 6/Knight of the Lily 1/Blood Oath archer 5) has once again left the Dark Knights, becoming a robber baron around the Solace area, near Qualinesti and the Lake of Death. His faction is made up of the Blood Oath archers, plus

RANK STRUCTURE

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

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

A Dark Knight who becomes a Knight-Officer has proven that he is capable of leading others. Knights of Guardian rank are given command of a talon, a group of nine Knights. A Warder commands a wing—five talons consisting of forty-five Knights total. From there, he advances to the rank of Champion, commanding a compgroup consisting of seven wings, a total of 315 knights and 30–40 support personnel. Champion is the first rank at which a Dark Knight commands members of another Order as well as his own. A Champion may, for example, command two

Lily Wings, two Skull Wings, and one Thorn Wing. Knights who reach Champion level are indoctrinated in the concept that victory is more assured when all available assets are used. It is a point of honor to the Knighthood that no favoritism is shown to one's own Order. Such an accusation of dishonor and impropriety never goes unanswered.

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

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

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



TABLE 3-1: DARK KNIGHTS RANK STRUCTURE

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

various other mercenaries. He refuses to work with any of the other faction lords, save for General Dogah. Dogah has promised that, when he makes his move, Samuval will rule all of Abanasinia.

The fortress of Darkhaven is home to a faction of Dark Knights who were fiercely loyal to Malystrix prior to her death. The Knights of Darkhaven work independently of the Knights of Neraka, though Rennold blindly and foolishly considers them to still be part of the fold. The Knights of Darkhaven pay no heed to the orders of the so-called Lord of the Night. They look different from other Dark Knights, with shaven heads and armor engraved with red emblems of flame. Many of their number adorn themselves with tattoos of red dragons enshrouded in flames. Their current commander is Lord Knight Terence Forsyth (LE male civilized human fighter 7/Knight of the Lily 7), a haunted individual under the influence of the Darkhaven Thorn Knights and Skull Knights, led by Sir Roth Vulhir (LE male civilized human fighter 3/mystic of Fire 3/Knight of the Skull 7). Together, the two plan on the conquest of the lands formerly known as the Desolation. They have made alliances with several red dragonspawn who once had served Malystrix. Sir Vulhir has recently brokered a partnership with Bloodburn, a cruel red dragon.

Together, they have laid claim to many of Malystrix's hidden treasures, including a *flaming greater abyssal lance*.

The Knights of the Thorn have decreased significantly in number, leaving only a few dozen members left. Though some work for each of the faction lords, most look to Lord Tiberius (LE male civilized human sorcerer 4/fighter 2/ Knight of the Thorn 5/Vision partisan 5) as their superior. Many think that Tiberius will become Lord of the Thorn, a position that has been left open since the apparent death of Theo Drawde. Tiberius has a strong belief in the Vision, so much so that he feels that Baltasar Rennold has lost his Vision and that General Dogah has completely abandoned the Vision of the Knighthood. Tiberius seeks to create a base of operations that the Thorn Knights can call their own and from which he can create a force powerful enough to eliminate the Wizards of High Sorcery. He has sent an expedition to Storm's Keep to determine if the fortress is viable as a headquarters for the Knighthood, though the expedition has failed to return. Tiberius has his own personal guard, the Blood Thorn, who accentuate their ash-grey robes with red cloaks and sashes.

Minor factions and secret societies exist as well throughout the Knighthood, though most know when to work with the other factions, and the faction lord with

TABLE 3-2: DARK KNIGHTS ORDERS OF BATTLE

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

whom they should ally. The Dark Knights, once united, have at last fallen to the divine Law of Darkness and have turned upon themselves.

LEADERSHIP AND ORGANIZATION

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

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

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

AREAS OF INFLUENCE

Since their initial conquest of Ansalon, pockets of Dark Knight influence have remained across the continent.

THE DESOLATION

One of the largest centers of Dark Knight control is the Desolation, specifically the fortress of Darkhaven. The Dark Knights in this area, who refer to themselves as the Knights of Darkhaven, held power during the reign of Malystrixx as her personal band of Dark Knights. With her passing, the Knights of Darkhaven retain power, though forces in the world seek to undermine it. The kender are trying to reclaim Kendermore, and Chislev's agents seek to restore the balance of nature in the region.

JELEK

In a controversial move, Morham Targonne (LE male civilized human noble 2/mystic of Mentalism 6/Knight of the Skull 4/adjudicator of the Code 3) relocated the headquarters of the Knighthood from the city of Neraka to his home city of Jelek. There he set up several contracts which drew money from the coffers of the Dark Knights and redirected them towards his family and business partners.

Lord Baltasar Rennold has moved the headquarters back to the city of Neraka and officially broken all ties to the remainder of the Targonne family, though it has hurt the Knighthood financially.

KHUR

The Dark Knights hold some power in Khur, though they are constantly reminded that they are outsiders. The city of Pashin, on the borders of Khur, has become the stronghold of General Dogah (LE male civilized human fighter 7/Knight of the Lily 8/legendary tactician 2). The Dark Knights have traditionally had ambassadors within the courts of Khuri-Khan, starting with Saraele Mellivaene (LE female half-Silvanesti elf noble 3/mystic of Channeling 6/Knight of the Skull 3/master ambassador 2) during the early Age of Mortals and more recently with Lord Hengriff (LE male civilized human noble 3/fighter 4/Knight of the Lily 3/master ambassador 2).

NERAKA

At Lord Ausric Krell's betrayal, Zeboim cursed him to spend eternity as a death knight, trapped within the confines of Storm's Keep. No longer was the keep inhabitable by the Knighthood. After Mirielle Abrena (LE female civilized human fighter 4/mystic 6/Knight of the Skull 9) became Lord of the Night, she moved the Knighthood to Neraka, with the central headquarters within the city of Neraka itself where she was named Governor-General. The forces of the Dark Knights consolidated there after the Chaos War to rebuild and grow.

The Dark Knights consider themselves the inheritors of the dragonarmies and, as such, they look upon Neraka as almost an ancestral home. During Targonne's tenure when the headquarters were moved to Jelek, the name of the Order was changed to the Knights of Neraka, reflecting the continued impact of Neraka on the Dark Knights. Baltasar Rennold (LE male civilized human fighter 5/Knight of the Lily 7/vision partisan 5) has returned the headquarters to Neraka, reestablishing the Dark Knight presence there.

PALANTHAS

The Dark Knights also held control of Palanthas and parts of Solamnia during the years following the Chaos War. Sir Elstone Kinsaid (LE male civilized human noble 4/fighter 6/Knight of the Lily 5) was declared the Lord Knight of Palanthas. The Dark Knights kept up the pretense that they were there merely for protection and that the city senate and Lord Mayor still ruled. The truth of the matter was that freedom was a façade; the Lord Mayor and city senate



answered to the Dark Knights. After the War of Souls, Palanthis was liberated in a coup that lasted a single night, thanks largely to the efforts of Coryn the White. Kinsaid was slain in the coup.

QUALINESTI

The Dark Knights maintained martial law in the elven land of Qualinesti after the Chaos War. During this time, the Dark Knights were led by Marshal Medan, who grew to love the Qualinesti homeland—so much so that he even dressed according to elven custom. Throughout the occupation, the Dark Knights who lived there got to know the elven people. Though the Dark Knights were never a welcome presence, some eventually even took Qualinesti spouses. Since the War of Souls, Captain Samuval (LE male civilized human fighter 6/Knight of the Lily 1/Blood Oath archer 5), the former Dark Knight turned robber baron, has established himself as the primary faction in Qualinesti.

The fortress known as Onyx Hall is home to a cadre of Dark Knights, members of a secret society of Lily Knights known as the Onyx Order. Located alongside the town of Fara on the edge of the Qualinesti forest, the Onyx Order is charged with external security matters. A separate command from Marshal Medan's, the Onyx Hall met with vehement resistance from the Qualinesti elves. They were charged with bringing the Dark Knight brand of peace to the region and especially with capturing the terrorist leader known as the Lioness. Now they pay strict attention to the activities of rival Dark Knight and ex-Dark Knight groups, and are chasing rumors of a rebel leader known as the Scarecrow.

STORM'S KEEP

Storm's Keep in the North Sirrion Sea was the original holding of the Dark Knights. The location of the island was given to Ariakan by his mother, the sea goddess Zeboim, who guided him safely to the isle. Here Ariakan constructed a fortress in secret and built a knighthood without fear of discovery. Ariakan named the place Storm's Keep after the ravaging storms that constantly buffet the island. With the help of the first Thorn Knight wizards and the blue dragons, Storm's Keep was raised in a year, becoming the most defensible and unassailable fortress on Ansalon. Storm's Keep was rumored to have its own Tower of High Sorcery, though it was in truth the Tower of Thorns—a place of magical study and power

unaffiliated with the Wizards of High Sorcery. Other structures of note include the Tower of Lilies, Tower of Skulls, Dragon Tower, the Queen's Temple, and the Temple of Stars.

With Storm's Keep now abandoned by Lord Ausric Krell, the structure is available for reclamation by the Dark Knights. Lord Tiberius (LE male civilized human sorcerer 4/fighter 2/Knight of the Thorn 5/Vision partisan 5) has sent a wing of Dark Knights to scout out the island-fortress in order to determine its viability as a base of operations, if not the headquarters of the Knighthood itself. With the re-emergence of the Tower of the Blood Sea, the Thorn Knights hope to reclaim the lost artifacts of the Tower of Thorns.

ELSEWHERE

The Dark Knights' presence could be felt in the Khalkists, the mountains of Kharolis, through the Plains of Dust, and into Abanasinia. At their height, they had nearly conquered all of Ansalon. Only through the graces of the Dragon Overlords did they manage to keep their territory and maintain a presence throughout the continent. Some areas remained free of their presence, such as Northern Ergoth and Schallsea. These lands were few and far between.

TRADITIONS OF THE DARK KNIGHTS

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

After the Chaos War, honor became a secondary concern to the Dark Knights. Mirielle Abrena understood that survival would mean mass recruitment. Throwing honor in the faces of new



recruits would not draw in many numbers. Though not a dishonorable person, she nevertheless did what she felt was needed for the Dark Knights to survive. Morham Targonne, once an honorable man himself, was overcome by greed, and he dropped honor at the first sign of a profit. The Knighthood degraded under his command, leaving only the traditionalist veterans to keep Ariakan's ideals alive. Though Mina gave much-needed hope and spirit to the Dark Knights, she was consumed with her mission as the cleric of the One God. Now, years later, honor is all but lost. Baltasar Rennold seeks to bring honor back to the Knighthood, but his efforts may have come too late.

Lord Baltasar Rennold has mandated morning recitations of the Blood Oath in order to rekindle a sense of honor through the Knighthood. Each morning as the sun rises, the Dark Knights present themselves on the field in front of their commander. There, they recite the Blood Oath five times, interspersed with excerpts from the Code in order to keep it fresh in the minds of all Knights. Not all factions follow this ritual, especially those opposed to Rennold. During the day, Knights are expected to perform their everyday duties. In the evening, all the Orders must spend time on their individual focus. Lily Knights focus on exercise and practice with the sword, Thorn Knights study their arcane arts, and Skull Knights spend time in meditation and prayer.

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

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

In combat, it is customary to salute one's opponent if that opponent is known to be honorable. A Knight of Solamnia, elven Windriders, or a minotaur Legionary may be saluted; kender, gnomes, or human mercenaries may not. Typically, the Legion of Steel is not saluted, showing their status as traitors unworthy of the honor of a Dark Knight salute. Exceptions may be made on an individual basis.

The Dark Knights take a very grim view of failure. While there may be setbacks on the field of battle, utter and complete failure will be met with harsh discipline. Often this is based on the circumstances. A minor infraction may only result in a lashing. The Knight is stripped of his armor

for the duration of the punishment, as he is not considered honorable enough to wear the symbols of his Order. A Knight's hands are tied to a stake which is driven into a wall above the level of his head. His offenses are recited as he is whipped, ending with a recitation of the portion of the Code that governs this particular behavior. When the lashing ends, the Knight must stand on two feet and look his commander in the eye, swearing an oath that he will never commit the offense again. If he is unable to stand, he will undergo the lashing again the next day and each subsequent day until he can stand as a Knight.

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

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

The Dark Knights set aside one day a year to honor Ariakan's mother, Zeboim, and the founding of the Knights of Takhisis. This practice was nearly lost in the early Age of Mortals. With the return of Zeboim, the Knighthood began to see what happened to those who did not please the sea goddess and the practice was put back into effect immediately.

RECRUITMENT AND TRAINING

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

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

Recruits to the Knighthood are typically human, though the occasional dark elf, half-elf, fatherless dwarf, half-ogre, or minotaur will join the ranks. Minotaurs are



THE VISION AND THE BLOOD OATH

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

THE VISION

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

After the Chaos War, the Vision left the Dark Knights, as did Takhisis. In 398 AC, the Vision returned. The Knights of the Skull claimed that this was testimony to the power of the Queen of Darkness

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

After serving as a petitioner, the prospective Knight becomes a Squire of the Lily, serving under a patron Knight. It is during this time, typically around a year, that their training and indoctrination are first put to practical use. Though a squire may serve under a Thorn or Skull Knight, they are still considered part of the Order of the

and that she would return. In fact, this was nothing more than trickery on the part of the Skull Knights in the form of the False Vision (see *Holy Orders of the Stars*, p. 69). Covert agents of the Legion of Steel eventually exposed the False Vision for what it was and spread word of the deception throughout Ansalon. Following the War of Souls, the Skull Knights embraced the False Vision, saying that it epitomized the ideal of independence without interference from divine power. The True Vision as given to Ariakan and the Dark Knights of the Chaos War era is no more, though it is honored in a place of history. Baltasar Rennold has declared the False Vision to be an abomination to the traditions of the past, though he secretly recognizes its necessity. Most of the Dark Knights do not subscribe to the Vision anymore, though some Skull Knight mystics make use of the False Vision when it suits their purpose.

THE BLOOD OATH

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

Lily since the squires require basic warrior training. A Thorn or Skull Knight may recognize talents with arcane or divine magic and may groom the squire to some degree, but the vast majority of training focuses on honor and the warrior arts. The squire will work with members of all three Orders, learning how they work together to fight a foe.

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

While all Knights are proficient in basic combat, Knights of the Lily can expand upon that training. Many Lily Knights train as cavaliers, learning the techniques of mounted combat. Horsemanship is paramount, and the Knight must learn to take care of his steed. Cavalry training also includes training with a lance. Jousting is used to further this training. Some Lily Knights take mounted combat to the ultimate level by learning the specialized role of a dragon rider. Dragon riders learn that aerial combat is a lot more unpredictable than regular mounted combat. Ranks are replaced with aerial formations, such as the Blue Lady's Formation, the Flying V, and the Thunderbolt, though dragon riders are also taught that,

once battle begins, formations don't last very long. Aerial combat tactics include the use of lances, missile weapons (for archers), and the dragons' natural weapons (fang and claw attacks, wing buffets, tail slaps, and breath weapons).

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

Knights of the Thorn may specialize in one of several roles open to arcane spellcasters. Many take on the role of war mage, aiding their fellow Lily Knights from behind the lines of battle. Some Thorn Knights focus on using

divination in their role of gathering external intelligence, supplementing the valuable intelligence gathered by mundane spies. Some Thorn Knights are trained in the art of casting spells while riding dragonback. Typically, a Thorn Knight will sit in a specially made three-seated saddle, with a Lily Knight in the front and the Thorn Knight riding behind him, next to a Skull Knight who offers healing, protection, and enhancement magic to the other Knights. This allows the Thorn Knight to concentrate on casting his spells. If the dragon has spellcasting abilities as well, the Thorn Knight will learn how to cast spells in tandem with the dragon.

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

The Dark Knights try to train all Knights to be leaders. While it is true that some individuals are better followers than leaders, the Dark Knights view lack of ambition as a weakness. Leadership training includes not only basic principles, but also how all three Orders work together and

THE CODE OF THE DARK KNIGHTS

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

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

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

The bulk of the Code deals with establishing lines of communication and authority, detailing how orders are dispatched and acted upon quickly. Ariakan knew that there would be times when a Knight might find

himself cut off from the chain of command. Therefore, he devoted sections of the Code to teaching the Knights how to act on the Vision and carry out the will of the Knighthood when on their own. Even within the bounds of the Code, a Knight has a fair amount of discretion on how to carry out the Vision.

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

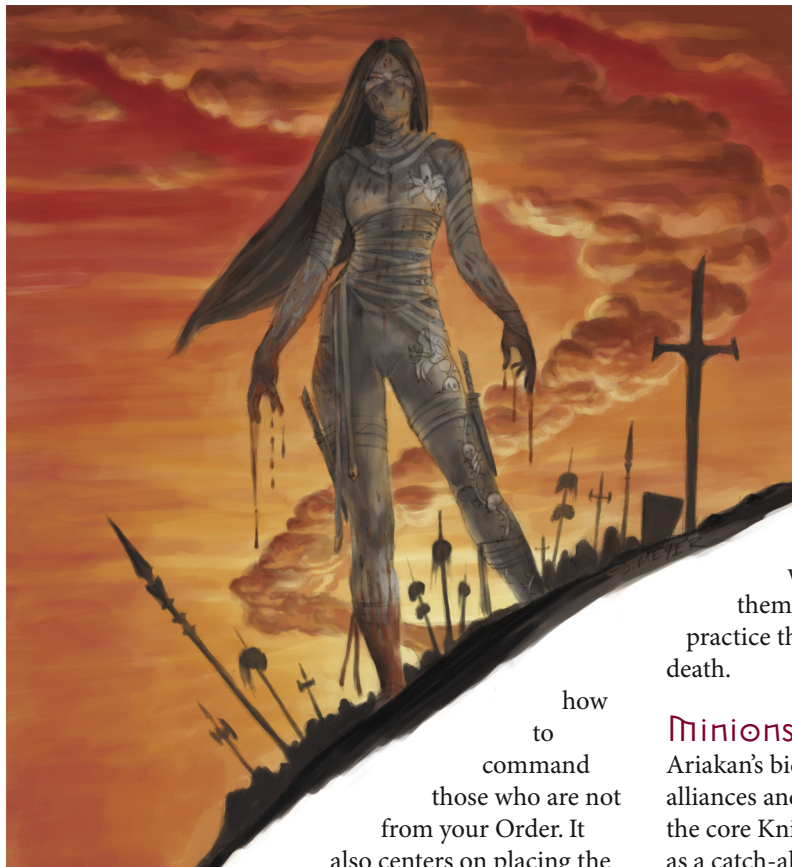
The Code is divided into several basic precepts, which guide each Order of the Dark Knights:

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

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

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





how
to
command
those who are not
from your Order. It
also centers on placing the
Knighthood above the self, even

if it means sacrificing your own life.

ALLIES

The Dark Knights in the current era find fewer allies than in the past, though they still maintain a strong influence with their neighbors. The various factions may have their own individual allies, not shared by the other factions. For instance, General Dogah maintains a strong alliance with Captain Samuval's band of mercenaries.

DRAGON OVERLORDS

The most powerful of all the Dark Knights' allies were the Dragon Overlords. The Dark Knights realized that they would never be able to defeat the Overlords, at least not at the moment, so they took advantage of the situation. The Dark Knights offered to serve each of the Dragon Overlords, giving them servants to do their bidding. In return, the Dark Knights would be able to share in the power and keep in the good graces of the Overlords. This also provided extra benefits as the Dark Knights could move freely between the territories of the dragons, while the dragons used the Dark Knights to keep an eye on one another.

THE HEART OF THE DRAGON

The Heart of the Dragon is a group of evil monks dedicated to the Dragonqueen, Takhisis. They are arrogant and demand physical excellence above all else. Monks who belong to the Heart of the Dragon may freely multiclass with the mystic class, typically focusing on the Channeling domain. Little is known of their origins, though it is said

they once worked for Ariakas during the War of the Lance, perhaps around Sanction. Ariakan took what remained of them and reformed them into an auxiliary group that would answer to the Lord of the Skull and the Lord of the Night. They are taught in the ways of the Code and work as covert agents, spies, and assassins. Though sparingly utilized during the Chaos War, Mirielle Abrena used them in missions that crossed over the territories of the Dragon Overlords. After Abrena's assassination, Morham Targonne refused to employ a group that brought in no profit. During the War of Souls, they were once more welcomed by the Dark Knights as allies, aiding in the Battle of Sanction. Since the

war, the Heart of the Dragon have kept to themselves in their secret monastery, continuing to practice the teachings of the Dragonqueen, despite her death.

MINIONS OF DARK

Ariakan's bid to conquer Ansalon resulted in several alliances and the formation of auxiliaries to supplement the core Knighthood. He created the Minions of Dark as a catch-all unit that included draconians, goblins, hobgoblins, ogres, and human mercenaries, among others. The Minions of Dark aided the Knights of Takhisis in their conquest, though they themselves were not worthy of becoming Knights. Many had been in hiding since the War of the Lance, hoping for revenge. The Knights of Takhisis offered the perfect opportunity. Ariakan enforced brutal discipline through their ranks to maintain order.

MINOTAURS

The Dark Knights have maintained an uneasy on-again, off-again alliance with the minotaurs. During the Chaos War, the minotaurs despised the Dark Knight presence in the Blood Sea Isles, but Emperor Chot es-Kalin prohibited them from attacking the Dark Knights. Chot wanted to make sure that the minotaurs had a presence on Ansalon in the war, so he lent the assistance of the White Tiger Legion to the Knights of Takhisis.

This alliance ended with the beginning of the Age of Mortals, but it saw light again during the War of Souls with the fall of the Silvanesti Shield. This alliance allowed for the forces of Maritia de-Droka to invade Silvanesti. Towards the end of the war, Maritia pushed west, conquering the remainder of the Silvanesti homeland and renaming it Ambeon. The Dark Knights who were stationed in Silvanesti soon had to evacuate the minotaur onslaught, again bringing an end to the alliance between the minotaurs and the Dark Knights. Though the two forces have, deservedly, never fully trusted one another, they at least respect one another, each with their own dark brand of honor.

TARMAK BRUTES

Among the most famous of the Dark Knights' allies are the Tarmaks, a race of towering humanoids commonly known as the Brutes. Ariakan discovered the island-continent of Ithin'Carthia beyond the Blood Sea Isles. Through a quirk of fate and fast thinking on his part, Ariakan convinced the Tarmaks that he was the Amarrel, or the Warrior Cleric—an incarnation of a long-departed god who would bring glory and conquest to the Tarmaks once again. It was prophesized that the Amarrel would lead the Tarmaks to cleanse his ancestral home from the chaotic influences that plagued it. The Tarmaks became an auxiliary force of warriors for the Dark Knights that would prove to be nearly unstoppable.

The influence of the Dark Knights on Ithin'Carthia continued after the departure of Ariakan. Nearly forty years later, the prophecy of the Amarrel arose again with Lanther Darthassian—son of a Dark Knight liaison to the Tarmaks and a former Dark Knight himself. Promised by Takhisis that he would father the true Amarrel, he led the Tarmak invasion into the Plains of Dust where he met his demise. The written prophecy of Amarrel is currently in the possession of the exiled Knight of Solamnia Linsha Majere.

THE BÜNDESPHAR

The Bündesphar are a group of rangers in the service of Canus, an entity who shares a mystical Bond with Takhisis. The Bündesphar have served the Dark Queen for years, even during the War of the Lance. Each of the Bündesphar carries two curved daggers and has a wolf animal companion. The Bündesphar served as scouts, bringing back preliminary information to the Knights of

Takhisis. As the Chaos War progressed and even into the Age of Mortals, they were charged with hunting down the creatures of Chaos and his remnants. Today, the Bündesphar are divided. Many have changed to the worship of Mishakal, though some loyalists remain allied with the Dark Knights. With the death of Takhisis, the Bündesphar are re-evaluating their place in the world.

ENEMIES

As the greatest force for conquest to ever exist on Ansalon, the Dark Knights have made a number of enemies throughout the years.


DRACONIANS OF TEYR

The most surprising of all of the Dark Knights' enemies are the draconians of Teyr. Traditionally, since the War of the Lance, the draconians have been allies of the champions of Takhisis. However, the draconians have forged an identity as their own race, not as the shock troopers of Takhisis. When they showed up at the Battle of Sanction in the War of Souls, the Knights of Neraka thought that they had reinforcements. Joy turned to fear as the draconians turned on them. No one knows for sure what prompted the draconians to attack the Dark Knights.

ELVES

The elves, as the children of Paladine, have been an enemy of the Knighthood since its conception. The Dark Knights invaded Qualinesti during the Chaos War, leaving behind an occupying force. In the War of Souls, the Dark Knights occupied Silvanesti as well. Qualinesti, Silvanesti, and Kagonesti elves have all fallen under the iron boot of the Dark Knights. Lord Baltasar Rennold has standing orders





that the elf menace is to be wiped out as soon as possible while in their current weakened state. He seeks the total genocide of the elven race.

HOLY ORDERS OF THE STARS

The Skull Knights have found enemies of their own in the form of the Holy Orders of the Stars, especially the Holy Order of Paladine. The gods of Good see the Dark Knights as a great menace to their children, the mortals of Krynn. The gods of Balance take a middle ground, standing against the Dark Knights when the scales of Balance tip too far their way—or when their individual goals are compromised. Otherwise, the gods of Neutrality leave the Dark Knights alone, though they watch them with caution. The Holy Orders of the gods of Evil, save for Takhisis' and occasionally Zeboim's, all stand against the Dark Queen's Skull Knights (whether clerics or mystics).

KNIGHTS OF SOLAMNIA

If the Dark Knights are the shadow of night, the Knights of Solamnia are the brightness of day. Well organized and expertly trained, the Knights of Solamnia stand as the greatest threat to the Dark Knights. While the Dark Knights feel that the Knights of Solamnia have been too wrapped up in procedures and discipline, they prove to be a strong brotherhood and the most worthy opponents the Dark Knights face. The Knighthood of Takhisis was inspired by Ariakan's experiences as a prisoner and student of the Knights of Solamnia. Ariakan saw both their strengths and their failings. He brought with him the knowledge of Solamnic tactics and intelligence that would serve the Dark Knights well in campaigns against the Knights of Solamnia.

LEGION OF STEEL

The Legion of Steel is looked upon with spite as an upstart organization founded by deserters and traitors. Former Dark Knights who ally themselves with Solamnics who abandoned their own Order have betrayed the Knighthood. The Dark Knights do not look upon the Legion as a knighthood, citing their loose organization, their supposed lack of honor, and their abandonment of the Vision. They are a force for Chaos and must be destroyed. The true danger of the Legion is that they possess knowledge of Dark Knight secrets and tactics. The Legion speaks to the common man, subverting the Dark Knights' propaganda. With the Legion's recent success exposing the False Vision, the Dark Knights do not underestimate them. The Dark Knights have offered a reward to any who bring in the heads of Legionnaires.

WIZARDS OF HIGH SORCERY

The Knights of the Thorn have made enemies with the Wizards of High Sorcery. Operating outside of the Orders of High Sorcery, the Thorn Knights are considered renegades. They pose a threat to magic, being a large force of organized mages who wield both sword and sorcerous magic. During the Chaos War, Takhisis granted the arcane power of High Sorcery directly to her Thorn Knights,

thereby circumventing the balance of magic in the world. In the Age of Mortals, Thorn Knights view the Wizards of High Sorcery as elitists who discriminate against sorcerers. The Black Robe wizards especially look upon the Thorn Knights with hatred, as the Thorn Knights recruited some of their members from the Black Robes.

The Thorn Knights use propaganda as a tool in their battle against the Orders of High Sorcery. In the years leading up to the Chaos War, the Thorn Knights leaked just enough information about themselves to put fear into the Orders. Rumors of how the Thorn Knights siphoned their magic from all three moons further worried the wizards. In 381 AC, the Orders of High Sorcery reacted to that fear and launched an assault against the Thorn Knights, resulting in utter defeat and the death of Justarius, Master of the Conclave.

In the Age of Mortals without Takhisis to provide them with arcane power, the Thorn Knights were forced to adopt the magic of wild sorcery. They remained strong while the Orders of High Sorcery faltered. The Thorn Knights have been wary of the reformation of the Orders after the War of Souls. They considered a preemptive strike against the Orders—until they heard about the defeat of Kalrakin, himself a former (and immensely powerful) Knight of the Thorn.

The Thorn Knights have looked to propaganda once again, trying to build up their numbers while bringing down the Orders of High Sorcery. The Thorn Knights portray the Orders as an elitist organization that hunts down sorcerers for refusing to join their ranks. The Thorn Knights also focus on the dangers of the Test of High Sorcery, with death as a consequence for failure, as a means to portray the Orders in a negative light.

QUESTS AND TRIALS

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

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

CRUCIBLE OF DARKNESS (TEST OF TAKHISIS)

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

The Crucible of Darkness usually centers on the three themes of Vision, Order, and Obedience. Typical

problems posed are: Will the Knight sacrifice whatever is necessary—power, fortune, a loved companion, life itself—in order to fulfill the Vision? Will order and obedience win out over sentiment and the heart? Will the Knight obey an order at the sacrifice of the Knight's own life or the lives of kin or loved ones?

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

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

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

CONQUEST

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

INTELLIGENCE GATHERING

To defeat an enemy, you must know him. Thus, intelligence gathering is a critical component of victory. The Knights

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

ITEMS OF POWER

The Dark Knights are always on the lookout for weapons to use against their enemies. Items of power can give the Knighthood an edge during conflicts. Sometimes this comes in the form of creating new weapons; sometimes Dark Knights search for ancient artifacts to give them an advantage.

Knights may also seek out personal items to aid them in combat. Lily Knights might search for ancient swords of legend, Thorn Knights might search for ancient tomes of magic, and Skull Knights might search for unholy artifacts of divine power. During the Chaos War, Ariakan developed a means of creating *abyssal lances*, evil counterparts to the *dragonlances*. After the Chaos War, the remaining *abyssal lances* were divided and hidden in secret locations. Some have been discovered over the years, while others remain lost. Legend suggests that one such stash is in Storm's Keep. This report has piqued the interest of Lord Tiberius. He has sent an expeditionary force to seek the truth of the matter and to determine if Storm's Keep is inhabitable now that Lord Ausric Krell is no more.

PROPAGANDA

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

QUESTS OF HONOR

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





THE DARK KNIGHTS AND RELIGION

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

Following the Chaos War, Mirielle Abrena used the memory of Takhisis to keep the Dark Knights alive. Though the Queen of Darkness was gone, the Knights of the Skull maintained that she would one day return and the Knighthood should be prepared. This conviction lasted for many years; however, as time went on, it was believed less and less.

The discovery of mysticism in the Age of Mortals brought about a change in the divine focus of the Dark Knights. The Skull Knights developed their own version of the art which they called dark mysticism. Mysticism is the Power of the Heart; dark mysticism taps into the power of the darkest depths of the heart, fueled by hate and anger. The mystics grew in power, allowing the Order of the Skull to flourish once more. The Skull Knight mystics faked the return of the Vision, claiming Takhisis was coming back to the world. The False Vision was later exposed by spies from the Legion of Steel. When Morham Targonne assassinated Abrena, the Dark Knights had practically given up the worship of Takhisis altogether, instead relying on the power of dark mysticism.

The Skull Knights began to notice a loss of power leading up to the War of Souls. Like their counterparts, the Knights of the Thorn, they were soon nearly powerless. The False Vision could no longer be sustained, and it appeared as though the Order of the Skull might fall apart again.

When Mina took command of the recently renamed Knights of Neraka, the Knighthood found new strength. Mina spoke of her One God, who was not fickle like the other gods and would not abandon them. She performed miracles in the name of the One God, including the art of true healing. However, the Dark Knights weren't worshipping the One God; they had placed their faith in Mina.

With the end of the War of Souls and the revelation that the One God was Takhisis, the Dark Knights have once more shifted their views of faith. Believing that the other gods would look unfavorably on them for allying with the Queen of Darkness, the Dark Knights vowed to not follow the gods again. No longer pawns of the gods, the Dark Knights place their faith in the teachings of Ariakan—the Vision, the Blood Oath, and the Code. This belief gives the Dark Knights renewed inspiration and serves as the foundation of divine power for the Knights of the Skull.

THE DARK KNIGHTS AND THE GODS OF DARKNESS

The Dark Knights have had a tumultuous relationship with Takhisis. She has been their source of strength and

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

With the death of the Takhisis in the War of Souls, the Dark Knights are denied their divine patroness. Traditionalists mourn the loss of their queen. Those who were born in the Age of Mortals and never knew Takhisis don't perceive her death as a detriment. Some, especially mystics, even celebrate it, believing that her death gives the Dark Knights freedom where it didn't exist before. The Lesson of the Ironwood dictates that she will be remembered as the foundation of the Knighthood, but the Order must grow beyond the Dark Queen to survive.

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

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

THE DARK KNIGHTS AND THE GODS OF BALANCE

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

the present. The Knights of the Thorn admire Lunitari, viewing her in the same light as Nunitari.

THE DARK KNIGHTS AND THE GODS OF LIGHT

All of the gods of Good are regarded with contempt, some more than others. Paladine is viewed with a mixture of respect and spite as one of the patrons of the Knights of Solamnia, yet also the sworn enemy of the Queen of Darkness. Valthonis, the mortal Paladine, is hated by traditional Dark Knights who blame him for their Queen's mortality and subsequent death. Kiri-Jolith is acknowledged for his honorable ways and as patron of the sworn enemy of the Dark Knights, the Knights of Solamnia. Habbakuk is monitored with caution, as his teachings of renewal fly in the face of the Code. He is also respected as patron to the Order of the Crown.

The Skull Knights take great enjoyment in killing clerics of Mishakal, quashing her message of hope in the process. With hope gone, the masses will be much easier to subjugate. The recent militancy of the Mishakites is somewhat disturbing, especially to the Skull Knights. However, the Dark Knights are confident that they can easily overcome the relatively untrained followers of Mishakal.

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

THE DARK KNIGHTS AND DRAGONS

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

THE DRAGON CLANS

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

For this reason, the Dark Knights primarily use the fiercely loyal blue dragons, which work well within the organized atmosphere of the Knighthood and are accustomed to following orders. Blue dragons, for their part, hold the Dark Knights in great respect for their



courage, discipline, and leadership. Blues are excellent aerial combatants and work well with their riders in battle; this bond between a blue dragon and her rider is a lifelong covenant, so the loss of a rider is a devastating blow. The Dark Knights are careful to partner a blue with a Knight who shares the dragon's personality, so this bond will form swiftly during training.

Red dragons are vastly intelligent and have a fine grasp of military strategy and tactics, but they are supremely arrogant and aware of their power. They perform poorly under orders. However, their fiery breath weapons and cunning nature have often turned the tide of battle, so the Dark Knights have occasionally partnered them with confident and high-ranking Knights who share their mindset. The most famous of the red dragons to serve the Knighthood was Pyraxxus, the mount of Ariakan. In the current Age of Mortals, only the Knights of Darkhaven have any lasting relationship with mighty reds, such as Bloodburn, a former minion of the Dragon Overlord Malystriyx.

Black dragons are used primarily by the Knights of the Skull, who use the somewhat skull-like features of the wyrms to their advantage when intimidating foes. Black dragons are self-serving and prone to brooding or turning on their masters, so the Cabal of the Code's adjudicators are the only Dark Knights who use them with any frequency. Galen Nemedi, Lord Adjudicator of the Code, has held the black dragon Raventheras (Raven) as a long-time ally. Nemedi employs her noteworthy talent at fear mongering when he wants a less than delicate touch applied to a mission.

White and green dragons have found little to no use as mounts or allies by the Dark Knights, outside of those wyrms in service to Gellidus and Beryllintranox. Dark Knights assigned by Mirielle Abrena to these Dragon Overlords would occasionally work alongside the chaotic, dim-witted white dragons or the crafty, treacherous green dragons, but no lifelong bond was ever made.

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

Training

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

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

THE DRAGON OVERLORDS

During the early Age of Mortals, the Dark Knights worked closely with the Dragon Overlords. Outwardly, they seemed to be the Overlord's personal army, but in reality their role was as a check-and-balance to ensure that no Overlord would infringe on another's territory and disrupt Mirielle Abrena's long-term plans. Of all the Overlords, Khellendros was the most respected; he was a living legend and an inspiration, the partner of Dragon Highlord Kitiara uth Matar.

Malystrix, the most powerful of the Overlords, demanded absolute loyalty from her Dark Knight allies, and in the Knights of Darkhaven she found it. Many of their high-ranking officers became her dragon vassals, and all of Darkhaven's Knights decorated their armor with flames and tattooed fiery symbols on their shorn heads. Now that Malys is gone, other reds, such as Bloodburn, have moved in to take her place.

Beryllintranox, who claimed the forests of Qualinesti and extended her reach to the edges of Abanasinia and Kharolis, had considerable influence over the fate of the elves. The Dark Knights assigned to her, led by Marshal Alexius Medan, spent an inordinate amount of time searching for the Tower of High Sorcery in Wayreth and trying to oppose resistance fighters among the elves. In the end, Medan helped orchestrate Beryl's downfall, at the cost of his life and those of many elves, humans, and dwarves—and the destruction of Qualinost.

Onysablet's Dark Knights typically aided in her horrific experiments and managed her slave camps. Though distasteful to many, the Orders of the Skull and the Thorn found merit in the abominations that Sable was producing. Even so, many of these Knights ended their lives as dragonspawn or worse, so relations between Sable and the Dark Knights were never wholly reciprocal.

Gellidus had perhaps the least association with the Dark Knights. In his frosty reign over Southern Ergoth, he had more use for ogres and thanoi than humans, even allied humans. Lord Knight Theo Drawde, now thought

to be dead, formed the closest relationship with Frost. He was a member of the Whitescale Society, a cabal of powerful and influential individuals who pursued plans of domination and rule until they were stopped by a group of adventurers shortly after the reclamation of Solamnina.

OTHER NOTABLE DRAGONS

Many dragons throughout the years have earned a place of honor (or notoriety, as the case may be) in the histories of the Dark Knights.

CACOPHANAX

General Dogah's long-time blue dragon mount, Cacophanax, is widely regarded among her clan-dragons as one of their matriarchs. She survived the Dragon Purge and Khellendros' dominance of the clan through her cunning and her ability to form strong relationships with humans such as Dogah. She and her many children form the nucleus of dragons serving with Dogah's own Dark Knight faction, operating in the southern half of Khur and into those parts of the Plains of Dust and Silvanesti unclaimed by Tarmak and minotaur forces. Rumors have already circulated that it was her eggs the dragonarmies used to create the lightning draconians near the end of the War of the Lance. Both Dogah and Cacophanax have issued orders for any of the rare noble draconians to be captured and brought directly to the General's headquarters in Pashin.

COBALT

One dragon has been stricken from the records of the Dark Knights. The mighty blue Cobalt turned on Mirielle Abrena by joining ranks with the Legion of Steel and the traitor Sara Dunstan. Though rumor claims that Cobalt has met his demise, a sizable bounty remains for any Dark Knight who can bring about proof of the dragon's death.

FLARE

Flare, the blue dragon mount of Steel Brightblade, is remembered with great esteem by the Knighthood. Like Khellendros, who held such a strong bond with Steel's mother Kitiara, Flare was loyal and fiercely protective of her rider. She fought in the Chaos War alongside Steel, dying in the final battle against the Father of All and Nothing and playing her part in the salvation of Krynn.

GALLINTHUS

The blue dragon Gallinthus, or Gale, was paired with the Dark Knight Dhamon Grimwulf. Grimwulf became a traitor to the Knighthood and abandoned Gale. Gale in turn abandoned the Knighthood, opting to serve Khellendros directly. Intelligence reports from the Skull Knights indicated that Gale survived a battle with his former rider, though he was disfigured and blinded in the process. Gale has taken command of the remaining blue dragonspawn that once served Khellendros, and the Cabal of the Code has recently learned that the dragon has sent dragonspawn into Nightlund to seek out the Spiritborne. His reasons for doing so are unclear, but the Spiritborne's

talent with the souls of the departed may have everything to do with it.

KERRILASTIAN

Kerrilastian, or Kerril, is mentor to Krackel and Lyssirix. He served alongside Lord Farall Skycutter from before the Chaos War until self-proclaimed Lord of the Night Baltasar Rennold challenged Skycutter to a duel. When Rennold proved his strength and cunning by coming out the victor, Kerril pledged to serve him and aid his campaign to reform the Knighthood. Kerril is now seeking to unite the blue dragons under the Lord of the Night, though some dragons are still loyal to Dark Knights in other factions.

KRACKELLIX

Krackellix, or Krackel, was the companion of Sir Jerod Argentbane during the Chaos War and served with him as he organized the Blood Oath archers. After Argentbane's death during the war, Krackellix continued to ally herself with the Blood Oath archers, even to the point of working alongside Captain Samuval for a brief time during the War of Souls. Krackellix is a mischievous wyrm, known for her penchant for cruel jokes against her enemies and embarrassing and somewhat dangerous pranks against her companions. She shows a clear ferocity in battle which allows her to get away with such behavior.

LYSSIRIX

Krackel's younger sister, Lyssirix, has been the mount of Lady Cyrine Harrian-Caergothia since the Chaos War. Lyssirix barely survived the Dragon Purge; it left her scarred, blind in her left eye, and missing her left front claw. The acting Lord of the Order of the Thorn, Lord Tiberius, sent Cyrine and Lyssirix to assess the status of Storm's Keep, but the two have not returned. He is now preparing to send a larger expedition to discover their whereabouts and to fulfill their mission.

PYRAXXUS

Pyraxxus, the red dragon mount of Ariakan, is a tragic figure. Unlike other reds, Pyraxxus was loyal to his rider, perhaps because they both shared such single-minded goals. With Ariakan, he blazed a fiery path of destruction across Ansalon. Tragedy came in the form of Lord Ausric Krell, one of Ariakan's trusted aides, who turned on his superior by poisoning Pyraxxus just before Ariakan's final battle with the creatures of Chaos. Krell was cursed and turned into a death knight by Ariakan's mother, Zeboim, for his betrayal.

THE DARK KNIGHTS AND MAGIC

The Dark Knights approach magic differently from their enemies, the Knights of Solamnia. The Solamnic Knights embraced the divine power of Kiri-Jolith, but they shunned arcane magic until allowing sorcerers into the Solamnic Auxiliary in recent times. The Dark Knights, on the other hand, are much more accepting of magic. Two of their three Orders are devoted to magic. Knights of the Skull wield divine energies, while Knights of the Thorn

wield arcane power. This unity gives the Dark Knights an advantage on the battlefield.

The Knights of the Skull originally drew their divine power from the goddess Takhisis. Though the Skull Knights revered Zeboim as well, they were nevertheless wholly dedicated to the Dark Queen. Through her, unholy miracles were made manifest. The Skull Knights channeled the power of Takhisis to inflict wounds on their enemies while healing their comrades. They used the power of Takhisis to bestow the Vision on the Dark Knights and to weed out their enemies. Since her death, most have turned from the gods, relying on the divine power that resides within mortals; some Knights continue to seek deific patronage, such as those within the Spiritborne.

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


The Thorn Knights spread falsehoods about the origins of their magic, including a tale claiming that the Thorn Knights drew their magic from all three moons of magic. Other stories claimed that the Thorn Knights studied schools of magic different from the Orders of High Sorcery and that the Tower of the Thorn was their own Tower of High Sorcery. Their propaganda campaign worked, as it drew the Orders of High Sorcery into a failed assault against the Thorn Knights.

DARK KNIGHT MAGIC IN THE AGE OF MORTALS

The dawn of the Age of Mortals saw the loss of both divine magic and High Sorcery. The Orders of the Skull and Thorn nearly crumbled. Both Orders searched for the new magic promised by Takhisis in the guise of Fizban at the end of the Chaos War. The quest proved unsuccessful for many years.

After the discovery of mysticism and the foundation of the Citadel of Light, Mirielle Abrena ordered three Skull Knights to infiltrate the Citadel and bring back the secrets of mysticism. Having succeeded in their mission, the Knights of the Skull fulfilled their orders to adapt the magic of mysticism into a form more befitting the Dark Knights; this was the beginning of dark mysticism. Skull Knight mystics favor the Channeling, Death, Evil, Law, Mentalism, Necromancy, Trickery, Tyranny, and War domains, though some use domains beyond these as well. The power of dark mysticism allowed for the return of the Vision, though it was a falsehood created by the Skull Knights to give the Dark Knights purpose.





Likewise, the Knights of the Thorn experienced a resurgence after the discovery of the power of wild sorcery. The Shadow Sorcerer, in reality an aspect of Takhisis, taught Theo Drawde the ways of wild sorcery. The Shadow Sorcerer asked that Drawde take these secrets back to the Dark Knights and use them in the name of Takhisis. Drawde was promoted to the rank of Lord of the Thorn and was charged by Mirielle Abrena with the rebuilding of the Order of the Thorn under the principles of wild sorcery.

In the current era, the Dark Knights have abandoned the magic of the gods altogether. After the death of Takhisis, they refuse to follow any of the gods for fear of abandonment and betrayal. There are those among the Orders who have heard the call of the divine, though. Some Thorn Knights have joined the Orders of High Sorcery as Black Robes, while some Skull Knights have become clerics of the returning gods, especially dark gods like Sargonnas and Chemosh.

The remaining Skull and Thorn Knights have been adamant about utilizing the power of mysticism and wild sorcery respectively. The Dark Knights use their propaganda to demonstrate that they have given up the ways of the gods and to proclaim themselves the champions of mortals. The Knights of the Skull appeal to commoners by stating that they can create their own path—one devoid of the meddling hand of the gods—just as the Dark Knights have. The Knights of the Thorn actively appeal to sorcerers to join their ranks as “protection” from the reformed Orders of High Sorcery, who are said to kill applicants through barbaric rituals (the Test of High Sorcery) if they are not powerful enough. The Dark Knights maintain that they offer training and order for magic, something that they claim the unstructured Legion of Steel and the frightened Knights of Solamnia are unwilling to do.

MAGIC ITEMS

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

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

Of the three Orders, the Knights of the Lily are the least likely to use magic items outside of weapons and armor. Perhaps the most notable of these is the *abyssal lance* (see *Age of Mortals*, p. 77–78). The *abyssal lances* were crafted towards the end of the Chaos War, based on methods given to Ariakan by Takhisis. They saw little use in the Chaos War and are now scattered and mostly lost.

DARK KNIGHT CLASSES

ADJUDICATOR OF THE CODE

Adjudicators of the Code are the inquisitors of the Dark Knights, enforcing the Code and keeping tabs on those Knights suspected of treasonous actions. Adjudicators of the Code are given singular authority to judge violations of the Code and matters of honor on their own merits, determining if the noncompliance or violation warrants punishment or if it is an exception to the Code. If punishment is required, an adjudicator of the Code has the authority to carry out the sentence immediately, usually in the form of execution.

Hit Die: d8

BECOMING AN ADJUDICATOR OF THE CODE

All adjudicators of the Code are chosen from the ranks of the Knights of the Skull by the Lord Adjudicator, who in turn is picked by the Lord of the Night. Adjudicators are typically Masters of the Skull, though ultimately candidates are selected based on their knowledge of the Code and how well they exemplify it. Adjudicators typically have backgrounds as clerics of Takhisis (Age of Despair) or mystics (Age of Mortals), as well as levels in fighter.

ENTRY REQUIREMENTS

Alignment: Lawful evil.

Feats: Honor-Bound.

Saving Throws: Base Will Save +5.

Skills: Diplomacy 10 ranks, Knowledge (religion) 10 ranks, Sense Motive 5 ranks.

Spellcasting: Ability to cast 4th-level divine spells.

Special: Aura of evil class feature.

Special: Membership in the Order of the Skull.

CLASS SKILLS

The Adjudicator of the Code's class skills (and the key ability for each skill) are Bluff (Cha), Concentration (Con), Craft (Int), Decipher Script (Int), Diplomacy (Cha), Disguise (Cha), Gather Information (Cha), Hide (Dex), Intimidate (Cha), Knowledge (all, taken individually) (Int), Listen (Wis), Profession (Wis), Ride (Dex), Search (Int), Sense Motive (Wis), Speak Language, and Spot (Wis). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skills Points at Each Level: 4+ Int modifier

CLASS FEATURES

As an adjudicator of the Code, your focus moves away from the usual Knight of the Skull abilities and concentrates on uncovering secrets that the Cabal of the Code needs to know. You gain more ranks in skills at the expense of improved Fortitude saving throws.

Aura of Law (Su): The power of your aura of law (see the *detect law* spell) is equal to your class level plus your cleric level, if any.

Heart of Truth (Sp): Once per week at 1st level, you may radiate an aura that prevents others from speaking

falsehoods in your presence. This ability is identical to *zone of truth*, except that you are the center of the effect and the effect moves when you move. Your caster level equals your divine caster level.

You may use this ability twice a week at 3rd level and three times a week at 5th level.

Scholar of the Code: The Cabal of the Code imparts its knowledge of the Code's exacting standards, laws, and doctrine to all of its adjudicators, who benefit from its teachings. At 1st level, you gain a +2 insight bonus on all Diplomacy, Gather Information, Intimidate, Knowledge (religion), and Sense Motive checks.

Spellcasting: At each new adjudicator of the Code level, you gain new spells per day and an increase in caster level (and spells known, if applicable) as if you had also gained a level in a divine spellcasting class you belonged to before you added the prestige class. You do not, however, gain all of the benefits a character of that class would have gained. If you had more than one divine spellcasting class before becoming an adjudicator of the Code, you must decide to which class you add the new level for purposes of determining spells per day, caster level, and spells known.

Smite Chaos (Su): Once per day at 2nd level, you may attempt to smite chaos with one normal melee attack. You add your Charisma modifier (if positive) to your attack roll and deal 2 extra points of damage per class level. If you accidentally smite a creature that is not chaotic, the smite has no effect but it is still used up for the day.

At 4th level, you may smite chaos twice a day.

Speaker of the Code (Su): At 3rd level, you may draw upon your sure knowledge of the Code to inspire or awe other Dark Knights, including those who are rogue knights or no longer in the Knightly Order. If you choose to inspire, any current or former Dark Knights in a 30 ft. radius who are able to see and hear you talk for a full round gain a +2 morale bonus to their attack and weapon damage rolls as well as saving throws against charms, compulsions, and fear for as long as you keep speaking and for 5 rounds after you stop. If you choose to awe, you instead cause any current or former Dark Knight in a 30 ft.



radius to become *shaken* for as long as you keep speaking and for 5 rounds after you stop, unless they succeed at a Will save against your Intimidate check result.

You may use this ability three times a day. If any Dark Knight your attempt to awe succeeds at his saving throw, he is immune to your awe effect for 24 hours.

Spirit of the Code (Su): At 5th level, your commitment to the Code is complete. You are immune to charms, compulsions, fear, and other mind-affecting spells or effects that could sway you from delivering your adjudication to others.

PLAYING AN ADJUDICATOR OF THE CODE

You have an unwavering loyalty to the Code and all it represents. As an adjudicator, it is your responsibility to make certain that your fellow Dark Knights are following the letter of the Code and are in accordance with the Vision. It is not your vocation to make others miserable (though you do take great joy in performing your duties); rather, you pursue your obligations so that the Knighthood may fulfill its potential. You have great disdain for those who cannot or will not follow the Code. Your punishment for those infidels is swift and terrible.

TABLE 3-3: ADJUDICATOR OF THE CODE

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spellcasting
1st	+0	+0	+0	+2	Aura of law, heart of truth 1/week, scholar of the Code	+1 level of existing divine spellcasting class
2nd	+1	+0	+0	+3	Smite chaos 1/day	+1 level of existing divine spellcasting class
3rd	+2	+1	+1	+3	Heart of truth 2/week, speaker of the Code	+1 level of existing divine spellcasting class
4th	+3	+1	+1	+4	Smite chaos 2/day	+1 level of existing divine spellcasting class
5th	+3	+1	+1	+4	Heart of truth 3/week, spirit of the Code	+1 level of existing divine spellcasting class

NEW CLERIC AND MYSTIC DOMAINS

The following domains are available to mystics as well as clerics of Takhisis (Tyranny) and Chemosh (Undeath). Both of them originally appeared in the *Holy Orders of the Stars* sourcebook, which covers these and other gods in greater detail.

TYRANNY DOMAIN

Deity: Takhisis.

Granted Power: The saving throw DC of any compulsion spells you cast increases by 2.

Tyranny Domain Spells

- 1 Command
- 2 Enthrall
- 3 Discern Lies
- 4 Fear
- 5 Command, Greater
- 6 Geas/Quest

- 7 Hold Person, Mass
- 8 Charm Monster, Mass
- 9 Dominate Monster

UNDEATH DOMAIN

Deity: Chemosh.

Granted Power: You gain Extra Turning as a bonus feat.

Undeath Domain Spells

- 1 Detect Undead
- 2 Desecrate
- 3 Animate Dead
- 4 Death Ward
- 5 Inflict Light Wounds, Mass
- 6 Create Undead
- 7 Control Undead
- 8 Create Greater Undead
- 9 Energy Drain

COMBAT

You approach combat much as other Knights of the Skull do, blending skill at arms with divine power. Typically, your skills will be used against rogue knights who have violated the Code. Your ability to intimidate others with your mere presence, coupled with your knowledge of the Code, drives terror into those around you, even your allies. Your divine spellcasting background gives you access to powerful divine spells, and you favor the Law and Tyranny domains.

In combat, your allies gain inspiration from you and accomplish more than they realized they could. Your presence alone bolsters the morale of any Dark Knight allies, while driving fear into enemies.

ADVANCEMENT

Due to your dedication to the Code, you were recruited by the Lord Adjudicator himself from the ranks of the Knights of the Skull after several years of faithful service. You begin training in the ranks of the Cabal of the Code, the organization within the Knights of the Skull that oversees adjudication. Training focuses on the Code and the authority of the adjudicators to uphold the Code. Typically, adjudicators are apprenticed to another adjudicator for a year before acting on their own.

As you advance in level, you will be allowed to function on your own in order to bring justice to violators of the Code. You may be required to investigate happenings within the Knighthood, or you may be sent to track down and kill Knights who have gone rogue.

The highest level of advancement is that of Lord Adjudicator, the individual who leads the Cabal of the Code. If the Lord Adjudicator is slain in combat, you could be appointed by the Lord of the Night himself to the level of Lord Adjudicator. If not, you may challenge the Lord Adjudicator to a duel, taking your place among the Order of Lords if you succeed.

RESOURCES

As an adjudicator, you are able to requisition nearly any resource you need to carry out your duties. The resources of the Knights of the Skull are at your disposal. You may appoint a group of Knights to serve as an honor guard, typically from the ranks of the Knights of the Lily, though having other Skull Knights and even the occasional Thorn Knight could be useful. You may assemble a strike squad to bring rogue Dark Knights to justice.

ADJUDICATORS OF THE CODE IN THE WORLD

Adjudicators of the Code are fearsome opponents—even more frightening allies. Their single-minded dedication to the Code causes other Dark Knights to watch their step for fear of being judged. Adjudicators work well in games centered on the Dark Knights and their pursuit of conquest. They also make daunting opponents, especially for characters who have given up the Knighthood. Adjudicators may also be seen as a faction trying to maintain power within the Knighthood after the War of Souls. Unlike other factions, they work within the system to try to maintain power.

ORGANIZATION

Adjudicators are members of the Cabal of the Code, the branch of the Knights of the Skull in charge of administering justice through the Code. The Cabal works fairly independently, answering only to the Lord of the Skull and the Lord of the Night. This allows the Cabal the freedom it needs to pursue its duties. The exact number of adjudicators is unknown. Rumors suggest there may be dozens or even hundreds. The Lord of the Skull is traditionally also the Lord Adjudicator, though the two offices are not identical. Lord Knight Galen Nemedi is the current Lord Adjudicator in the post-War of Souls era.

Adjudicators work individually or in pairs. Only in extreme circumstances is a full force of adjudicators required. In such cases, they may requisition members

of all three Orders to work alongside them. Some pose as normal Skull Knights, working within the structure of existing Dark Knight outposts to ensure that all Dark Knights act in accordance to the Code. Some are more overt, using the symbols of their station, such as the golden scepter, to purposefully drive fear into a foe.

NPC REACTIONS

Adjudicators of the Code are secretive and alert, keeping mostly to themselves if encountered in a city or town. When they are carrying out their duties, they seem both composed and menacing. When working in an overt official capacity, they will be seen with their golden scepters.

ADJUDICATOR OF THE CODE LORE

Characters with Knowledge (nobility and royalty), Knowledge (religion), or Gather Information can research the adjudicators of the Code to find out more about them.

DC 10: The Dark Knights use a group of adjudicators to punish anyone who breaks the Code.

DC 15: Adjudicators of the Code are members of the Knights of the Skull who make sure Dark Knights adhere to the Vision and follow the Code. Punishment is often death.

DC 20: The adjudicators are part of the Cabal of the Code, a group of Skull Knights charged with enforcing the Code. Their leader is Galen Nemedi.

DC 30: The adjudicators of the Code answer only to Galen Nemedi, not necessarily to the Lord of the Night. Nemedi is plotting to take over the Knights of Neraka.

ADJUDICATORS OF THE CODE IN THE GAME

Adjudicators are excellent villains and make great recurring antagonists. With their single-minded focus on their duties, they can show up to plague the player characters at all the wrong moments. Adjudicators are surrounded by fear and mystery, working both overtly and in secret.

ADAPTATION

The key concept behind the adjudicator of the Code is the existence of a group of inquisitors who can strike down heretics. The adjudicator of the Code could be adapted to any number of organizations. They could work as members of the dragonarmies who dealt with traitors during the War of the Lance, for example.

Adjudicators may also function well as part of a militant cult that follows Sargonnas, especially a minotaur cult. Their code of honor corresponds to the goals of the adjudicator, and a particularly powerful minotaur cleric might utilize his own covert enforcers of canon.

ENCOUNTERS

Player characters may encounter the adjudicators of the Code in a number of circumstances. The characters could be assisting a former Dark Knight who is trying to escape his Order and is being hunted down by an adjudicator. Likewise, Dark Knight characters may be trying to uncover

the disappearance of high-ranking knights and discover an insidious plot by the Cabal of the Code.

GALEN NEMEDI,

LORD ADJUDICATOR **CR 17**
Male civilized human mystic of Tyranny 6/Knight of the Skull 3/Adjudicator of the Code 5/inquisitor 3

LE Medium humanoid

Init +1; **Senses** Listen +13, Spot +5

Aura *heart of truth* 3/week

Languages Common, Nerakese, Solamnic

AC 25, touch 13, flat-footed 24; uncanny dodge

hp 60 (17 HD)

Resist dark blessing

Immune spirit of the Code

Fort +12, **Ref** +9, **Will** +23

Spd 20 ft. (in +3 *breastplate*); base 30 ft.

Melee +3 *axiomatic disruption warhammer* +14/+9/+4 (1d8+3/x3)

Base Atk +11; **Grp** +11

Atk Options smite chaos 2/day (+3 attack, +10 damage), smite good 1/day (+3 attack, +3 damage)

Special Actions rebuke undead 6/day (+5, 2d6+4, 1st), speaker of the Code

Mystic Spells Known (CL 13th; +11 melee touch, +12 ranged touch)

6th (5/day)—*geas/quest*^D, *harm* (DC 19), *heal*

5th (6/day)—*atonement*, *dispel chaos* (DC 18), *greater command*^D (DC 20), *true seeing*

4th (6/day)—*death ward*, *dismissal*, *divination*, *divine power*, *fear*^D (DC 17)

3rd (6/day)—*blindness/deafness* (DC 16), *deeper darkness*, *discern lies*^D (DC 16), *glyph of warding*, *inflict serious wounds* (DC 16)

2nd (6/day)—*augury*, *cure moderate wounds*, *eagle's splendor*, *enthrall*^D (DC 15), *owl's wisdom*, *undetectable alignment*

1st (6/day)—*bane* (DC 16), *cause fear* (DC 14), *command*^D (DC 16), *cure light wounds*, *comprehend languages*, *inflict light wounds* (DC 14)

0 (6/day)—*cure minor wounds*, *detect chaos*, *detect evil*, *detect poison*, *guidance*, *inflict minor wounds* (DC 13), *purify food and drink*, *resistance*, *virtue*

^P: Domain spell. Domain: Tyranny (+2 DC compulsion spells)

Spell-Like Abilities (CL 13th)

At will—*detect good*

3/day—*discern lies* (DC 16)

Combat Gear *potions of cure moderate wounds* (4), *potions of bull's strength* (4), *rod of absorption*

Abilities Str 10, Dex 12, Con 8, Int 13, Wis 16, Cha 17

SQ aura of good, aura of law, erudite synergy (Knowledge [religion]), extreme focus +10, scholar of the Code, trap sense +1

Feats Alertness, Education, Heighten Spell, Iron Will, Honor-bound, Persuasive, Reserves of Strength

Skills Bluff +13, Concentration +9, Diplomacy +19, Intimidate +23 (+27 with *golden scepter*), Knowledge



(arcana) +3, Knowledge (religion) +16, Listen +13, Gather Information +21, Sense Motive +19, Spot +5

Possessions combat gear plus +3 *breastplate*, +3 *light steel shield*, +3 *axiomatic disruption warhammer*, *crystal ball* with *detect thoughts* (DC 13), *ring of protection* +2, *golden scepter* (fear 3/day, +4 bonus to Intimidate skill checks, CL 12th), Adjudicator's Seal, various instruments of torture

Dark Blessing (Su) Lord Galen adds his Charisma bonus to all saving throws.

Erudite Synergy (Ex) Lord Galen gains an additional +2 synergy bonus to any skill checks related to Knowledge (religion).

Extreme Focus (Ex) Three times a day, Lord Galen may add his 10 ranks in Concentration to any Intelligence or Wisdom-based skill check.

Heart of Truth (Sp) Three times per week, Lord Galen may radiate an aura that prevents others from speaking falsehoods in his presence. This ability is identical to *zone of truth* (CL 13th), except that Lord Galen is the center of the effect and the effect moves when he moves.

Scholar of the Code Lord Galen gains a +2 insight bonus on all Diplomacy, Gather Information, Intimidate, Knowledge (religion), and Sense Motive checks.

Smite Chaos (Su) 2/day, Lord Galen may attempt to smite chaos with a normal melee attack against a chaotic creature. He adds his Charisma modifier (+3) to attacks and adds +10 to damage (2x class levels of Adjudicator of the Code).

Smite Good (Su) 1/day, Lord Galen may attempt to smite good with a normal melee attack against a good creature. He adds his Charisma modifier (+3) to attacks and adds +3 to damage (class levels of Knight of the Skull).

Speaker of the Code (Su) Lord Galen may draw upon his sure knowledge of the Code to inspire or awe other Dark Knights, including those who are rogue knights or no longer in the knightly order. If he chooses to inspire, any current or former Dark Knight in a 30 ft. radius who is able to see and hear him talk for a full round gains a +2 morale bonus to attack and weapon damage rolls as well as saving throws against charms, compulsions, and fear, for as long as he keeps speaking and for 5 rounds after he stops. If he chooses to awe, he instead causes any current or former Dark Knight in a 30 ft. radius to become *shaken* for as long as he keeps speaking and for 5 rounds after he stops, unless they succeed at a Will save against his Intimidate check result.

Spirit of the Code (Su) Lord Galen is immune to charms, compulsions, fear, and other mind-affecting spells or effects that could sway him from delivering his adjudication to others.

Galen Nemedi is Lord Adjudicator of the Cabal of the Code, the leader of those who pass judgment on any Dark Knight who transgresses against the Code. A cruel tyrant at heart, he takes great pleasure in his position. Nemedi's face

is gaunt, giving him an almost skeletal appearance—one that belies his true strength. Indeed, few have done battle with Nemedi and lived to tell of it. Nemedi's balding head furthers his fearsome appearance. His deep voice adds to the effect, carrying a menacing tone when he speaks. Of all his features, none are as frightening as his piercing ice-blue eyes, which are said to know every man's sin.

Nemedi quickly rose through the ranks of the Dark Knights, serving for a time as part of Mirielle Abrena's wing, then advancing through the ranks of the Cabal of the Code. He excelled at his duties and was rewarded by being named Lord Adjudicator after Lord Targonne became the Lord of the Skull.

The assassination of Mirielle Abrena altered Nemedi. Fiercely loyal to Abrena, he swore that he would bring her assassin to justice. He became paranoid, suspecting treachery from all sides. Nemedi searched throughout the ranks for the assassin, never suspecting that the killer was none other than Targonne himself, who used his mystic abilities to cloud Nemedi's judgment.

With the end of the War of Souls, the Dark Knights have fractured. Nemedi remains in control of the Cabal of the Code, gripping it with an iron hand. Madness and paranoia are beginning to claim him once again. He has refused to take the title of Lord of the Skull, believing that he would die as Mirielle Abrena and Morham Targonne did before him.

Nemedi has made a new ally with Baltasar Rennold; he tries to use the Lord of the Night as a puppet figurehead, though the extent of his influence is unknown. He is spreading agents throughout other factions where he can, eradicating those he deems to be a threat to his plans. If it comes to it, he may eliminate Rennold himself.

BLOOD OATH ARCHER

While most Dark Knights prefer to fight one on one, the Blood Oath archers are a division who become masters of the bow. The Blood Oath archers were founded in the Chaos War by Sir Jerod Argentbane. They combine the power of cooperative archery with their dedication to the Blood Oath to form a deadly force.

Hit Die: d10

BECOMING A BLOOD OATH ARCHER

The path to becoming a Blood Oath archer is most often taken by Knights of the Lily, though Knights of the Skull or Thorn take this path as well. Most Blood Oath archers are human, though a number of dark elf Knights become Blood Oath archers as well. A demonstration of the Knight's archery skills in the presence of the archer captain is required. If the Knight proves himself, he will be invited to join the Blood Oath archers.

ENTRY REQUIREMENTS

Alignment: Lawful evil.

Base Attack Bonus: +6.

Skills: Intimidate 9 ranks.

Feats: Point Blank Shot, Precise Shot, Weapon Focus (longbow or shortbow).

Special: Membership in the Order of the Lily, the Order of the Skull, or the Order of the Thorn.

CLASS SKILLS

The Blood Oath Archer's class skills (and the key ability for each skill) are Craft (Int), Hide (Dex), Intimidate (Cha), Knowledge (nobility and royalty) (Int), Knowledge (religion) (Int), Listen (Wis), Move Silently (Dex), Profession (Wis), Ride (Dex), Spot (Wis), and Survival (Wis). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skills Points at Each Level: 4+ Int modifier

CLASS FEATURES

The Blood Oath archer's class features center around ranged attacks and teamwork. You are deadly with a bow, but even deadlier when you have other archers to lend support.

Blood Oath Archery (Ex) Your skill with a bow is enhanced by the fear you instill in those who witness it. At 1st level, your training and focus provide you with a +1 insight bonus to attack rolls with any longbow or shortbow (including composite bows). This bonus increases to +2 at 3rd level and +3 at 5th level.

In addition, you may attempt to demoralize an opponent (see the Intimidate skill description in the *Player's Handbook*) as part of any full attack made with a longbow or shortbow. You add the Blood Oath archery bonus to your Intimidate check when attempting to demoralize. This check takes place after you have made your full attack and affects only the target of your attack.

Ranged Sneak Attack (Ex): At 1st level, you can deal extra damage with a ranged weapon any time your target is denied her Dexterity bonus to AC (whether the target has a Dexterity bonus or not). This extra damage is 1d6 at 1st level and 2d6 at 4th level. This ability functions just like the rogue's sneak attack, and extra damage from this ability stacks with extra damage from other classes with sneak attack as a class feature, but only with a ranged weapon. You may count ranged attacks at targets within 60 feet from you as sneak attacks, which is twice the standard range for a rogue.

Bonus Feat At 2nd level, and again at 4th level, you gain a bonus feat from the following list: Far Shot, Rapid Shot, Manyshot, Shot on the Run, Improved Precise

Shot, Weapon Focus (longbow or shortbow), or Weapon Specialization (longbow or shortbow). You must still meet all the prerequisites for the bonus feat, including ability score and base attack minimums.

Co-Operative Volley (Ex) At 2nd level, you learn to benefit from the ranged attacks of allies. As a full round action, you may take aim at a single target with a ranged weapon. On your next turn, you add a circumstance bonus on your ranged attack and damage rolls for that round against the target equal to the number of your allies who made a ranged attack at the target while you were aiming. This bonus may never exceed your class level. If you are attacked and injured during your round of focus, you must make a Concentration check (DC 10 + damage dealt) or lose focus and the bonus from this ability. Aiming in this fashion does not provoke an attack of opportunity.

Death From Afar (Ex) At 3rd level, you gain the ability to deliver killing blows from a distance. If you study your victim for 3 rounds and then make a sneak attack with a ranged weapon that successfully deals damage, the sneak attack has the additional effect of possibly killing the target. While studying the victim, you can undertake other actions so long as your attention stays focused on the target and the target does not detect you or recognize you as an enemy. If the victim of such an attack fails a Fortitude save (DC 10 + the blood oath archer's level + the blood oath archer's Wisdom modifier) against the effect, he dies. If the victim's saving throw succeeds, the attack is just a normal sneak attack. Once you have completed the 3 rounds of study, you must make the attack within the next 3 rounds.

If a death from afar attack is attempted and fails (the victim makes his save) or if you do not launch the attack within 3 rounds of completing the study, 3 new rounds of study are required before you can attempt another death from afar attack. The range at which a death from afar is possible begins at 30 ft. at 3rd level and increases to 60 ft. at 5th level.

PLAYING A BLOOD OATH ARCHER

You are a Blood Oath archer, an elite Knight whose skill with archery has earned you this position. Other Knights may look down upon your methods of fighting, but you know that archers are essential to winning battles. As a Blood Oath archer, you are part of a special brotherhood of

TABLE 3-4: BLOOD OATH ARCHER

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+2	+2	+0	Blood Oath archery +1, ranged sneak attack +1d6
2nd	+1	+3	+3	+0	Bonus feat, co-operative volley
3rd	+2	+3	+3	+1	Blood Oath archery +2, death from afar 30 ft.
4th	+3	+4	+4	+1	Bonus feat, ranged sneak attack +2d6
5th	+3	+4	+4	+1	Blood Oath archery +3, death from afar 60 ft.





warriors who put each other before anyone else, including other Dark Knights.

COMBAT

As an archer, you focus on ranged attacks. Your ability with ranged attacks is greater than most archers. You can perform ranged sneak attacks, striking foes in vital areas from afar.

ADVANCEMENT

You were recruited by the captain of the Blood Oath archers to join his wing. You had to prove yourself in a demonstration of archery, one that could have led to your death. As you progress in level, you learn how to work with other archers in the wing to devastating effect. Blood Oath archers eventually learn how to fight from dragonback, often sitting behind a dragonrider.

RESOURCES

Blood Oath archers can call upon the resources of the Dark Knights. They have access to the best fletchers and have what seems like a never-ending supply of arrows. As an elite unit, you are afforded a certain amount of respect. You can requisition supplies, though there are certain limits.

BLOOD OATH ARCHERS IN THE WORLD

Blood Oath archers make fearsome foes in mass combat. Their singular unity makes them a difficult opponent to

overcome. Their missions are often different from those of other Dark Knights. While they focus on mass ranged attack, they are invaluable while riding dragonback or when employed as snipers for assassination and forward observer roles.

ORGANIZATION

The Blood Oath archers aid the Dark Knights in siege operations. Far more than just a division of the Knighthood, the Blood Oath archers are a brotherhood. The Blood Oath archers are primarily made up of Lily Knights, though a fair number of Skull and Thorn Knights join their ranks as well, adding their own skills. The Blood Oath archers try to use a variety of talents in order to drive fear into their enemies.

NPC REACTIONS

Blood Oath archers are a raucous and loud group, easily spotted in a crowd. They often travel in groups, typically talons. They are the best, and they know it. When the Blood Oath archers draw their bows, there is cause for alarm.

BLOOD OATH ARCHER LORE

Characters with Knowledge (nobility and royalty), Profession (siege engineer), or Gather Information can research the Blood Oath archers to find out more about them.

DC 10: The Dark Knights use a specialist group of archers in combat.

DC 15: Captain Samuval was once a Blood Oath archer, but he bought his way out of the Knighthood. Their symbol is a fist holding up an arrow dripping in blood.

DC 20: Members of any of the Dark Knight Orders can become a Blood Oath archer. Thorn Knights often enchant arrows, and Skull Knights imbue them with unholy power.

DC 30: Captain Samuval has recruited many Blood Oath archers to abandon the Knighthood and join his band of mercenaries. Those that remain have vowed revenge on the traitors.

BLOOD OATH ARCHERS IN THE GAME

Blood Oath archers make formidable opponents, especially in mass combat situations. Their appearance alone is enough to demoralize their enemies. They can also be assigned to work as snipers, taking out important enemy officials.

ADAPTATION

Blood Oath archers could be adapted into a mercenary archer company. They could also be customized to suit nearly any evil militant organization, such as the dragonarmies. If you remove the alignment requirement, they could be a group of archers who work with a cell of the Legion of Steel or other good organization.

ENCOUNTERS

Player characters may meet a group of Blood Oath archers in a tavern in a Dark Knight controlled town. As a boisterous lot, the archers could easily be provoked into a bar fight. Though the archers may not fare well in a brawl, the heroes may be well advised to let them win; a Blood Oath archer with wounded pride is a sly and dangerous enemy. Heroes could also be asked to track down a band of Blood Oath archers who have been harassing merchant travelers along a mountain pass.

CAPTAIN SAMUVAL

CR 12

Male civilized human fighter 6/Knight of the Lily 1/
Blood Oath archer 5

LE Medium humanoid

Init +3; **Senses** Listen +1, Spot +6

Languages Abanasinian, Common, Elven, Goblin, Nerakese

AC 18, touch 13, flat-footed 15; Dodge, Mobility

hp 95 (12 HD)

Resist Honor-Bound

Fort +13, **Ref** +9, **Will** +4

Spd 30 ft.

Melee mwk short sword +14 (1d6+3/19-20)

Ranged +2 *seeking composite longbow* (“Hawkeye”)

+20/+15 (1d8+6/x3) or

Hawkeye +18/+18/+13 (1d8+6/x3), Rapid Shot or

Hawkeye +20 (1d8+6/x3 plus 1d8+6/x3), Manyshot (2 arrows)

Base Atk +10; **Grp** +13

Atk Options blood oath archery +3, Far Shot, Point Blank Shot, Precise Shot, Quick Draw, ranged sneak attack 3d6, Shot on the Run, sneak attack 1d6

Special Actions co-operative volley, death from afar

Abilities Str 16, Dex 17, Con 14, Int 10, Wis 12, Cha 12

Feats Dodge, Far Shot^B, Honor-Bound^B, Manyshot^B, Mobility, Point Blank Shot^B, Precise Shot, Quick Draw, Rapid Shot^B, Shot on the Run, Weapon Focus (composite longbow)^B, Weapon Specialization (composite longbow)^B

Skills Appraise +4, Craft (bowyer) +5, Diplomacy +2, Intimidate +16, Listen +1, Knowledge (religion) +5, Ride +10, Spot +6, Survival +6

Possessions +2 *studded leather armor*, +2 *seeking composite longbow* (Str +2) (“Hawkeye”) with 40 mwk arrows, *lesser bracers of archery*, short sword

Blood Oath Archery (Ex) Samuval’s skill with a bow is enhanced by the fear he instills in those who witness it. His training and focus provides him with a +3 insight bonus to attack rolls with any longbow or shortbow (including composite bows).

Co-Operative Volley (Ex) As a full round action Samuval may take aim at a single target with a ranged weapon. On his next turn, he adds a circumstance bonus on his ranged attack and damage rolls for that round against the target equal to the number of his allies who made a ranged attack at the target while he was aiming (maximum +5). If he is attacked and injured during his round of focus, he must make a Concentration

check (DC 10 + damage dealt) or lose focus and the bonus from this ability. Aiming in this fashion does not provoke an attack of opportunity.

Death From Afar (Ex) If Samuval studies his target for 3 rounds and then makes a sneak attack with a ranged weapon that successfully deals damage, the sneak attack has the additional effect of possibly killing the target. While studying the victim, Samuval can undertake other actions as long as his attention stays focused on the target and the target does not detect him or recognize him as an enemy. If the victim of such an attack fails a Fortitude save (DC 16) against the effect, he dies. This DC is wisdom-based. If the victim’s saving throw succeeds, the attack is just a normal sneak attack. Once Samuval has completed the 3 rounds of study, he must make the death from afar within the next 3 rounds. If a death from afar is attempted and fails (the attack misses or the victim makes his save) or if Samuval does not launch the attack within 3 rounds of completing the study, 3 new rounds of study are required before attempting another death from afar. The range at which a death from afar is possible is 60 ft.

Ranged Sneak Attack (Ex) Samuval can deal extra damage of +2d6 with a ranged weapon any time his target is denied her Dexterity bonus to AC (whether the target has a Dexterity bonus or not). This ability functions just like the rogue’s sneak attack, and extra damage from this ability stacks with extra damage from other classes with sneak attack as a class feature, but only with a ranged weapon (therefore Samuval’s total ranged sneak attack is worth +3d6). Samuval may count ranged attacks at targets within 60 feet as sneak attacks, which is twice the standard range for a rogue.

Captain Samuval was once a low-ranking officer within the Knights of Takhisis, but he bought his way out of the Knighthood when he no longer believed in what they stood for. In his early forties, Samuval left the Knighthood to form Captain Samuval’s Archer Company, a group of mercenary archers who worked for the Dark Knights, but answered only to themselves.

Samuval met Mina at Sanction in the War of Souls. Mina gave Samuval a choice of paths to follow—he could die, or he could follow her. Samuval agreed to follow her and, at her command, his archers unleashed a volley of arrows into the Dark Knights who retreated before a trap set by the Knights of Solamnia. The tactic created a barricade of bodies, which brought the advance of the Solamnics to a halt. Mina took the retreat and transformed it into a victory, winning Samuval’s loyalty. Samuval rejoined the Dark Knights under Mina’s command, becoming one of her closest officers. Once again, he had purpose.

The end of the War of Souls brought about ill feelings towards the Dark Knights once more when they splintered into factions. Samuval dislikes most of the faction lords, though he stays in touch with General Dogah and will work for him on occasion. Samuval took the remainder of his archer company and gathered a group of mercenaries



comprised of humans, goblins, hobgoblins, ogres, draconians, and even a half-giant/half-ogre. Samuval now operates as a robber baron based around the Solace area, along the Qualinesti border near the Lake of Death.

VISION PARTISAN

A Vision partisan is a Dark Knight whose personal belief in the Vision fuels his own abilities, allowing him to go beyond the normal abilities of other Knights. Vision partisans are looked upon in various ways, from role models to zealots. Vision partisans have a strong belief in Takhisis and in the Vision she granted.

Hit Die: d10

BECOMING A VISION PARTISAN

Becoming a Vision partisan requires much study of the Vision and how it can be applied in one's life. Historical study of Ariakan is necessary, as well as study of the successes and failures of the Dark Knights based on their various beliefs of the Vision.

ENTRY REQUIREMENTS

Alignment: Lawful evil.

Feats: Diehard, Honor-Bound.

Saving Throws: Base Fortitude Save +2, Base Reflex Save +2, Base Will Save +2

Skills: Concentration 6 ranks, Knowledge (religion) 6 ranks

Special: Membership in the Dark Knights.

Special: Cannot have a divine patron other than Takhisis (even after her death).

CLASS SKILLS

The Vision Partisan's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Intimidate (Cha), Knowledge (religion) (Int), Profession (Wis), Ride (Dex). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skills Points at Each Level: 2+ Int modifier

CLASS FEATURES

As a Vision partisan, the Vision of the Dark Knights controls your fate and guides your path. While your abilities become stronger as a result, you sacrifice other

class abilities in order to achieve this greater purpose.

Dark Insight: At each level of this class, you choose a dark insight from the following list. These abilities represent the specific means by which you embody the various aspects of the Vision. Each insight may be taken more than once, but each time past the first adds +1 to your doom (see below).

Bonus Feat: You gain a bonus feat. This must be either a metamagic feat or one drawn from the list of fighter bonus feats.

Death Flows Within: You suffer no ill effects or impairment when reduced to between -1 and -9 hit points. You may continue to take actions as normal, remain stabilized, and remain conscious. As soon as you reach -10 hit points, you immediately die.

Death Flows Without: You add +1 to your level in a class with the turn or rebuke undead class ability for the purposes of turning or rebuking undead.

Follow the Heart: You add +1 to your caster level in either an arcane spellcasting class or a divine spellcasting class. This insight does not affect spells known or spells per day, just your effective caster level.

Independence Breeds Chaos: You gain a +1 bonus to your Intelligence score, Wisdom score, or Charisma score. You may not choose the same ability score more than once; each time you choose this insight, the bonus must apply to a different ability score.

Nothing But Victory: Every time you drop an opponent, you may deliver a coup de grace to the opponent as a free action that provokes an attack of opportunity. If you have the Cleave or Great Cleave feat, you may do this immediately before the free attack you gain from dropping an opponent.

Submit and Be Strong: You gain a +1 bonus to your Strength score, Dexterity score, or Constitution score. You may not choose the same ability score more than once; each time you choose this insight, the bonus must apply to a different ability score.

Doom (Su): Although your nigh-fanatical adherence to the Vision grants you significant abilities, the shadow of certain fate hangs over you. You gain a doom score equal to your levels in this class. Taking a specific dark insight more than once adds to your doom, as does taking levels in any other class before you have taken all five levels in

TABLE 3-5: VISION PARTISAN

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+2	+2	+2	Dark insight, doom
2nd	+1	+3	+3	+3	Dark insight
3rd	+2	+3	+3	+3	Dark insight
4th	+3	+4	+4	+4	Dark insight
5th	+3	+4	+4	+4	Dark insight

Vision partisan. Each time you make an initiative check for a battle that has the potential to earn you XP, compare the unadjusted die roll for the check (before adding any Dexterity bonus, feat bonuses, etc) to your doom score. If the die roll is equal to or less than your doom score, the combat is influenced by your doom.

In a doom-influenced combat, all critical threats you make or that are made upon you are confirmed, and all critical multipliers are increased by one (x2 becomes x3, etc). If you do not defeat all of your opponents in a doom-influenced combat, or you are incapacitated or defeated, you lose all of your class abilities until you atone (see the *atonement* spell in the *Player's Handbook*). Atonement increases your doom score by one. If you defeat your opponents (and are awarded XP for doing so), your doom score is reduced by one to a minimum score equal to your Vision partisan class level plus additional doom for multiple dark insights.

If your doom score is ever greater than your effective character level, magical forms of healing no longer affect you; you may only recover lost hit points by resting. Once your doom score drops to equal or less than your effective character level, you may again be healed by curative magic.

PLAYING A VISION PARTISAN

You are a Vision partisan, a firm believer in the Vision of Takhisis and all that it stands for. You have a holy purpose in all you do, whether for Takhisis or the Dark Knights themselves. You have been called a zealot at times, though many look upon you with respect, especially during the Age of Despair. You believe that the Vision guides all that you do and that others should respect it as you do.

COMBAT

Vision partisans often lead the charge into battle. Your belief and fervor gives you a crazed look at times, striking fear in your enemies. Your faith in the Vision allows you to go beyond your normal limits. Your doom ability allows you to crush your enemies far better than others can.

ADVANCEMENT

Vision partisans advance through the ranks of the Dark Knights as any other Knight, though you have an advantage if you have a mentor. You will learn the finer points of the Vision, gaining a new dark insight at every level, even as your doom ability allows you to overwhelm your foes.

RESOURCES

Vision partisans have the typical resources of the Dark Knights, as well as other benefits. A mentor may give you favors in terms of authority and equipment. You also have the backing of the Knights of the Skull, who look upon you with favor.

VISION PARTISANS IN THE WORLD

Vision partisans are a dying breed. Fairly common during the Age of Despair, there are now few whose belief in the Vision fuels them to accomplish great deeds. With Lord Baltasar's work to restore the honor and holy purpose of the Dark Knights, more Vision partisans are emerging.

ORGANIZATION

Vision partisans prefer to work with like-minded individuals rather than those who have abandoned the Vision or who are Knights for the sake of bullying others. They often choose apprentices or take on a mentoring relationship with another prospective Vision partisan. Within the larger Order, they often rise to the top or assume command positions as a result of their deep conviction.

NPC REACTIONS

Vision partisans usually work alone or in pairs. They have a fervor in their eyes that is unmistakable and can unnerve others. They often seek to make other Dark Knights see their way where the Vision is concerned.

VISION PARTISAN LORE

Characters with Knowledge (nobility and royalty), Knowledge (religion), or Gather Information can research the Vision partisans to find out more about them.

DC 10: Vision partisans are zealots who follow the Vision of the Dark Knights as they would a god.

DC 15: Lord Baltasar Rennold, a Vision partisan, is the new Lord of the Night. He's a devout student of Ariakan's ways and is trying to bring back the holy purpose of the Dark Knights.

DC 20: Lord Tiberius is planning on assuming the role of the Lord of the Thorns, but he has to eliminate his rivals first. He refuses to do so in a dishonorable way.

DC 30: Lord Baltasar Rennold is replacing dishonorable officers with others who follow the



Vision as he does. Galen Nemedi is losing political ground because of this and is plotting to move against Rennold.

VISION PARTISANS IN THE GAME

A Vision partisan may be a memorable foe in your game, attempting to convert others to his view of the Vision. Likewise, they make great player characters. In the time of the Chaos War, they would be exemplars of honor and the Vision. In the Age of Mortals, they may be viewed as zealots trying to restore the Dark Knights to their former glory.

ADAPTATION

Vision partisans can be adapted to fit any organization that foster a zealous purpose, such as the Seekers, the religious sect that dominated Haven and Solace prior to the War of the Lance. With a little work, they can even be made to work with non-evil organizations or religious groups; rename or tweak the dark insights to suit.

ENCOUNTERS

The efforts of Vision partisans to unite rival factions of the Dark Knights could cause faction lords to strike against them, incurring a military encounter. Likewise, they may also be met in an area where they think they can recruit prospective knights who might be sympathetic to their cause. Some Vision partisans may have a false perception of what the Vision is about, driving them to perform heinous acts in its name.

BALTASAR RENNOLD CR 17

Male civilized human fighter 5/Knight of the Lily 7/

Vision partisan 5

LE Medium humanoid

Init +4; **Senses** Listen +0, Spot +0

Languages Common, Khurish, Nerakese, Solamnic

AC 26, touch 10, flat-footed 26

hp 132 (17 HD)

Resist Diehard, unbreakable will +4

Fort +15, **Ref** +9, **Will** +9

Spd 20 ft. (in +3 full plate); base 30 ft.

Melee* +3 longsword +18/+13/+8 (1d8+9/19-20) or

Ranged +1 composite shortbow +16/+11/+6 (1d6+4/x3)

* Includes adjustments for a 3-point of Power Attack.

Base Atk +15; **Grp** +18

Atk Options Cleave, Combat Expertise, Great Cleave, Mounted Combat, Point Blank Shot, Power Attack, Precise Shot, Quick Draw, sneak attack +3d6

Special Actions demoralize

Abilities Str 17, Dex 10, Con 14, Int 14, Wis 11, Cha 16

SQ armored mobility, dark insights (bonus feat [Great Cleave, Precise Shot], independence breeds chaos, nothing but victory, submit and be strong), doom 6

Feats Cleave^B, Combat Expertise, Diehard^B, Great Cleave^B, Improved Initiative, Iron Will, Leadership, Lightning Reflexes, Mounted Combat, Point Blank Shot^B, Power Attack, Precise Shot^B, Quick Draw^B

Skills Concentration +8, Diplomacy +12, Intimidate +17, Knowledge (history) +4, Knowledge (nobility) &

royalty) +12, Knowledge (religion) +18, Ride +3

Possessions +3 full plate, +3 heavy steel shield, +3 longsword, +1 composite longbow (Str +3) with 20 arrows, mwk dagger, heavy warhorse

Armored Mobility (Ex) Rennold treats heavy armor as medium for purposes of running speed, and his armor check penalty for heavy armor is reduced by 1 (which stacks with masterwork benefits).

Demoralize (Ex) Rennold gains a +2 profane bonus to Intimidate checks made to demoralize an opponent in combat. If successful, the target is shaken for 7 rounds.

Unbreakable Will (Su) Rennold gains a +4 morale bonus on all saving throws against mind-affecting magic.

Doom (Su) Rennold's fate can influence his combat (see pg.35). His current doom score is 6.

Independence Breeds Chaos Rennold gains a +1 bonus to his Wisdom score.

Nothing But Victory Every time Rennold drops an opponent, he may deliver a coup de grace to the opponent as a free action that provokes an attack of opportunity.

Submit and Be Strong Rennold gains a +1 bonus to his Strength score.

Baltasar Rennold is an imposing figure, standing nearly 6'4" tall. His dark brown hair is thick and bushy. He wears his mustache in the style of the Knights of Solamnia, though it is accented with a graying beard. His eyes seem to be focused somewhere else, though he is fully aware of his surroundings at all times.

Rennold's father was a Knight of the Sword who was grooming his son for Knighthood. Each night, his father read to him from the holy texts of Kiri-Jolith, instilling in his son a deep faith. During the Chaos War, Rennold was thirteen years old when battle came to his doorstep. His father fell to the Knights of Takhisis, defending his family from the invaders. His mother fought to save her son, but she was cut down by a Knight of the Lily. The young Rennold tried to defend himself, but he was easily disarmed. Something about Rennold's demeanor and passion caused the Lily Knight to refrain from killing him. He was captured and taken to a secretive Skull Knight temple where he was indoctrinated into the Knights of Takhisis over the next three years. Rennold was thoroughly brainwashed and he pledged his life to the Knights of Takhisis.

He became a squire to the very Lily Knight who had spared his life, Sir Farall Skycutter. Ariakan had brought Farall Skycutter as a youth out of the slums of Flotsam, giving him a better life. Skycutter was able to repay this debt of honor by giving Baltasar Rennold a second chance at life with the Knights of Takhisis. He inspired in Rennold a strong sense of honor. Though Ariakan had passed on, Skycutter was determined to teach Rennold all about Ariakan, making the boy a living embodiment of the Vision.

Rennold quickly rose through the ranks of the Knighthood. Though he had been brainwashed as a child, one aspect of his former life remained with him—his deep

faith. Though he no longer followed Kiri-Jolith, he led a spiritual life. Rennold never pursued entering the ranks of the Knights of the Skull, though his peers thought he would have made an exemplary Skull Knight. In his mind, they worshipped a goddess who had abandoned them. His faith was in the ideals of Ariakan and in the Vision.

When Rennold entered the Order of Lords, he did so through single combat against his former patron, the aging Farall Skycutter. Rennold passed up two opportunities to slay Skycutter, opting instead for an honorable end to the combat. He could do no less for his former mentor—the man who had killed his parents those many years ago. Rennold defeated Skycutter, earning his place in the Order of Lords, taking Skycutter's dragon, Kerrilastian (Kerril) as his own.

After the War of Souls, Rennold realized the Knighthood was falling apart. He led the cause of unification, trying to bring the various faction lords back under a single banner. A new Lord of the Night had to be chosen by the laws established in the Code. None of the faction lords answered his summons, save for Galen Nemedi. Rennold had little choice but to claim the title of Lord of the Night for himself. With a new single leader, the factions would have to unite. Or so he thought. Instead, Rennold made many enemies. Those who Rennold would call ally are not to be trusted, especially Nemedi, who Rennold suspects will betray him.

Today, Rennold is working on uniting the factions through every means possible without destroying the Knighthood in the process. It is a monumental task, one that will undoubtedly define whether he is a success or a failure as Lord of the Night. He is determined to restore honor and re-establish a holy purpose to motivate the Knights, one centered on the Vision rather than on Takhisis. Soon, the faction lords will be under his control, the Knighthood will be reborn, and he will have eliminated the elves from the face of Krynn. From there, he will pursue his dream of One World Order, destroying anyone and anything that gets in his way.

DARK KNIGHT ICONS

LORD ARIAKAN,

FATHER OF THE VISION

CR 20

Male civilized human fighter 5/Knight of the Lily 10/
legendary tactician 5

LE Medium humanoid

Init +1; **Senses** Listen +3, Spot +3

Aura rally troops (30 ft)

Languages Common, Elven, Nerakese, Ogre, Solamnic

AC 26, touch 11, flat-footed 25

hp 230 (20 HD); Diehard

Immune fear

Resist electricity 20 (from *armor*), Honor-Bound; **SR** 21 (from *mantle*)

Fort +17, **Ref** +6, **Will** +8 (+12 against mind-affecting spells and effects); evasion

Spd 20 ft. (in +4 *improved electricity resistance full plate*);

base 30 ft.; armored mobility

Melee* +3 *flaming burst unholy greatsword* +17/+12/+7/+2 (2d6+29/19-20)

* includes adjustments for a 10-point Power Attack

Base Atk +20; **Grp** +23

Atk Options Combat Expertise, Improved Feint, Mounted Combat, Power Attack, sneak attack +4d6, Spirited Charge, Tremendous Charge

Special Actions demoralize, direct troops, inspire courage (+3, 3/day)

Combat Gear 3 *potions of cure serious wounds*, 2 *potions of resist fire*, 2 *potions of resist cold*, 2 *potions of resist acid*

Abilities Str 17, Dex 12, Con 15, Int 14, Wis 16, Cha 20

SQ hard march, leadership +3, one thought, unbreakable will

Feats Combat Expertise^B, Diehard^B, Honor-Bound†, Improved Feint, Leadership, Mounted Combat, Power Attack, Spirited Charge, Tremendous Charge†, Weapon Focus (greatsword)^B, Weapon Specialization (greatsword)^B

† New feat from the *DRAGONLANCE Campaign Setting*

Skills Bluff +17, Craft (weaponsmithing) +14, Diplomacy +21, Intimidate +29 (+31 demoralize), Knowledge (history) +12, Knowledge (religion) +11, Ride +21, Sense Motive +13

Possessions +4 *improved electricity resistance full plate*, +3 *flaming burst unholy greatsword* (*Great Sword of Drakmattha*), *ring of evasion*, *amulet of natural armor* +3, *mantle of spell resistance*. As the supreme commander of the Knights of Takhisis, Ariakan has access to a wealth of other minor magic items, mundane goods, and resources beyond those listed here.

Armored Mobility (Ex) Ariakan treats heavy armor as medium armor for all purposes, including running speed. In addition, his armor check penalty when wearing heavy armor is reduced by -1. This stacks with the armor check penalty reduction of mwk armor.

Demoralize (Ex) Ariakan gains a +2 profane bonus on Intimidate checks made to demoralize an opponent in combat. If his check is successful, the target is shaken for 10 rounds.

Direct Troops (Su) As a full round action, Ariakan can give compelling directions. He can bestow a +2 competence bonus on either attacks or skill checks to all allies within 30 feet. This bonus lasts for 5 rounds.

Hard March (Su) Anyone with an Intelligence of 3 or more traveling with Ariakan gains a +4 morale bonus to Constitution checks required for making a forced march or any other task requiring extended exertion.

Inspire Courage (Su) Three times a day Ariakan may add a +3 morale bonus to allies' saves against charm and fear effects and a +3 morale bonus on attack and damage rolls. The effect lasts for as long as Ariakan continues to speak and for 5 rounds afterward.

Leadership (Ex) Ariakan has a +3 bonus to his leadership score.

One Thought (Ex) Ariakan is never surprised or flat-footed if any other Knight of the Lily (of any level) is



within 100 ft. Ariakan cannot be considered flanked unless every other Knight of the Lily within 100 ft. is also flanked.

Rally Troops (Su) Ariakan grants any allies within 30 feet a second saving throw against fear and charm effects that they have already succumbed to. Even if they fail the saving throw, any fear effects are less severe: panicked characters are only frightened, frightened characters are only shaken, and shaken characters are unaffected.

Unbreakable Will (Ex) Ariakan is immune to fear and gains a +4 bonus on all saving throws to resist mind-affecting spells and effects.

Ariakan, the founder of the Knights of Takhisis, is the son of Ariakas, the self-proclaimed Emperor of Ansalon, and an aspect of Zeboim, goddess of the sea. A tall, strong, and well-conditioned man in his fifties during the time of the Chaos War, he has a sharp beak nose, black eyes, and long black hair tinged with grey at the temples, tapered at the back of his neck. His voice is loud and compelling. Lord Ariakan's black armor is emblazoned with the five dragonheads of Takhisis on the breastplate with a matching skull helm. Ariakan wields the *Great Sword of Drakmattha*, passed down from his father.

During the War of the Lance, Ariakan was captured by the Whitestone forces and spent five years at the High Clerist's Tower. During that time, he endeared himself to his jailors, convincing them that he had reformed. He demonstrated an honorable heart, skill with the sword, and the mind of a scholar. Though he was given an early release, he opted to remain to continue his studies.

When Ariakan eventually left, he traveled across the Solamnic Plain to the lands of Neraka. Taking refuge in a

cave that would later be known as Ariakan's Rest, Ariakan encountered the Dark Warrior, an aspect of the goddess Takhisis. He told the Dark Warrior his plans for what would become the Knights of Takhisis. With the blessing of the goddess, Ariakan began his life's work, and for the next several years he formed his new Knighthood in secret at Storm's Keep.

In 383 AC, Ariakan was ready. Within a month's time, the Knights of Takhisis conquered more land than the dragonarmies controlled during the War of the Lance. However, Ariakan was unaware that the gods of Good had ceased to pose any resistance to his forces, allowing Ansalon to become united in order to fight Chaos.

Ariakan met his end in a battle against the forces of Chaos at the High Clerist's Tower. Ariakan was buried in Ariakan's Rest.

STEEL BRIGHTBLADE CR 10

Male civilized human fighter 5/Knight of the Lily 5

LE Medium humanoid

Init +0; **Senses** Listen +2, Spot +2

Languages Abanasinian, Common, Nerakese, Solamnic

AC 24, touch 12, flat-footed 24

hp 80 (10 HD)

Resist Honor-Bound

Fort +10, **Ref** +2, **Will** +6 (+8 against mind-affecting spells and effects, +12 against frightful presence of dragons)

Spd 20 ft. (in +2 *full plate armor*); base 30 ft.

Melee* *Brightblade* +13/+8 (1d10+7/19-20) or

Melee* mwk heavy lance +12/+7 (1d8+10/x3)

*includes adjustments for a 2-point Power Attack.

Reach 10 ft. with lance

Base Atk +10/+5; **Grp** +13

Atk Options Cleave, Mounted Combat, Power Attack, Ride-By Attack, sneak attack +2d6, Tremendous Charge

Special Actions demoralize

Abilities Str 16, Dex 11, Con 14, Int 11, Wis 14, Cha 12

SQ fight to the death

Feats Diehard^B, Exotic Weapon Proficiency (bastard sword)^B, Honor-Bound, Iron Will, Mounted Combat^B, Power Attack^B, Resist Dragonfear, Ride-By Attack, Tremendous Charge

Skills Diplomacy +6, Handle Animal +7, Intimidate +8, Knowledge (religion) +4, Ride +15

Possessions +2 *full plate armor*, mwk heavy steel shield, +2 *axiomatic bastard sword* ("*Brightblade*"), mwk heavy lance, *dagger*, *ring of protection* +2, *starjewel*.

Demoralize (Ex) Steel gains a +2 profane bonus to Intimidate checks made to demoralize an opponent in combat. If successful, the target is shaken for 5 rounds.

Steel Brightblade is the son of the virtuous Knight of Solamnia Sturm Brightblade and the treacherous blue dragon highlord Kitiara Uth Matar, the result of a single night's tryst. From his early days, Steel was torn apart by the two halves of his nature. During childbirth, Kitiara nearly died. She left Steel in the care of Sara Dunstan, a twenty-year-old weaver, sending money to help raise the boy. When Steel came of age, Ariakan seduced him into



joining the Knights of Takhisis, with Ariakan himself serving as Steel's sponsor.

His uncle Caramon and Tanis Half-Elven intervened before Steel could take the Test of Takhisis. Caramon and Tanis took the young man to his father's grave in the High Clerist's Tower. There, the spirit of Sturm Brightblade bestowed upon his son the ancestral sword, the *Brightblade*, and the *starjewel* given to Sturm by Alhana Starbreeze. Steel joined the Dark Knights anyway, though the Skull Knight at the induction recognized that his soul did not belong to Takhisis.

At the Battle of Thoradin Bay, Steel discovered Palin Majere among the few Solamnic survivors, mourning the loss of his brothers Tanin and Sturm Majere. In repayment of his debt to Caramon, Steel took Palin and his brothers' bodies back to Solace, with Palin's oath that he would return with Steel as a prisoner. Palin's ransom was to open the Portal for the Dark Queen's emergence.

Instead of taking this demand to the Tower of Wayreth, the pair traveled to the Tower of Palanthas to open the portal themselves. Palin entered the portal, and the two were separated. Steel was called back to the ranks of the Knights of Takhisis, where he was told that he would be executed if Palin failed to return. He fought in the storming of the High Clerist's Tower, where his life was spared by Tanis Half-Elven who in turn was killed by a Tarmak brute.

Afterward, Steel was held captive, awaiting execution, until Palin returned, fulfilling his vow. When the Knights of Takhisis were massacred at the High Clerist's Tower by the minions of Chaos, Steel and Palin banded together to fight the new threat. They rode together into the Abyss and battled Chaos. When Chaos bragged that the gods were gone and asked what the mortals could possibly have left, Steel replied, "Each other." Steel was killed, battling bravely against the giant, and was buried in the Tomb of the Last Heroes in Solace.

MIRIELLE ABRENA, GOVERNOR-GENERAL OF NERAKA CR 19

Female civilized human fighter 4/mystic 6 of Law/Knight of the Skull 9

LE Medium humanoid

Init +2; **Senses** Listen +6, Spot +6

Languages Common, Ergot, Nerakese, Solamnic

AC 29, touch 13, flat-footed 28

hp 110 (19 HD)

Fort +20, **Ref** +11, **Will** +20 (+24 against frightful presence of dragons)

Spd 20 ft. (in +4 *full plate*); base 30 ft.

Melee* *Clawed Victory* +15/+10/+5 (1d8+14/19-20)

*includes adjustment for 6-point Power Attack

Base Atk +14; **Grp** +16

Atk Options Combat Expertise, Improved Disarm, Power Attack, smite good 2/day (+4 attack, +9 damage)

Special Actions command undead 7/day (+6, 2d6+11, 7th)

Mystic Spells Known (CL 14th; CL 15th for lawful spells; +16 melee touch, +15 ranged touch)

7th (3/day)—*dictum*^{DL} (DC 21), *greater scrying* (DC 21)
6th (5/day)—*harm* (DC 20), *heal, hold monster*^D (DC 20)

5th (6/day)—*greater command* (DC 19), *dispel chaos*^{DL} (DC 19), *scrying* (DC 19), *spell resistance*

4th (7/day)—*cure critical wounds, divine power, inflict critical wounds* (DC 18), *order's wrath*^{DL} (DC 18), *restoration*

3rd (7/day)—*bestow curse* (DC 17), *dispel magic, magic circle against chaos*^{DL}, *protection from energy, speak with dead* (DC 17)

2nd (7/day)—*bear's endurance, bull's strength, calm emotions*^D (DC 16), *cure moderate wounds, inflict moderate wounds* (DC 16), *death knell* (DC 16)

1st (7/day)—*bane* (DC 15), *cure light wounds, deathwatch, detect undead, divine favor, protection from chaos*^{DL}

0 (6/day)—*cure minor wounds, detect magic, guidance, inflict minor wounds* (DC 14), *light, mending, read magic, resistance, virtue*

^D: Domain spell; ^L: Lawful spell

Spell-Like Abilities (CL 19th)

At will—*detect good*

4/day—*discern lies*

Abilities Str 15, Dex 15, Con 13, Int 14, Wis 18, Cha 18

SQ aura of evil, dark blessing

Feats Alertness, Combat Expertise^B, Improved Disarm^B, Leadership, Mounted Combat, Persuasive, Power Attack^B, Resist Dragonfear†, Ride-By Attack, Weapon Focus (longsword), Weapon Specialization (longsword)

† New feat from the *DRAGONLANCE Campaign Setting*

Skills Bluff +12, Concentration +5, Diplomacy +29, Handle Animal +10, Intimidate +27, Knowledge (nobility and royalty) +8, Knowledge (religion) +18, Listen +6, Ride +18, Spot +6

Possessions +4 *full plate*, +2 *heavy steel shield*, +4 *longsword* ("*Clawed Victory*"), *ring of protection* +2, *medallion of thoughts*, signet ring. As the Governor-General of the Knights of Takhisis, Mirielle Abrena has access to a wealth of other minor magic items, mundane goods, and resources beyond those listed here.

Dark Blessing (Su) Mirielle adds her Charisma bonus to all saving throws.

Smite Evil (Su) Twice a day, Mirielle may attempt to smite good with one normal melee attack. She adds +4 to her attack roll and +9 to damage rolls. If Mirielle accidentally smites a creature that is not good, the smite has no effect but it is still used up for that day.

Governor-General Mirielle Abrena is tall and well-muscled, with hawkish features and the mannerisms of a predatory cat. She is the model of personal efficiency, keeping her blonde hair cropped and her armor meticulously clean and maintained. Unlike Ariakan, she chooses not to decorate or adorn herself with symbols of the five-headed dragon. Indeed, she clearly sets herself apart from the founder of the Knighthood and does not even wear the trappings of the Lord of the Night.

From childhood, Abrena displayed a remarkable talent for leadership and diplomacy, quickly rising to the top of her peer groups. She was a senior officer in the Order of the Skull during the Summer of Chaos, commanding a wing assigned to attack Northern Ergoth. Although the attack was unsuccessful, she performed with distinction and won the acclaim of her fellow officers. With Ariakan's death near the end of the Chaos War, Mirielle rode her blue dragon Cerium to Neraka, where she claimed the title of Lord of the Night and established her power base.

Following the Chaos War, Mirielle assessed the status of the Dark Knights and put the call out to the Knights of Takhisis to return to Neraka. She attended the Council of the Last Heroes, where she demanded land for the Knights of Takhisis for their part in battling Chaos. She subjugated the local ogres, goblins, hobgoblins, and draconians from the lands ceded to the Dark Knights. Mirielle Abrena drew inspiration from Ariakan's Lesson of the Ironwood Tree. Though it had a solid foundation, its branches would still sway with the wind. If the Dark Knights were to survive, they would have to adapt.

Mirielle Abrena saw to the survival of the Dark Knights throughout the Age of Mortals. Though she didn't place the emphasis on honor and integrity that Ariakan did, she managed to keep the Knighthood alive and re-establish its power. When she heard that Morham Targonne was plotting to kill her, she scoffed at the idea, thinking that a bookkeeper was no match for her in single combat. What she didn't realize was that Targonne would not work through the Code. She met her demise when Targonne poisoned the meat that Mirielle ate for her evening meal.

MORHAM TARGONNE CR 15

**Male civilized human noble 2/mystic 6 of Mentalism/
Knight of the Skull 4/adjudicator of the Code 3**

LE Medium humanoid

Source Charming feat from *Age of Mortals* sourcebook

Init +1; **Senses** Listen +5, Spot +5

Aura evil 4, law 3

Languages Common, Elven, Nerakese, Solamnic

AC 19, touch 11, flat-footed 18; uncanny dodge

hp 72 (15 HD);

Resist mentalism (+2 bonus on Will saves vs. Enchantment spells and effects) +1 on all saves vs. poison

Fort +13, **Ref** +11, **Will** +21

Spd 20 ft. (in +3 *breastplate*); base 30 ft.

Melee +3 *unholy short sword* ("*Night's Ambition*") +14/+9 (1d6+4/19-20 plus 2d6 vs. good targets)

Base Atk +10/+5; **Grp** +10

Atk Options Combat Expertise, death attack (DC 14), Mounted Combat, smite chaos 1/day (+3 attack, +6 damage), smite good 1/day (+3 attack, +2 damage), sneak attack +1d6

Special Actions command undead 6/day (+3, 2d6+7, 2nd), heart of truth 2/week, inspire confidence 1/day, poison use

Combat Gear potions of *aid*, *cure moderate wounds* (2), *endure elements*, *expeditious retreat*, *protection from arrows* (10/magic)

Mystic spells known (CL 12th, +11 melee touch, +11 ranged touch)

6th—(3/day) *geas/quest*, *hold monster*^D(DC 19)

5th—(5/day) *greater command*^D(DC 18), *scrying* (DC 18), *slay living* (DC 18)

4th—(7/day) *discern lies*^D(DC 17), *divination*, *poison*, *sending*

3rd—(7/day) *bestow curse* (DC 16), *blindness/deafness* (DC 16), *hold person*^D(DC 16), *deeper darkness*, *enthrall* (DC 16)

2nd—(7/day) *aid*, *cure moderate wounds*, *death knell* (DC 15), *detect thoughts*^D(DC 15), *shatter* (DC 15), *lesser restoration*

1st—(7/day) *cause fear* (DC 14), *command*^D(DC 14), *deathwatch*, *doom* (DC 14), *endure elements*, *protection from energy*, *sanctuary*

0—(6/day) *create water*, *cure minor wounds*, *detect magic*, *detect poison*, *guidance*, *light*, *purify food and drink*, *read magic*, *resistance*

^D: Domain spell

Spell-Like Abilities

At will—*detect good*

3/day—*discern lies* (DC 17, CL 12)

Abilities Str 12, Dex 13, Con 10, Int 15, Wis 16, Cha 17

SQ dark blessing, favor +1, scholar of the Code, speaker of the Code

Feats Alertness^B, Brew Potion, Charming, Combat Expertise, Honor-Bound, Investigator, Mounted Combat, Negotiator

Skills Bluff +12, Concentration +6, Diplomacy +22, Gather Information +14, Intimidate +16, Knowledge (nobility & royalty) +9, Knowledge (religion) +20, Listen +5, Ride +4, Search +4, Sense Motive +13, Spot +5

* Includes -3 armor check penalty

Possessions combat gear plus +3 *breastplate*, +3 *unholy short sword* ("*Night's Ambition*"), *cloak of charisma* +2

Dark Blessing (Su) Targonne adds his Charisma bonus to all saving throws.

Heart of Truth (Sp) Two times per week, Targonne may radiate an aura that prevents others from speaking falsehoods in his presence. This ability is identical to *zone of truth* (CL 10th), except that he is the center of the effect and the effect moves when he moves.

Scholar of the Code The Cabal of the Code imparts its knowledge of the Code's exacting standards, laws, and doctrine to all of its adjudicators, who benefit from its teachings. Targonne gains a +2 insight bonus on all Diplomacy, Gather Information, Intimidate, Knowledge (religion), and Sense Motive checks.

Smite Chaos (Su) 1/day, Targonne may attempt to smite chaos with a normal melee attack against a chaotic creature. He adds his charisma modifier (+3) to attacks and adds +6 to damage (twice class levels of Adjudicator of the Code).

Smite Good (Su) 1/day, Targonne may attempt to smite good with a normal melee attack against a good creature. He adds his charisma modifier (+3) to attacks, and adds +2 to damage (class levels of Knight of the Skull).

Speaker of the Code (Su) Targonne may draw upon his sure knowledge of the Code to inspire or awe other Dark Knights, including those who are rogue Knights or are no longer in the Order. If he chooses to inspire, any current or former Dark Knights in a 30 ft. radius who are able to see and hear him talk for a full round gain a +2 morale bonus to their attack and weapon damage rolls as well as saving throws against charms, compulsions, and fear for as long as he keeps speaking and for 5 rounds after he stops. If he chooses to awe, he instead causes any current or former Dark Knight in a 30 ft. radius to become *shaken* for as long as he keeps speaking and for 5 rounds after he stops, unless they succeed at a Will save against his Intimidate check result.

Lord Morham Targonne came from a powerful and influential noble family in the city of Jekek. The Targonnes owned some of the best agricultural land in the area and controlled a large mercantile empire. Morham Targonne benefited greatly from his family ties, both in terms of acquiring personal wealth and in joining and advancing through the ranks of the Knights of Takhisis. Despite his connections, it was his keen mind that caught the attention of his superiors. Targonne began his service at the age of eighteen in one of the eastern wings. By the time he was twenty-five, he commanded a compgroup. Targonne eventually rose in rank to become Lord Adjudicator of the Cabal of the Code.

Unlike his brethren in the Knights of the Skull, Targonne focused on the subtle art of mentalism rather than the more violent paths that dark mysticism afforded. His mental prowess made him a dangerous enemy, one that could not easily be ambushed. There were those who claimed that Targonne was not as devoted to the Dark Knights as he should have been. While true, none could prove it. Targonne created a difficult trail to follow. His administrative skills allowed him to generate a vast amount of red tape, his mental abilities alerted him to potential enemies, and his position kept his adversaries at bay.

Lord Targonne used his power to allow his family to benefit from the Dark Knights, funneling steel pieces into his own pockets. The Targonne family received many of the trade commissions with the Dark Knights, further profiting the Targonne family.

Mirielle Abrena eventually appointed Targonne to the position of Lord of the Skull with Galen Nemedi taking over his previous position as Lord Adjudicator. This was a surprising move since Abrena's closest officers usually came from the ranks of her former wing. Abrena picked Targonne for this position due to his administrative skills rather than his depth of spiritual understanding. His responsibilities included managing the former temples of Takhisis under the command of the Skull Knights.

Targonne soon realized that he was but a heartbeat away from becoming Lord of the Night. The following years were not kind to Targonne; his body began to waste away while his mind obsessed over assassinating Abrena. He started losing hair, was forced to wear spectacles, and

became hunched over. His health eventually became so poor that he could barely hold his own breastplate up.

Though Abrena had heard rumors that Targonne would betray her, she scoffed at the thought of a bookkeeper challenging her to single combat. Targonne tricked her, though, by not playing by the traditions set down in the Code. Targonne had her food poisoned, and she passed away shortly after.

Targonne assumed the mantle of Lord of the Night in the year 420 AC. Using his administrative abilities, he assigned his enemies to positions far away. He also broke the last ties with the goddess Takhisis, changing the name of the Dark Knights to the Knights of Neraka. Targonne moved the center of power of the Dark Knights to his birthplace of Jekek, claiming it was more civilized. Jekek, like the Targonne family, prospered.

Targonne ruled unchallenged until the War of Souls. After the night of the Great Storm, Targonne heard word of a young slip of a girl named Mina who was causing a stir within the ranks. Knowing that Mina's religious fanaticism meant trouble, he began plotting her destruction. After the fall of the Silvanesti Shield, Mina was thought to be dead. Targonne personally attended her funeral and watched as the funeral pyre was lit. By some strange miracle, Mina rose from the dead, summoning a death dragon in the process. Targonne realized his danger, but his guards were distracted and his blue dragons would not obey his commands. Mina ordered the execution of Targonne, and the minotaur Galdar gladly beheaded the miserly Lord of the Night, allowing Mina to take command of the Knights of Neraka.

GALDAR, MINA'S LEFT ARM CR 14

Male minotaur fighter 10/Knight of the Lily 4

LE Medium humanoid

Init +0; **Senses** Listen +1, Spot +1

Languages Common, Kothian, Nerakese

AC 21, touch 12, flat-footed 21

hp 109 (14 HD)

Immune fear

Resist Honor-bound

Fort +15, **Ref** +4, **Will** +5 (+7 against mind-affecting spells and effects)

Weakness missing right arm (initially limits him to offhand attacks at -4, penalty eliminated with training)

Spd 20 ft. (in +2 *breastplate*); base 30 ft.; Run

Melee* +2 *defending longsword* +17/+12/+7 (1d8+10/17-20) and gore +9 (1d6+6) or

Melee* gore +16 (2d6+10) when charging

*includes adjustments for a 4-point Power Attack

Base Atk +14; **Grp** +22; Hulking Brute

Atk Options Cleave, Defensive Cleave, Great Cleave, gore, Power Attack, sneak attack +2d6

Special Actions demoralize

Combat Gear *potions of cure moderate wounds* (2), *potions of heroism*

Abilities Str 18, Dex 11, Con 14, Int 10, Wis 12, Cha 9

SQ unbreakable will

Feats Cleave^B, Defensive Cleave^{B†}, Honor-bound,

Hulking Brute, Mounted Combat, Great Cleave^B, Great Fortitude, Power Attack^B, Run, Weapon Focus (longsword)^B, Improved Critical (longsword)^B
† New feat from Chapter One of this book.

Skills Intimidate +15 (+17 to demoralize), Knowledge (religion) +2, Ride +14, Speak Language (Nerakese), Swim +0 (+6 unarmored), Use Rope +2

Possessions combat gear plus +2 *breastplate*, +2 *defending longsword*, *ring of protection* +2

Demoralize (Ex) Galdar gains a +2 profane bonus on Intimidate checks made to demoralize an opponent in combat. If his check is successful, the target is shaken for 4 rounds.

Unbreakable Will (Ex) Galdar is immune to fear and gains a +2 bonus on all saving throws to resist mind-affecting spells and effects.

Galdar is an imposing figure of a minotaur, standing seven feet tall. He was forty years old when the War of Souls broke out, already a veteran Knight and a former sailor. He was viewed with pity by his own kind, for his right arm was amputated at the shoulder. It took four men to hold him down as the surgeon removed his arm. Galdar was assigned to the position of scout in a talon under the command of Ernst Magit. Magit berated the minotaur, threatening to charge him with treason if he did not travel through Gamashinoh, near the Valley of Neraka. Galdar followed orders, despite his reservations.

As the Knights entered the valley, they were caught in the Great Storm. There they encountered Mina, cleric to an entity known only as the One God. After Magit was struck down by the power of the One God, Mina restored Galdar's missing limb. He swore by his sword arm that he would follow her for the rest of his days. Mina took command of the talon, making Galdar her second-in-command.

Galdar followed Mina to Sanction where she took on additional followers, befriendng Captain Samuval in the process. He departed on a mission for Mina to give new orders to General Dogah to march to Silvanesti, where his forces would meet up with Mina's own. Mina engineered the fall of the Silvanesti Shield, warning Galdar that she would appear dead and he should expect a miracle. As promised, she seemed to be assassinated and was about to be burned on a funeral pyre. Lord of the Night Morham Targonne attended the funeral and was there when Mina rose from the dead. At Mina's order, Galdar beheaded Morham Targonne, proclaiming Mina the new Lord of the Night.

When the kender Tasslehoff Burrfoot escaped with the Device of Time Journeying, Takhisis blamed Mina and inflicted a terrible punishment on her. Galdar reflected on all that Mina had done for the One God and began to think that a god who could be so unjust was not a god he particularly wanted to follow.

Galdar traveled with Mina on her journey of conquest, stretching from Solanthus across Solamnia and ending with the conquering of Sanction. Mina commanded the souls of the dead to steal Malystriyx's skull totem and

bring it to Sanction. Infuriated, the Red Marauder sought to retrieve it and destroyed anything that got in her way. Mina, dressed in the armor of the dragonarmies, rode into battle on top of a death dragon against the Overlord. Galdar rode at her side on Razor, the former mount of Marshal Medan. During the battle, Takhisis abandoned Mina, who managed to defeat Malystriyx even without the aid of her goddess, though she herself was mortally wounded. Galdar foresaw that Mina would be honored through the ages for her sacrifice, and he was glad. The minotaur expected her to die a hero and a warrior.

Takhisis realized that she needed Mina, and the goddess appeared—ready to forgive Mina for her transgressions. She restored Mina to health, as Galdar watched in helpless rage. When he confronted Takhisis, he was reminded of what he owed the goddess when his arm ached in pain.

At the final battle in the War of Souls, Galdar was present when Takhisis was made mortal and Mina's plans went awry. Once again, he lost his arm. Though the god Sargas offered to restore his arm, Galdar refused. Infuriated at first, Sargas respected the decision. Galdar followed Mina to the final burial place of the Queen of Darkness, where he tried to comfort her in her time of mourning. When Chemosh approached Mina, Galdar knew that his place was no longer by her side. He was transported to his fellow minotaurs, becoming a liaison between them and humans. His current whereabouts are unknown.

GENERAL DOGAH

CR 17

**Male civilized human fighter 7/Knight of the Lily 8/
legendary tactician 2**

LE Medium humanoid

Init +2; **Senses** Listen +0, Spot +0

Languages Common, Khurish, Nerakese

AC 27, touch 11, flat-footed 26

hp 130 (17 HD); Diehard

Immune fear

Resist Honor-bound

Fort +16, **Ref** +6, **Will** +4 (+6 against mind-affecting spells and effects)

Spd 20 ft. (in +3 *full plate*); base 30 ft.; armored mobility
Melee* +3 *bastard sword* +22/+17/+12/+7 (1d10+10/19-20) or

Melee* +3 *bastard sword* +18/+13/+8/+3 (1d10+10/19-20) and +1 *bashing heavy steel shield* +17 (1d8+4)

*includes adjustments for a 2-point Power Attack

Base Atk +17; **Grp** +20

Atk Options Improved Shield Bash, Improved Sunder, Power Attack, sneak attack +3d6

Special Actions demoralize, inspire courage (+2, 2/day)

Combat Gear *potions of cure moderate wounds* (3)

Abilities Str 17, Dex 15, Con 15, Int 12, Wis 10, Cha 15

SQ armored mobility, leadership +1, unbreakable will

Feats Diehard^B, Endurance, Exotic Weapon Proficiency (bastard sword)^B, Honor-bound, Improved Shield Bash^B, Improved Sunder, Leadership, Power Attack^B, Two-Weapon Fighting^B, Weapon Focus (bastard sword), Weapon Specialization (bastard sword)

Skills Bluff +10, Diplomacy +9, Intimidate +22 (+26 with demoralize), Knowledge (nobility and royalty) +6, (Knowledge (religion) +6, Ride +20, Sense Motive +5, Survival +5

Possessions combat gear plus +3 *full plate*, +1 *bashing heavy steel shield*, +3 *bastard sword*, *amulet of natural armor* +2, *gauntlets of ogre power* +2, signet ring, various maps, charts, and blank military orders, pen & ink

Armored Mobility (Ex) Dogah treats heavy armor as medium armor for all purposes, including running speed. In addition, his armor check penalty when wearing heavy armor is reduced by -1. This stacks with the armor check penalty reduction of mwk armor.

Demoralize (Ex) Dogah gains a +2 profane bonus on Intimidate checks made to demoralize an opponent in combat. If Dogah's check is successful, the target is shaken for 8 rounds.

Inspire Courage (Su) Twice a day Dogah may add a +2 morale bonus to allies' saves against charm and fear effects and a +2 morale bonus on attack and damage rolls. The effect lasts for as long as Dogah continues to speak and for 5 rounds afterward.

Leadership (Ex) Dogah has a +1 bonus to his leadership score.

Unbreakable Will (Ex) Dogah is immune to fear and gains a +4 bonus on all saving throws to resist mind-affecting spells and effects.

Dogah began serving the Dark Knights in 401 AC, quickly rising up in rank to the level of Master of the Lily, though he preferred the term "general." Dogah is very short and stocky with a thick curly black beard and solid black eyebrows, features that earned him the nickname of Dwarf Dogah (though never to his face).

Dogah was stationed in Khur when the War of Souls broke out in 421 AC. Morham Targonne ordered Dogah to aid in the siege of Sanction. Mina sent him new orders to march to Silvanesti instead, where his forces assisted in taking the elven nation. Dogah quickly became one of Mina's trusted officers. Dogah was ordered to remain in Silvanost and to hold it against elven resistance.

With the end of the War of Souls, Dogah faced a new challenge when the minotaurs seized control of Silvanesti. Knowing that he could not defeat a superior foe with the numbers under his command, he abandoned the elven homeland to the bull-men. He moved his forces to the city of Pashin to the north, where he established the Dark Knight's Enclave. Dogah gained control of the Dark Knights in the region and has set up ties with the Khan of Khur. Though Dogah's territory is expanding, he still has to contend with the Khan and the Khurish nomadic tribes, each with its own khan. He would rather remain independent of the remainder of the Dark Knights, and he has not made up his mind on whether or not to turn against Baltasar Rennold. He occasionally employs Captain Samuval's band of mercenaries and considers Samuval a good ally and friend.

LORD KNIGHT THEO DRAWDE CR 20

Male civilized human fighter 5/Knight of the Lily 1/
sorcerer 4/Knight of the Thorn 10

LE Medium humanoid

Init +2; **Senses** Listen +0, Spot +0

Aura terror (10 ft., Will DC 24 or shaken)

Languages Common, Draconic, Ergot, Nerakese, Ogre

AC 25, touch 15, flat-footed 23

hp 117 (20 HD)

Resist Honor-bound

Fort +11, **Ref** +7, **Will** +12

Spd 20 ft. (in +2 *breastplate of command*); base 30 ft.

Melee* +2 *shocking burst thundering longsword*
+15/+10/+5 (1d8+14/19-20 plus 1d6 electricity)
*includes adjustments for a 6-point Power Attack

Base Atk +15; **Grp** +18

Atk Options Power Attack, sneak attack +1d6, weapon touch

Special Actions *cosmic understanding*

Sorcerer Spells Known (CL 14th; arcane spell failure 5%; +18 melee touch, +17 ranged touch)

7th (3+1/day)—*greater scrying*^{DIV} (DC 20) (CL 15th)

6th (5+1/day)—*chain lightning* (DC 19), *contingency*, *true seeing*^{DIV} (CL 15th)

5th (6+1/day)—*commune*^{DIV} (CL 15th), *overland flight*, *prying eyes*^{DIV} (CL 15th), *telepathic bond*^{DIV} (CL 15th)

4th (6+1/day)—*arcane eye*^{DIV} (CL 15th), *divination*^{DIV} (CL 15th), *spark shield*†, *scrying*^{DIV} (DC 17) (CL 15th), *storm wall*† (DC 17)

3rd (7+1/day)—*clairaudience/clairvoyance*^{DIV} (CL 15th), *fly*, *lightning bolt* (DC 16), *nondetection*

2nd (7+1/day)—*augury*^{DIV} (CL 15th), *bull's strength*, *crackling sphere*† (DC 15), *detect thoughts*^{DIV} (CL 15th), *locate object*^{DIV} (CL 15th), *shocking spark*† (3 rays, +3 attack against metal, x3 critical)

1st (7+1/day)—*feather fall*, *identify*^{DIV} (CL 15th), *shield*, *shocking grasp*, *true strike*^{DIV} (CL 15th)

0 (6+1/day)—*arcane mark*, *detect magic*^{DIV} (CL 15th), *detect poison*, *mage hand*, *mending*, *open/close*, *prestidigitation*, *read magic*^{DIV} (CL 15th), *resistance*

^{DIV}: Divination spell. † Spell from the *DRAGONLANCE Campaign Setting*.

Combat Gear *ring of shooting stars*, *rod of negation*, *wand of lightning bolt* (caster level 10th, 50 charges)

Abilities Str 16, Dex 15, Con 12, Int 16, Wis 11, Cha 18

SQ armored spellcasting -20%, read omens and portents

Feats Combat Casting, Combat Reflexes, Eschew Materials, Extend Spell, Honor-bound, Leadership, Persuasive, Power Attack^B, Still Spell, Weapon Focus (longsword)^B, Weapon Specialization (longsword)^B

Skills Bluff +16, Concentration +16, Craft (alchemy) +13, Diplomacy +26, Handle Animal +12, Intimidate +30, Knowledge (arcana) +18, Knowledge (religion) +9, Ride +12, Sleight of Hand +5, Spellcraft +23

Possessions combat gear plus +2 *breastplate of command*, +2 *shocking burst thundering longsword* ("Coruscantrix"), *ring of protection* +3, *amulet of natural armor* +3, *medallion of thoughts*, gray robes, manacles, numerous scrolls and minor arcane tools

Aura of Terror (Su) Creatures within 10 feet of Drawde must make successful Will saves (DC 24) or become shaken. A creature that successfully saves is immune to his aura of terror for 24 hours.

Contingency Drawde has an active *contingency* spell upon him that triggers *spark shield* as a free action as soon as he is attacked in melee.

Cosmic Understanding (Sp) Once per day Drawde may add a +14 insight bonus on any one ability check, skill check, attack roll, saving throw, or to AC against a single attack. His spells known includes *commune*, which does not count against his number of spells known.

Diviner (Ex) Drawde may cast one additional divination spell of each spell level per day and gains a +2 bonus to Spellcraft checks to learn new divination spells, much like a specialist in the school of divination. Drawde's caster level is considered to be one level higher for the purposes of casting divination spells.

Read Omens and Portents Drawde's spells known include *augury* and *divination*, which do not count against his number of spells known.

Weapon Touch (Su) Drawde can deliver touch spells through any melee weapon with a successful melee attack. The weapon deals its normal damage as well as delivering the effects of the spell on the target. He can cast a spell and discharge it through his weapon in the same round as a full round action, or he can hold the spell until the following round as part of a normal melee attack.

At six feet and six inches tall, with brown eyes and a meticulously trimmed black beard, Lord Knight Theo Drawde is a commanding figure. He possesses great physical strength and clarity of wit. As the head of the Order of the Thorn, Drawde is responsible for the constant maintenance of that Order's physical and mental regimen and its commitment to the mastery of sorcery.

Although he began his service with the Dark Knights as a Knight of the Lily, Drawde swiftly rose to the head of the Thorn Knights when he introduced sorcery to the Knighthood, thanks to the Shadow Sorcerer. Orphaned during the Dragon Purge, Drawde despises dragons, and an alliance with Frost following the War of Souls was a dangerous gambit which he expected to end with Frost's failure and his Order's dominance of magic on Ansalon. To that end, Theo volunteered to spearhead numerous quests to acquire magical power sources for Frost,

knowing that it gave him an opportunity to secure a power base of his own in the process.

Unfortunately for Drawde, his efforts to acquire power and outlast the White were thwarted when a group of adventurers and Legionnaires infiltrating his organization challenged him on the extraplanar fortress of Bastion. Drawde was last seen tumbling end over end into the Gray, cursing dragons and the Legion of Steel. Whether he will survive or not is unclear, but the Lord of the Thorn is nothing if not resourceful.



Chapter 4: LEGION OF STEEL

Up from the rift came fire dragons. Made in mockery of real dragons, the fire dragons were formed of magma, their scales obsidian, their wings and manes flame, their eyes blazing embers. They belched noxious gasses from the bowels of the world. Sparks flew from their wings, setting ablaze anything over which they flew.

The knights stared at these monsters in despair; their faces blanched in dismay and fear as the horrible creatures surged forward to attack. The standards slid from their shaking hands, began to dip toward the ground.

Chaos pointed at the Solamnic Knights.

“Paladine is dead! You fight alone.”

Chaos turned to the dark knights.

“Takhisis has fled. You fight alone.”

Chaos spread his enormous arms, which seemed to encompass the universe.

“There is no hope. You have no gods. What have you left?”

Steel drew his sword and raised it into the air. The metal did not reflect the fire, but shone white, argent, like moonlight on ice.

“Each other,” he answered.

Dragons of Summer Flame

By Margaret Weis & Tracy Hickman

The Dark Knights and Knights of Solamnia both champion order as an end in itself. There are some, however, who believe that order is pointless if it doesn't benefit the people. While the two older knightly orders obsess over politics, conquest, and legalistic study of their written codes, the Legion of Steel concerns itself with taking pragmatic steps to defend the well-being of the common folk of Ansalon. They are guided by the Legacy, the Legion's governing code passed on from Legionnaire to Legionnaire through oral tradition.

The Legion of Steel has a prominent public face, but it also includes skilled clandestine Legionnaires. In times of war they muster troops, both trained Legionnaires and civilian militia. In times of peace they bolster local city watches, protect lonely roadways, and assist their communities in countless mundane ways.

The Legion is not only a martial organization; a large part of their mission consists of teaching. Legion sorcerers have been vital in teaching the responsible use of ambient arcane magic to people who demonstrate talent. Legion warriors drill common folk in the military arts so they can act as competent warriors to defend their homes when war comes. Experienced Legionnaires traditionally take on apprentices, passing on their own knowledge in individual master-student relationships, rather than in classrooms or other academic study.

In most regions of Ansalon, the Legion is able to operate openly. However, every major city on Ansalon has covert Legion operatives, including regions where an open presence would be unwelcome. Spy networks involving

Legionnaires operate in many regions occupied by the Dark Knights, including Qualinesti, Darkhaven and the northern Desolation, even Neraka itself. Legionnaires also keep uneasy watch on the minotaurs in Silvanesti and the growing relationship between the Dwarves of Thoradin and the Dark Knights.

The Legion is a loosely organized group. Off the battlefield, the Legion is organized into cells numbering up to twenty or thirty Legionnaires. Within this cell there is no formal rank structure. Younger, less experienced Legionnaires generally defer to their elders, and important decisions are most often made through consensus among the cell's informally recognized leadership. Clandestine cells are often much smaller and each member knows of only one or two other members. Some members operating incognito in very dangerous regions are known only to one other Legionnaire; this sort of anonymity is necessary to maintain their safety and effectiveness.

While the most common races within the Legion of Steel are humans, elves, and half-elves, the Legion accepts members from any race. Dwarves, kender, gnomes, and even good-hearted members of the monstrous races, long ignored by the more traditional knightly orders, have contributed great things to the Legion of Steel.

The one unifying factor among all the diverse members of the Legion of Steel, from the armored warriors to the skulking scouts, is a bond of comradeship and common purpose in the service of the Legacy. In their quest to alleviate the suffering of the people of Ansalon, they know that Steel Brightblade's words were prophetic: “All we have is each other.”

HISTORY OF THE LEGION

ORIGINS—SARA'S VISION

The Dark Knights believed they embodied the virtues of courage, unity, and honor. In many ways they did, but they exemplified a twisted, corrupt version of these values, used only for the furtherance of Evil. There were those among them who—secretly, of course—began to question the worth of courage, unity, and honor when they resulted in suffering and death for so many. Steel Brightblade provided the example needed for these dissidents to break free from their tyrannical order when he selflessly led the desperate diversionary attack against Chaos. Sara Dunstan, Steel's surrogate mother, gave form to his heroic example by founding the Legion of Steel.

Sara's story is surrounded by uncertainty. Most Legionnaires believe she was an exiled Dark Knight, and many swear she was a great warrior in her own right. Some of those would go so far as to say she was not only a Knight but also Ariakan's mistress, which gave her unique insight into the ideals on which the Knighthood was founded. Still others claim she was simply a wise woman who could play politics and saw her opportunity to do good. Many among the Dark Knights deny she ever held Nerakan spurs at



all, calling her a spy and a heretic and many worse things besides. Sara was reluctant to talk about her own past, so the story may never be known to any degree of certainty; great deeds tend to lend an air of myth to those who do them.

Three years after the Summer of Chaos (386 AC),

Sara went to Neraka to investigate the reestablishment of the Knights of Takhisis.

All sorts of rumors persist about what occurred while she was in Neraka—rumors of assumed names, single combat, and blackmail. Many dismiss them as kender tales, but there is likely a grain of truth to some of them.

From there she went to Solace with a Dark Knight named Sir Derrick Yaufre; why she did so is unknown. Perhaps she was captured and sent on a mission to prove herself; perhaps she convinced young Sir Derrick to leave the Dark Knights and flee his talon. In any case, it

is known that, when Sara visited her adopted son's grave in Solace, she saw a vision. By most accounts, she saw a Knight of Takhisis—Sir Derrick—and a Solamnic knight defeat a giant together, then fight between themselves over obscure points of honor and the spoils of victory. They traded blows seemingly endlessly, denting each other's armor and sundering each other's shields, sparks flying as blades collided for hours on end, until at last they both gave in to exhaustion and collapsed. Sara despaired, understanding the allegorical implications of the vision.

Then she saw Steel. He recounted his call to arms in the Abyss. "When Chaos insisted we had no gods and no hope, he demanded to know what we had left. I told him, 'Each other.' And together we triumphed." Steel then presented her the *starjewel* given by Alhana Starbreeze to Sturm Brightblade during the War of the Lance. Sturm had passed it to his son Steel, also in a vision, and now Steel passed it to his adopted mother.

Sara immediately understood what Steel had told her. No matter what enemies they worked together to overcome, the Knights of Solamnia and Dark Knights would be fighting each other forever, dragging Krynn down with them in their pointless feud. In contrast, it was

Steel's courage to do right and his faith in his comrades, Nerakan and Solamnic alike, that had saved Krynn when all else failed. After the Chaos War, the gods had gone. For many on Ansalon, hope left with them. It was up to mortals to save themselves. Legend has it that, as the vision faded, Sara echoed the crucial message: "All we have left is each other."

Clutching the *starjewel*, Sara staggered into Solace, where she was led to the home of Caramon and Tika Majere. The Majere family took her in and helped her clarify her mission. Steel's lesson would not go to

waste, Sara vowed.

Ansalon needed a counterweight to the

Knighthoods of Takhisis and Solamnia, a brotherhood of warriors that

remembered that honor and unity must serve the good of the mortals of Ansalon.

Thus, as she sat around a table rich with good friends, good food, and good ale, Sara

Dunstan founded the Legion of Steel.

In retrospect, few Legionnaires would have had it any other way.

Sara collected several of her likeminded friends from the Dark Knights and established the headquarters of the Legion in Solace. Since then, the Legion's history has been a mixture of very public events and highly secretive adventures.

SCOUTS AND SPIES—THE LEGION GROWS

In the months after Sara founded the Legion of Steel, they could only operate openly in parts of Abanasinia. Elsewhere on Ansalon, the Legion organized covert cells, each unit comprised of a handful of Legionnaires who kept their membership in the Order a secret. Most often established in cities, these cells funneled all sorts of information back to the Legion leadership in Solace. They also provided covert assistance to those in trouble with the Dark Knights and worked to disrupt the plans of the Dragon Overlords wherever possible. Within just a few years of the Legion's founding, every major city on Ansalon had a Legion cell.

People from all races and walks of life joined the Legion. Disillusioned knights from the Orders of Takhisis and Solamnia found common cause in the Legion. With the fall of magic, many wizards, especially of the White and Red Robes, abandoned the Orders of High Sorcery



for the Legion. Many clerics, feeling rejected once again by the gods, embraced the Legion's secular focus and the philosophy that mortals must look out for themselves.

During the early Age of Mortals, the Dark Knights declared the Legion a dangerously heretical sect and named the Legionnaires as betrayers of the Vision, authorizing summary execution of anyone found to be a member. They sanctioned the particularly painful execution of any Legionnaire who had once worn the spurs of a Dark Knight. It speaks volumes of the hatred the Dark Knights inspire that, despite this blanket death sentence, the Legion was able to recruit members, not only from populations occupied by the Dark Knights, but even from within the ranks of the Dark Knights themselves.

The Legion even hid their operations from the Knights of Solamnia. During these early years, the Solamnics seemed to view the Legion of Steel with a mixture of mistrust and amusement, and the Legion leadership believed it the more prudent path to avoid confrontation with them.

THE LEGION'S FIRST TEST—CRISIS IN TEYR

The Legion's mettle faced its first serious test only two years after its founding.

Draconians in Teyr were attempting to establish their own nation under the leadership of a charismatic bozak general named Kang. As Kang's government stabilized, agents of the Dark Knights pressured him to ally with them. Alarmed, the fledgling Legion of Steel established their first cell in northeastern Ansalon, specifically to monitor the situation. While these spies sent regular and increasingly dire reports of Dark Knight domination in the new nation, the leadership of the Legion debated what to do, if they could in fact do anything.

Word reached the Legion leadership of a diabolical plan against the draconians. Eventually, they received proof of the plot from a Legionnaire spy within the Dark Knights—a document proving that the attempt by the Dark Knights to destroy the female draconians (and thus destroy the race) was not simply the action of the overzealous Groupcommander Zeck, but in fact the official policy of the entire Nerakan Knighthood. In light of this information, Sara advised that the Legion secretly intervene to thwart the Dark Knights in Teyr; the rest of the Legion Elders agreed. One of the Legion's clandestine agents made contact with General Kang and showed him the proof of the Dark Knights' attempted genocide. Kang, who already mistrusted the Dark Knights due to previous experience with the treacherous Zeck, immediately banished the Dark Knights' emissaries and rejected the offer of alliance. This did not make all draconians of Teyr happy, however; there were many who disputed the authenticity of the evidence provided by the Legion and thought it would go easier for Teyr if they aligned themselves with Neraka.

Of course, the Dark Knights were not so much offering alliance as demanding it. Their response to Kang's refusal was to launch a military attack against Teyr. Again, the Legion intervened to thwart the Dark Knights. While

they lacked the military strength to openly fight against them, they called upon their spy within the Knights' ranks. He passed along information about the Dark Knights' strategy and troop movements, which clandestine Legion agents delivered to Kang. With this knowledge at their disposal, the draconians won a decisive victory over the Dark Knights on the battlefield, thereby impeding the Dark Knights' plans for expansion into the northeast. To this day, the political situation in Teyr remains tenuous, as Kang must continue to fend off rivals. Some draconians continue to believe that cooperation with the Dark Knights is a better course than confrontation with them, even after the draconians chose to side against the Nerakans at the Second Battle of Sanction in the War of Souls. Kang has shown that he trusts the Legion and has become a worthy, if inscrutable, ally in the Legion's and Solamnic Knighthood's war against the Dark Knights.

A clandestine cell of Legionnaires continues to operate in Teyr, secretly aiding General Kang's resistance against those political rivals who would move the draconian nation toward alignment with the Dark Knights.

SARA'S DEATH—THE LEGACY BEGINS

The Legion continued to grow at a steady rate. In some regions, they grew enough in strength and public support to operate openly, even to the point of fielding military units with sufficient size and skill to fight pitched battles. In others, Legion scouts and infiltrators practiced some of the most advanced spycraft on Ansalon. They opposed the Dark Knights and Dragon Overlords, visibly on the field of battle in some places and covertly in shadowy corners in others.


Sara Dunstan grew ill in 398 AC, fifteen years after the Summer of Chaos. Sensing death was near, her closest advisors and friends gathered to pay their respects and say their goodbyes. They also urged her to dictate a code of behavior, some sort of firm ideals that future Legionnaires who would never know Sara could use to guide their actions.

Sara had resisted doing this for years, but they finally persuaded her. So she delivered her final speech, such as it was—a woman frail with terminal illness whispering and wheezing to her closest confidantes. While her voice was weak, her words would ring far into Ansalon's future. The Legacy, as Sara's interpretation of Steel's example came to be known, served as the guiding principles of the Legion.

Sara did not live long after delivering the Legacy. Just hours later, she fell into a peaceful sleep from which she never awoke. By the next morning, she had passed on. The Legion's elders quickly reached consensus that Silver Claw (N male nomadic human ranger 5/rogue 5/Legion warrior 7), a nomad chieftain from Abanasinia who was one of Sara's first recruits to the Legion, should become the new High Elder and lead the Legion. This decision was confirmed by a vote of the Legionnaires.

Silver Claw ordered that the Legacy be promulgated throughout the Legion, and that it was to be passed by word of mouth alone, respecting Sara's wish that it never be written. Soon all Legionnaires on Ansalon had heard Sara's





Legacy. From that time on, it has been considered the duty of every Legionnaire to know and understand the Legacy, and to be able to interpret and apply it in any situation.

THE ROAD TO THE ABYSS—SHAME IN ICEREACH

By 400 AC, the Legion had secret cells in every city and large town on Ansalon. Legionnaires operated openly in Abanasinia, parts of Solamnia, and the Plains of Dust. The Legion was growing, its message of doing good for the common folk a huge success. Growing pains are inevitable for any successful organization, and the Legion of Steel was no exception.

Sara Dunstan worked very hard to make certain that the rigidity and legalistic attention to detail that permeates the codes of conduct of the Knights of Solamnia and Dark Knights did not cripple the Legion of Steel. She insisted that the Legacy, the Legion's code of conduct, be unwritten and that individual Legion cells and Legionnaires be trusted to interpret it in their specific circumstances. However, this ideal has its own drawbacks, and it was only a matter of time before the Legion was also forced to deal with the unintended consequences of its own philosophy, just as the Knights of Solamnia and the Dark Knights had before them.

In 400 AC, a Legionnaire by the name of Froede Nilsson was leader of a cell of a dozen Legion scouts operating in Icereach. They were frantically trying to deal with the arrival of the dragonlords Ice and Freeze by hiding locals from the dragons, thwarting their construction of skull totems, and even parleying with agents of the dragons' allies, the thanoi and sivak draconians.

It happened that a family hidden by Froede's cell was found slaughtered. Froede and his comrades suspected treachery, and they arrested several suspects from among the surrounding villages, convinced that someone had sold the location of the hiding place to the dragonlords' sivak allies. Froede and his cell obtained a confession from one of the suspects, but they used torture to do so. The man who confessed was executed. Additionally, two other suspects died in Legion custody during the incident.

The investigation immediately ordered by High Elder Silver Claw found that the confession was correct; the man was guilty and the punishment of death, while harsh, was justified. However, the investigators also determined that the methods used to extract the confession were especially cruel. They reported that the two other suspects who died in custody were completely innocent.

Froede insisted that he and his cell were motivated by a genuine desire to prevent, at any cost, further attacks. Some members of the cell who witnessed and participated in the interrogation weren't so sure and wondered if Froede was driven by fury and a thirst for vengeance. It was indisputable that the deaths of the innocents damaged the Legion's reputation among the Icefolk.

Silver Claw's immediate advisors pointed out that Sara had explicitly said that Legionnaires must be prepared

to do unpleasant things in the name of the greater good. While his actions were extremely distasteful, some said, Froede had arguably not violated the Legacy.

This sparked great controversy within the Legion. Many former Dark Knight Legionnaires complained that they had left their old order specifically to get away from things like torture. Many former Solamnic Knights were outraged by the death of innocents. On the other hand, some Legionnaires said that the deaths, while tragic, were necessary to ferret out a traitor and prevent a greater tragedy later.

The consensus of the leadership of the Legion was that, despite their anger with Froede, they had no legal basis to punish him. Instead, Silver Claw reassigned him—technically a strongly worded suggestion rather than an order—to a century of Legion spearmen in Abanasinia, a post where interrogation would be an extremely unlikely duty. He also clarified the Legacy, opining that the greater good demanded that the people trust Steel Legionnaires, so only the most desperate and dire of circumstances could ever justify cruelty. "We must always be able to look upon our starjewel with pride," Silver Claw said. "Let each Legionnaire aid his sisters and brothers in maintaining its luster, for all we have is each other."

This action put an end to the immediate crisis, but its consequences weighed heavily on Legionnaires ever after. "How far is too far?" is a question Legionnaires continue to struggle with. The Legacy gives no firm answer. This incident gave Legionnaires, past and present, a clear warning that they must rely on their consciences and their comrades for moral guidance.

BLOOD AND STEEL—VICTORY IN KHUR

Despite that political setback, the Legion grew by leaps and bounds, quickly rivaling the Solamnics and Dark Knights in sheer number of members. By 413 AC, the Legion fielded its first true army, mustering several hundred human and centaur Legionnaires in defense of the Missing City on the eastern coast of the Plains of Dust. Other armies followed soon behind, including the garrison at Ak-Khurman.

The Legion sent a cohort of Legion warriors to answer a request for help from the Mikku rulers of Ak-Khurman—five centuries of footmen and a detachment of light cavalry, over six hundred warriors in all. The Mikku feared the power of the Overlord Malystrix and her Dark Knight allies in the Desolation to the east and hoped the Legion could provide help.

After the destruction of a large portion of their naval strength in 416 AC at the hands of the Heroes of the Heart, certain factions within the Dark Knights in Darkhaven believed their domination of the sea in southeastern Ansalon was in jeopardy. They decided the key to reclaiming this dominance was capturing the port of Ak-Khurman, thus controlling both shores of the entrance to the Khurman Sea. A thousand-strong army of Dark Knights and ogre mercenaries made ready to sail west.

In occupied Port Balifor, a group of afflicted kender Legionnaires led by Kronn Thistleknot (NG male afflicted

kender ranger 5/rogue 7/Legion scout 2) discovered the invasion plans. Kronn, who had long served as the Legion's eyes and ears in the Dark Knight dominated city, sent his son Blight Thistleknot (CG male ranger 5/rogue 3/Legion scout 5) to warn the garrison in Ak-Khurman. The Legion quickly mustered the cohort, mobilized the



newly-trained citizen militia, and sent word to the Mikku tribesmen in the surrounding desert. The Legion cohort commander, a Hylar dwarf from Thorbardin named Vekell Irongate (LG male mountain dwarf noble 5/fighter 3/Legion warrior 5), led his cohort out of the city to meet the Dark Knights face to face in the field rather than allow the city to be subjected to a siege.

Despite outnumbering the defenders, the Dark Knights were soundly defeated by the Legion and their Mikku allies. Young Legionnaire Blight Thistleknot won particular glory, personally slaying several ogre berserkers three times his size. However, it was the archery of the combined Legion and Mikku cavalry that won the day, as they harassed the tightly packed pike formations of Dark Knights and exhausted them before they were smashed by unwearied Legion swordsmen.

With this high-profile battlefield victory, the Legion forced the Dark Knights to take notice of them as a real challenge to their power. They also forced the Knights of Solamnia to take them seriously as a knightly order, one able to field a well-disciplined army. This reputation was enhanced during the War of Souls, for while the Legion was unable to stop the invasion of the Missing City by the Tarmak, they maintained structure and discipline, mounting an effective counterattack—soundly beating one army of brutes in the process—before the onset of winter forced them to withdraw.

THE LEGION TODAY

At the present time, the Legion of Steel is vibrant and growing. With active military campaigns in Khur and the Plains of Dust, the Legion is making itself felt as a defender of the free people of Ansalon. Covert operations continue in all corners of Ansalon. The Legion's headquarters is currently in the city of Solace, in Abanasinia. Silver Claw, a plainsman, leads the Legion as its second High Elder.

The Legion is a very public organization in many parts of Ansalon. They have public recruitment offices in a dozen cities across the continent, including Haven, Gwynned, Sanction, and Solanthus. Legionnaires outfitted

for war protect Solace and Ak-Khurman; a cohort of Legionnaires fights against an invasion force of Tarmak on the Plains of Dust. Individual Legionnaires and small cells operate more or less openly in hundreds of villages across the countryside, performing whatever duties are necessary to aid their local communities.

The Legion also has a skilled and widespread clandestine service. There is at least one covert cell in every major city on Ansalon—even cities where the Legion also operates openly. In Flotsam, the Thieves' Guild is a front for the Legion. In Teyr, Legion spies continue to provide information to aid General Kang. In Ak-Khurman, a secret cell of Legionnaires works along with the Legion garrison to hunt down Dark Knight spies. In Thoradin, a small but effective cell of dwarven Legionnaires keeps watch on Severus Stonehand and his dealings with the Dark Knights. Legionnaires living as woodsmen and farmers across Ansalon keep watch over lonely trade roads deep in the wilderness.

LEADERSHIP AND ORGANIZATION

The organization of the Legion of Steel is generally very loose. There is a recognized head of the Order with his or her immediate advisors, and in times of war the necessities of combat require a firm command structure. Otherwise, the Legion is very flexible and loosely structured.

There are two basic structures of command in the Legion of Steel. The Legion's wilderness scouts, spies, and other members not attached to active combat units are collectively known as Legion scouts; these Legionnaires are usually arranged in the highly flexible structure of the cell or circle. The Legion's standing warrior knights, collectively known as Legion warriors, are assigned to units called centuries. Both fall under the central leadership but, as explained below, even this command structure is very loose.

This distinction between scout and warrior is not permanent for the life of a Legionnaire. Legionnaires can transfer from one duty to another, if they wish, provided the Legion can accommodate their preference. For instance, Legion scouts have joined cohorts to become dedicated warriors. Similarly, a warrior with the right set of skills can become a scout.

CENTRAL LEADERSHIP

The Legion of Steel is unique among the major knightly orders of Ansalon in several ways, not the least of which is that it does not consider blind obedience to superiors to be a virtue. While nothing in the Legacy requires obedience, it does require respect of both virtue and experience; Legionnaires follow orders out of respect for the greater experience and skill of those who issue them.

The head of the Order is known as the *Daskalos Agapi* in ancient Ergothian, translated as “High Elder.” The current High Elder was chosen by a Legion-wide election and has indicated he hopes his own successor is chosen this way. Each High Elder has thus far appointed a handful of advisors to aid in leading the Legion. Since the Legacy was established, these immediate advisors have been formally known as *Fylakas Kodika*, or “Keepers of the Legacy.” The Ergothian title never really caught on, and they have commonly been known as Keepers.

Silver Claw, the second High Elder of the Legion of Steel, is a grizzled veteran of many battles. Despite (some say because of) his origins as a nomad chieftain, he has as good an understanding of politics and intrigue as the most duplicitous Palanthian noble or scheming Dark Knight. He has skillfully led the Legion through its period of fastest growth into maturity as a true knightly order. He is passionate in his belief of living by the Legacy, and he stresses its importance in guiding the activities of Legionnaires whenever possible.

Three Keepers were nominated upon Silver Claw’s election as High Elder, all of whom were overwhelmingly confirmed by a vote of the Legionnaires. One of his original Keepers, a venerable dwarven nobleman from Thorbardin, recently retired, requiring Silver Claw to nominate another in his place. Wanting to make certain there is a wide range of experience informing interpretation of the Legacy, he has been careful to

RANK STRUCTURE

In its quest to avoid the stifling rigidity of the Solamnic and Nerakan knightly orders, the Legion of Steel recognizes only a very loose command and rank structure.

In general, the most respected ranks in the Legion are the informal badges of skill and experience. Sara Dunstan intended for young Legionnaires to follow and learn from their elders; “The best leaders,” she’s reported to have said, “are often those whose boots have worn the thinnest.” At the same time, she stressed that even Legionnaires who have been around Ansalon a few times should always be willing to learn new things from the young and eager. With the exception of the High Elder and the Keepers, all rank within the Legion is recognized only informally.

One peculiar aspect of Legion rank names is their language of origin. Sara Dunstan, a native of Solamnia, wanted to make certain that people knew her knights were not the Knights of Solamnia. To drive her point home, she chose ancient Ergothian, the language of the rulers of Solamnia before the rise of the Knights of Solamnia, as the source for titles within the Legion of Steel. Most Legionnaires, being practical folks, use the Common tongue translations.

Ranks recognized formally and informally by the Legion of Steel are listed below.

High Elder, also called *Daskalos Agapi*: The High Elder is the head of the Order. He or she is elected for life by a vote of the entire Legion of Steel. It’s understood that if a member of a longer-lived race is elected, such as an elf, she would serve for twenty-one years (one year less than twice the term served by Sara Dunstan) before stepping down.

Keeper, also called Keeper of the Legacy or *Fylakas Kodika*: Keepers are the High Elder’s immediate

advisors. They are appointed by the High Elder and serve at his or her discretion.

Scout Captain, also called *Akroatis*: Scout Captains oversee both covert and open cells operating in their assigned geographic area. This is an informal rank.

Cohort Commander, also called *Prosorinos*: Cohort Commanders lead a collection of centuries into battle. They are selected from among the centurions of the centuries that make up the cohort, chosen by consensus or vote of the collected centurions of the cohort. This rank is roughly equivalent to Scout Captain. This is a formal but temporary rank.

Cell Commander, also called *Anineysi*: Cell commanders lead the covert cells of Legion scouts serving under cover across Ansalon. Public Legion cells that are not primarily combat units are also led by *Anineysi*. Cell Commanders are chosen through consensus or election by those they lead. This is an informal rank.

Centurion, also called *Ekatontarhos*: Centurions are the leaders of centuries, units of eighty to one hundred battle-ready Legion warriors. They are elected by the members of their century. Centurion is roughly an equivalent rank to Cell Commander. This is a formal but temporary rank.

Legionnaire, also called *Legeonarios*: All members of the Legion of Steel carry this title, and the term “Legionnaire” is often used as a blanket reference to any member. Those without other rank accept this title as their rank.

Apprentice: Before prospective Legionnaires earn their Legion starjewels, they go through a term of apprenticeship, during which they carry this title.

always recognize Keepers representing three important backgrounds: one former Dark Knight, one former Knight of Solamnia, and one nonhuman. Although this leaves out humans without knightly backgrounds, and some have proposed adding a fourth Keeper, Silver Claw has decided that this is a problem for another day. One Keeper is former Knight of the Crown Boris uth Rasimoud (LG male civilized human fighter 5/Knight of the Crown 2/rogue knight 3/Legion warrior 3), an expert in covert operations. He was instrumental in the success of the Legion operation in Teyr. Another is former Knight of the Lily Tabari Numura (N male civilized human fighter 8/legendary tactician 5), an experienced military officer skilled in tactics and logistics. The third, and most recently appointed, Keeper is Yanathalia, or “Yania” (NG female Qualinesti elf ranger 3/sorcerer 4/Legion sorcerer 8), a Qualinesti elf. She is a noted expert on dragon lore, having spent years fighting Beryl and other Overlords with arrow and spell.

Silver Claw is no longer a young man and there are rumors that soon he will be stepping aside in favor of a younger successor. It’s become a sort of parlor game among Legionnaires to guess who will be elected his successor. Many think the current frontrunner is Keeper Yania, who has expressed interest in the post, but uncertainty is high and few are willing to wager much steel on the matter. It’s quite possible a little-known darkhorse will quickly rise from obscurity to lead the Legion.

LEGION SCOUTS

Covert Legionnaires—who generally prefer to be called “scouts” rather than “spies”—are organized into cells. A covert Legion cell is usually made up of three to occasionally as many as twenty Legionnaires. The structure of the cell is most often circular, meaning that all members know each other, but it is sometimes more analogous to a chain, with each Legionnaire only knowing the identities of two others. A cell leader, called an *anineysi* (an ancient Ergothian word literally meaning “scout”), is most often chosen not due to any sort of rank, but by a more egalitarian process of consensus and election. Usually younger members defer to those with greater skill and experience, but occasionally a prodigy has gained the confidence of a cell of Legionnaires.

Supporting and overseeing covert cells are those holding the informal rank of *akroatis*, commonly called scout captains or “listeners.” These experienced scouts constantly travel their assigned geographic regions and check in periodically with covert cells and their cell commanders. They accept gathered information, deliver requested supplies, and pass along messages from the rest of the Legion. Other methods of communication are used as well, including trained messenger birds (mostly hawks and ravens) and magic, but Legionnaires generally believe that there is no substitute for personal contact. A detailed example of a Legion cell can be found below in “Areas of Influence” in the description of Tarsis.

Not all Legion cells operate covertly. Across Ansalon, open Legion cells protect isolated farming villages, lonely

wilderness roads, and wealth-laden trade caravans. These cells, while often augmented and advised by more experienced Legion scouts from distant lands, are usually led by a local, someone who knows the people and the lay of the land. This leader, also informally called *anineysi*, is chosen by consensus, or by election if agreement can’t be reached.

Scouts often take an apprentice Legionnaire to train in the ways of wilderness survival, covert skills, or any other necessary knowledge to get along in the job at hand. Most Legion scouts must undergo several years’ worth of apprenticeship before being allowed to operate on their own.

LEGION WARRIORS

The battlefield is one of the few areas where the Legion stresses rigid control. The chaos of large-scale fighting necessitates strict observation of some chain of command.

The basic combat unit in the Legion of Steel is the *century*. Centuries are typically eighty to one hundred warriors, either on foot or mounted. Footmen are most often swordsmen, though they sometimes fight with spear or pike. Some mounted Legion warriors are heavy cavalry in the Solamnic style of armored lancers and swordsmen; others are light mounted archers. The centaurs of the Plains of Dust taught Legion warriors the art and tactics of mounted archery, and Legionnaires proved to be excellent students; Legion horse archers can dominate the battlefield and are both respected and feared by the Dark Knights. Each year, Legion warriors of each century elect their *ekatontarhos*, or centurion, the man or woman who will lead them in battle. In cases of gross incompetence, corruption, or flagrant violation of the Legacy, a centurion can be impeached by a vote of two-thirds of the century. Legion warriors take great pride in their century, and each one has its own unique battle standard, heraldry, and identity.

When two or more centuries are tasked together, the formation is known as a *cohort*. Cohorts are usually not larger than six centuries in size, but larger exceptions have occurred. The types of centuries grouped together depends on their particular mission, but the most common grouping is four or five centuries of footmen and one of horse, either heavy cavalry or archers. The cohort commander is chosen from among the centurions who lead the individual units; he or she is known as the *prosorino*, an Ergothian word implying the holder of a temporary office. Once elected, the cohort commander leads the cohort in battle and appoints a battle staff to support her. This post is indeed temporary; centurions must be annually reelected by the Legionnaires they lead, and centuries are assigned to and reassigned from cohorts by the High Elder from time to time, taking their centurions with them.

Experienced Legion warriors are expected to do their part in training new recruits. Apprentice Legionnaires training to become warrior knights learn their craft by apprenticing directly to an experienced warrior. Centuries are most often divided into six to eight smaller units called



troops, and wise centurions are careful to spread their veteran Legion knights among the troops in order to share their hard-won experience with the greener Legionnaires.

AREAS OF INFLUENCE

The influence of the Legion of Steel reaches very wide, wider than either the Knights of Solamnia or the Dark Knights. Whether covertly or openly, Legionnaires work to improve the lives of the people of Ansalon in almost every region of the continent.

ABANASINIA

High Elder Silver Claw has recently ordered the Legion's headquarters moved back to the town of Solace. Silver Claw had moved the Legion outside of town several years earlier, to try to protect Solace from the Dragon Overlord Beryl's vengeance. The Legion had been enthusiastic in their assistance to the elves of Qualinesti, who fought against Beryl's cruel occupation for so many years. The giant Green had not appreciated the interference and was not shy about expressing her displeasure with the Legion. With her death in the War of Souls, it was safe for the Legion to return to the town of their origin.

The High Elder makes his home in Solace, as do two of the three Keepers and a handful of Legionnaires that serve as staff, recruitment officers, horse trainers, a bird master, and other mundane roles required for the smooth day-to-day operation of the Legion's headquarters. The third Keeper, Tabari Numura, is a former Dark Knight, and his former brethren are unsympathetic to his change of heart. He has survived a number of assassination attempts; the Legion suspects the assassins were members of the Adjudicators of the Code, a secretive organization of heretic hunters and political enforcers within the Dark Knights. Currently he lives in hiding in the city of Haven, posing as a wainwright. This is known only to the High Elder, the other two Keepers, and a very small number of Legion messengers.

In addition to the Legion's central leadership and support staff, Abanasinia is home to a handful of centuries of Legion warriors. Four centuries of foot, one of heavy cavalry, and two of horse archers are stationed there and are frequently sent to trouble spots around Abanasinia to support other Legion soldiers or allied non-Legion troops. They also provide border security against

the current lawlessness in Qualinesti, working with the Windriders to hunt down bands of bandits and raiders.

One century of footmen are stationed in Solace and, as Solace grows, the town's Sheriff, Sir Gerard uth Mondar, knows he can call upon the Legion to provide additional muscle when troublemakers get out of hand. Of course, it's sometimes Legionnaires themselves who are getting into trouble, the sort of petty trouble that overconfident young people sometimes find themselves in. For this reason, the Legion in Abanasinia encourages Legionnaires to become part of the community, both to provide the Legionnaires with a greater stake in the state of local affairs and to increase the trust that the locals feel in the Legionnaires. Some farm a plot of land, some run a shop or smithy, some have become teachers of the mystical, arcane, or military arts.

DUNTOLLIK

Duntollik, a region in the western Plains of Dust, is one of the few areas in that desolate expanse able to support much of a population. After the Missing City was attacked and taken by an invasion force of Tarmak brutes, a handful of civilian refugees fled here under the protection of a small number of battle-weary Legionnaires commanded by Falaius Taneek (NG male nomadic human fighter 6/ Legion warrior 5/legendary tactician 2). After the invasion and the Legion's retreat, Falaius led a daring counterattack of Legionnaires and plainsmen that smashed a portion of the brutes' army, blunting their offensive capability; winter forced the Legion to withdraw again to Duntollik, where they are currently regrouping and recuperating. Most of those native to the Plains of Dust are confident that the harsh environment of the desert is their best defense; the brutes would have to attack far inland across a forbidding environment, stretching their supply lines to the limit. Falaius agrees that an imminent attack is unlikely.

In the meantime, the Legion is busy in Duntollik recruiting new members and training new warriors.

Centaur Legionnaires are training new horse archers. Legion warriors are teaching swordsmanship and the physical fitness required of a Legionnaire. Slowly, the cohort is replacing the numbers lost in the battles against the brutes and the dragonlord Thunder in the Missing City.

In addition to the warrior knights, the Legion has a small covert cell among the refugees



in Duntollik. A dwarven stonemason named Taran Slatecarver (NG male mountain dwarf expert 3/rogue 3) leads a cell of five Legion scouts keeping watch for any enemy attempting to infiltrate the community. Also, a small number of covert Legionnaires operate among the slaves held by the brutes in the Missing City. This cell is highly fragmented; no clear leader exists, and they dare not risk too much organization lest the brutes discover their operations.

SILVANESTI/AMBEON

At the start of the War of Souls, the Legion of Steel had two centuries of woodland-trained Legion knights assigned to Silvanesti. They technically reported to the cohort in the Missing City, but they mostly operated independently. One of their main assignments was to assist Alhana Starbreeze in finding a way to penetrate the Sylvan Shield by helping defend her, her son Silvanoshei, and their entourage from attacks by ogres from Blöde. Several times, Legionnaires fought running battles through the forest against ogres, with Legion skirmish lines protecting the elves' escape.

After the War of Souls, the Minotaur Empire occupied Silvanesti. The Legion centuries had been depleted through

sheer exhaustion and by battles against ogres and Dark Knights; they dared not directly confront the invaders. Instead, the Legion centurion in charge, an experienced woodsman named Kresna Half-Elven (LN male half-elf ranger 7/mystic 4/Legion mystic 1), ordered the Legion centuries to reorganize into scout cells. Since then, the Legion cells in Silvanesti have been keeping careful watch on the minotaur occupiers, working together with the Silvanesti Kirath and the Windriders, looking for weaknesses to exploit. They also have occasional and sometimes violent contact with agents of the Bloody Condors, the Silvanesti fringe group devoted to Sargonnas that is looking to take vengeance on their oppressors.

TARSIS

Tarsis has been occupied by Dark Knights since the Summer of Chaos. It hasn't been a high priority of the Knights of Solamnia to remove them; but, since the inception of the Legion, a covert cell of Legionnaires has been established there and its members have become very well-connected in local affairs.

The cell of Legion scouts is centered around three musicians calling themselves The Unlikely Trio. The cell

TABLE 4-1: EXAMPLE LEGION CELL IN THE CITY OF TARSIS

Legionnaire	Description	Cover	This Legionnaire knows the identity of:
The Unlikely Trio: Jacinta Quickfingers, Ugen Treeslayer, Drosten Skyborne	See Text	A trio of performing musicians. Jacinta is the Cell Commander.	The Unlikely Trio knows the identities of all Legionnaires in the cell.
Nadia Halicz	NG female civilized human rogue 5/Legion scout 2	Barmaid at The Seventh Sister, a tavern where The Trio frequently performs	The Unlikely Trio and Selvyn
Selvyn Anders	NG male civilized human expert 6	Carpenter, husband of Nadia	Nadia and Gnoth
Gnoth	CG male mad gnome expert 8	Architect, employs Selvyn	Selvyn and Uchra
Uchra Ironseam and apprentice	NG female dwarf mystic 6/Legion mystic 2	Stonecutter, supplies stone to Gnoth	Gnoth and Singh
Singh Landon	N male nomadic human ranger 4	Wagon driver, delivers uncut stone to Uchra	Uchra and Anna
Anna Hightower and apprentice	NG female civilized human rogue 6	Owens a bakery frequented by Singh	Singh and Oran
Oran Rainshadow	LG male Silvanesti ranger 3/expert 4	Wholesale grain broker, supplies Anna's bakery	Anna and Jaymes
Jaymes Folkland	NG male civilized human warrior 7	City watch sergeant, often patrols Oran's marketplace	Oran and Las
Las Haymal	LN male civilized human sorcerer 5	Shopkeeper on Jaymes's patrol route	Jaymes and Cammi
Cammi Randal	CG female civilized human rogue 5/Legion scout 2	Housekeeper in local Dark Knight commandant's household, purchases groceries from Las	Las and Talako
Talako Urran	NG male civilized human expert 7	Music teacher of local Dark Knight commandant's children, friend of Cammi	Cammi and Odo
Odo Rowle and apprentice	CG male civilized human rogue 2/cleric 4 of Branchala	Builder of musical instruments, supplier of Talako and the Trio	Talako and the Unlikely Trio
The Unlikely Trio	See Text	A trio of performing musicians. Jacinta is the Cell Commander.	The Unlikely Trio knows the identities of all Legionnaires in the cell.



commander is a kender fiddler named Jacinta Quickfingers (CG female kender bard 8/Legion sorcerer 4). Often accompanying Jacinta is a percussionist almost humorously larger than the fiddler, a hulking man named Ugen Treeslayer (NG male half-ogre rogue 5/Legion scout 2), as well as a handsome vocalist and mandolin picker called Drosten

Skyborne (CG male half-elf rogue 8). These three represent the core of the Legion cell in Tarsis, and their consensus has kept Jacinta as the Cell Commander for the past seven years.

Jacinta files regular reports with the regional Scout Captain, who reports the information back to High Elder Silver Claw; Jacinta knows the human woman by sight but doesn't know her name. Their meetings are held in the taverns and pubs where the Trio performs, usually immediately following a performance, in amongst the very Dark Knights the Legion spies on. The two Legionnaires find they can speak freely and openly, even in public, as long as they converse in Kenderspeak—"It simply doesn't occur to the Dark Knights that anyone can use the language to say anything important," Jacinta explained to her nervous comrade early on. Jacinta takes full advantage of the assumptions most people make about kender, and she is able to pick up all sorts of information simply because so few people take her seriously.

This particular cell is constructed in a chain structure—other cells in other regions may be constructed differently. Only two Legion scouts in the Tarsis cell aside from the Unlikely Trio know that any of the three are Legionnaires or that Jacinta is the Cell Commander. Each Legionnaire knows the identities of only the two Legionnaires adjacent to them in the chain, except for the Trio (who know the identities of everyone in the cell). Some Legionnaires have apprentices, who know only their Legion master. Table 4-1 outlines the cell's members.

TEYR

Teyr is Ansalon's first and currently only nation governed by draconians. Governor Kang maintains a tenuous grasp on the city and with it keeps its draconian population from slavery under the Dark Knights. Even after the draconian nation's recent entry into the second Battle of Sanction against the Dark Knights, there are factions within Teyr who believe the nation's best hope for the future lies with their old allies (and taskmasters, a fact oddly forgotten by many draconians). Kang must constantly fend off these



rivals' attempts to unseat him, attempts both in the political arena and on the streets of Teyr.

Sara Dunstan identified keeping Teyr out of the hands of the Dark Knights as a top priority of the Legion of Steel, and High Elder Silver Claw has continued this policy. Since the earliest days of Kang's leadership, a Legion cell has operated in Teyr, feeding the bozak

strongman information on his rivals. This cell is made up of some of the most experienced covert scouts in the Legion. The current Cell Commander is Parand Javadi (LG female civilized human monk 3/rogue 2/Legion scout 5), who poses as a housekeeper in the household of Gott (LE male bozak fighter 4/rogue 4), one of Kang's main political rivals. She has cell members of a variety of races, including a few draconians, placed in almost every aspect of Teyr society. She has even recruited two double agents among the Dark Knight spies who have infiltrated the city. Despite being allied with the leaders of the city, the Legion must operate very secretly, as even those draconians opposed to the Dark Knights might object strenuously to perceived interference—even helpful interference—from outsiders.

ELSEWHERE

Of course, this is not a complete list of locations in which the Legion has influence. Now that the Dragon Overlords have been defeated, the Legion is shifting its attention to concentrate more fully on the Dark Knights, who remain dangerous even in their current state of disarray. In Throt, the Legion carefully watches the growth of hobgoblin strength and the influence of Dark Knights in the center of Ansalon. In Palanthis, the Legion keeps covert watch on the Knights of Solamnia's liberation of northern Solamnia from Dark Knight rule. Dwarf Legionnaires are preparing plans to limit the influence of the Dark Knights on Severus Stonehand, king of Thoradin. In Khur, the Legion openly aids the tribes against Dark Knight domination; a full cohort of Legionnaires defends the city of Ak-Khurman under the command of a Legionnaire named Kenat Three-Lives (NG female nomadic human fighter 5/Legion warrior 5). With Malys gone, afflicted kender Kronn Thistleknot leads the Legion in the Desolation, hoping to restore the city of Kendermore. Legionnaires patrol the streets in Flotsam, under the guise of a thieves' guild. In Icereach, the dragonlords Ice and Freeze are still monitored closely by Legionnaires, and High Elder Silver Claw has suggested that a plan be devised to eliminate them.

TRADITIONS OF THE LEGION

The Legion of Steel is a young knightly order, only four decades old. Its eldest members were there from the beginning. The Legion's traditions, therefore, are still evolving and developing.

The Legion's heart is the Legacy. From this collection of wisdom comes the firm sense of pragmatism that surrounds most of the Legion's traditions. The Legion, like other knightly orders, has strong convictions and lofty

ideals, but it is unique in its acceptance of almost folksy common sense. Keeping the balance demanded by the Legacy—a balance between getting practical results and maintaining a knightly idealism—is often thought to be a Legionnaire's greatest challenge.

THE STARJEWEL

The Starjewel is the symbol of the Legion of Steel. The original Legion starjewel is a true magical Silvanesti *starjewel*, given to Sturm Brightblade by Alhana Starbreeze.

THE LEGACY

SARA Dunstan resisted issuing any sort of code for years after founding the Legion. She was convinced that fixed codes of conduct were nothing but trouble. It was utter nonsense that there were Solamnic knights whose specialty was interpreting the Measure and playing at being lawyers to prosecute or defend knights accused of breaking it. She refused to permit the Legion of Steel to sink to such depths of pedantry. Legionnaires of goodwill could be trusted to know right from wrong.

As she lay on her deathbed, the Legionnaires at her side finally persuaded her to dictate to them a code so that her ideas could continue to teach future Legionnaires. She spoke about the Legacy, the example that her surrogate son provided. This set of principles became the heart of the Legion. Sara dictated it to the first Keepers, her closest friends and advisors.

She insisted that the Legacy never be written down in any definitive way, and this wish has been respected. As such, every Legionnaire has a slightly different understanding of it. What follows is a discussion of the most commonly agreed upon points.

HAVE THE COURAGE TO DO RIGHT

The right thing to do is seldom the easy thing to do. A Legionnaire must be willing to sacrifice anything for the greater good and the success of the Legion—honor, wealth, glory, even dignity. A Legionnaire should not be above the most mundane of tasks; sometimes mucking out a granary after a flood is as important a job for the common good as any other. Sara also warned that a Legionnaire must be prepared to sometimes cause immediate harm in the name of the greater good. This tenet has been the source of much controversy over the years.

KNOW YOURSELF

Legionnaires aren't expected to be perfect. They are, however, expected to be aware of their limitations, prejudices, and weaknesses. Knowing these things will allow the Legionnaire to know what tasks he's best suited to. Self-deception is more dangerous than any enemy enchantment, because its source is within.

RESPECT VIRTUE

Power, rank, and reputation should never gain someone respect, Sara insisted, only virtue. Silver Claw, Sara's successor, elaborated on this by warning Legionnaires to give respect to people who actually deserve it. Legionnaires do not typically grant honor or respect to a person simply because they're told they should—at least not more honor or respect than they'd give anyone else. The Legion also takes this principle to heart in its firm policy of racial equality. Sara reminded the Legion that their enemies can possess virtue as well, and that makes them all the more dangerous.

STAY ALERT

Sara taught that, while failure due to adversity is unfortunate but unavoidable, failure due to inattention is disgraceful. Legionnaires must be alert at all times. Failing to spot an enemy due to any avoidable reason, be it naiveté, drunkenness, or any other sort of lack of attention to detail, is nearly unforgivable.

EVERYONE DESERVES JUSTICE

Every mortal on Krynn deserves justice, Sara believed, and it's up to mortals to deliver it. Justice must punish the guilty and bring relief to the wronged. At the same time it must never be cruel or arbitrary and must recognize genuine repentance. Often, a second chance is what justice demands.

NEVER GIVE UP

A Legionnaire's struggle can only end at his death, Sara taught. The Legion will never run short of injustices to correct, so a Legionnaire must always be ready. A Legionnaire may set a task aside unfinished if a higher priority arises, but she must always return to it. This does not mean that Legionnaires must always charge ahead, must always attack; sometimes, patience and the biding of time are the surest ways to achieve victory. Legionnaires must have the wisdom to know the difference.



In a vision, Sturm passed it to his son Steel Brightblade, who in turn similarly passed it in a vision to his adopted mother Sara Dunstan. Alhana's *starjewel* is now in the possession of Silver Claw, who intends to pass it to his successor.

Every Legionnaire is presented a Legion starjewel upon completion of her apprenticeship and acceptance into the Legion. The starjewels carried by Legionnaires have a similar design to the Silvanesti magical jewels, but they do not generally carry any sort of magical qualities. While some Legionnaires have had some sort of magical quality placed on their starjewel, most, especially those in covert cells, intentionally leave them as nonmagical items so that they're easier to hide. Thorn Knights have a nasty habit of being able to detect magical items with ease.

A Legionnaire's starjewel is often her most prized possession. Most guard it with their lives and are willing to take great risks to recover it if stolen or lost. Some Legionnaires pass them down to their children or grandchildren, hoping they'll take up the life of a Legionnaire.

VALOR, UNITY, HONOR

The Knights of Solamnia and the Knights of Takhisis directly inspired Sara to insist that Legionnaires also demonstrate the knightly virtues of valor, unity, and honor.

Legionnaires must be valorous, and the Legion recognizes that courage takes many forms. They also know that it must be tempered by common sense and practicality. Valor in battle is admired and valued, but recklessness in battle is not. Taking risks as a covert Legion scout is often necessary, but foolhardiness in such situations may result in the deaths of friends or innocents.

Legionnaires must be unified. "All we have is each other," the Legion motto states, and unity is one virtue on which the Legion does not often compromise.

Legionnaires traditionally see themselves as brothers and sisters and ideally put differences aside to work for the common good. Unity even extends to those Legionnaires who have turned away from the cause, who have forgotten the Legacy. Rather than the cruel retribution wayward knights can expect from the Dark Knights, or the coldly legalistic prosecution one could expect from the Knights of Solamnia, the Legion of Steel traditionally tries to rehabilitate its members found wanting and bring them back into the fold.



Legionnaires must conduct themselves with honor and dignity. They are still knights, if unconventional knights, and traditionally they do try to act the part. The Legion of Steel is far more open in its interpretation of honor than the Knights of Solamnia or the Dark Knights, however, and Legionnaires often engage in behavior that a Solamnic knight would find appalling. Spying, subterfuge, and lying are integral parts of the Legion's covert operations, and under extreme circumstances the Legion is not above assassination and backstabbing.

CONSENSUS AND DEMOCRACY

Upon founding the

Legion, Sara Dunstan imparted her firm belief that one of the major weaknesses of both the Knights of Takhisis and Knights of Solamnia was their rigid hierarchies. She determined to make the Legion of Steel far more egalitarian. As such, it is traditional that, where possible, decisions of personnel and policy are made through consensus or, failing that, democratic election.

The High Elder and the Keepers of the Legacy are elected positions, with all current Legionnaires eligible to cast a vote. Other leadership positions are also decided by the people to be led, rather than appointed from on high. Cell commanders are traditionally chosen by the consensus of the cell. If the cell cannot reach a consensus,

the commander is chosen through election. Similarly, the position of centurion, a more formal rank for battlefield command of a century of Legionnaire knights, is elected by the Legionnaires of the century. This position is up for re-election annually, and the centurion is subject to impeachment by the Legionnaires of the century for gross incompetence or corruption. Similarly, cohort commanders are chosen by consensus of the centurions leading the cohort.

Major policy or operational decisions are almost always made through consensus as well. Legion leaders, from a lowly cell commander up to the High Elder, are traditionally hesitant to order a dangerous operation without the support of his circle of trusted advisors.

UNIVERSAL RACIAL ACCEPTANCE

Unlike the Knights of Solamnia and the Dark Knights, the Legion of Steel welcomes nonhuman members and actively recruits in nonhuman communities. While morality plays a role in this—part of the Legacy requires respecting all virtuous mortals, regardless of race—this is as much practical as moral. “When it comes to anything serious, nobody ever suspects the kender,” cell commander and proud kender Jacinta Quickfingers has reportedly said of her amazing longevity as a covert Legionnaire in occupied Tarsis. Members of almost every civilized race, and even some noncivilized ones, have found not only tolerance but acceptance in the Legion. Ogres serve alongside centaurs in Blöde. A tiny number of covert goblin and hobgoblin Legionnaires provide information from Qualinesti. Draconian Legionnaires operate secretly in Teyr.

MAGICAL TEACHING

The Legion of Steel fully welcomes into its ranks those who have the talent for ambient arcane magic. The first Legion sorcerers learned their art from Palin Majere at his Academy in Solace. The Legion has since taken it upon itself to teach rudimentary sorcery (and bardic magic) to anyone they believe to be of good will in the communities they serve. In the spirit of their motto, they believe that the common people will be more self-sufficient if low-level arcane magic becomes a tool available to many. Since sorcery was discovered about ten years before the War of Souls, many of Ansalon’s sorcerers have gotten their start at the feet of a Legionnaire sorcerer or bard.

COMMUNITY ROOTS AND SERVICE

Legionnaires are traditionally very close to the communities in which they operate. Indeed, Legionnaires are often locals from that area, serving among their families and their childhood friends in the land in which they grew up. This gives many Legionnaires deep roots in the communities in which they serve.

The Legion of Steel recognizes that most of its members are not independently wealthy. Unfortunately, the Legion itself is also chronically underfunded, so it can only afford to pay a stipend to some of its members. Because of this, Legionnaires are expected to have a means to support themselves financially. The more class-conscious

Knights of Solamnia and more militaristic Dark Knights find it laughable that a knight performs mundane work in a bakery, or a smithy, or a cultivated field, but that’s what many Legionnaires do. However, this not only provides a living for the individual Legionnaire, but it also makes them part of the community. Because of this tradition, locals are far more likely to trust a Legionnaire; she is one of them, facing the same set of daily challenges and living a similar lifestyle.

As members of the community with an explicit dedication to provide for the common good, Legionnaires are often found helping the community in the most mundane of ways. New Legionnaires are sometimes surprised to find that they spend more days cleaning up towns damaged by storms and bolstering local fire brigades than they do hunting down Dark Knight spies. A Legionnaire should never think of such work as beneath his dignity. “Today in the eyes of this one old woman we’re more heroic than Huma ever was,” a cell commander in rural Kharolis once told his Legionnaires as they patched the roof of a widow’s cottage before a snowstorm.

RECRUITMENT AND TRAINING

The Legion of Steel stresses teaching and training. There are two “tracks” of recruits that the Legion recognizes: novices and veterans. Novices are usually younger people, often teenagers, who are eager to support the Legion’s goals but lack the worldly experience required of a Steel Legionnaire. Veterans are those highly experienced and competent people who need no new training when they are offered Legion membership.

RECRUITMENT OF VETERANS

Sometimes, members of the Legion work with experienced and highly competent non-Legionnaires. If the person’s beliefs are compatible with the Legacy, she may be offered membership in the Legion of Steel.

These veteran recruits usually take an assignment right away, depending on their skills and preference of duty. Some immediately take covert assignments in unfriendly lands, some join combat-ready centuries as veteran warriors. Some with particularly valuable experience have traveled to Abanasinia to join the High Elder’s staff.

Even veteran recruits are assigned a mentor. The mentor isn’t to teach the new Legionnaire her trade; she already knows that—often better than her mentor. The mentor’s job is to teach the new recruit the Legion’s procedures and traditions and to advise her in applying the Legacy. Knowledge of the Legacy is the duty of all Legionnaires, not just novices.

RECRUITMENT OF NOVICES

When someone is interested in becoming a Steel Legionnaire, she first must find a Legionnaire, or be found by one. In most free lands, it’s as simple as walking into a city’s Legion of Steel recruitment office or approaching a Legionnaire. In places where the Legion has no public face, it’s a bit more difficult. The prospective candidate must identify a covert Legionnaire (a difficult task for anyone, let



alone a novice) and speak to him, or she must be invited by a covert Legionnaire to join.

Once a potential candidate is identified, she is first interviewed by several Legionnaires. These interviewers analyze her moral character, her mental and physical fitness, her talents and skills. If possible, her close friends and family are interviewed as well, though this is sometimes not practical in lands unfriendly to the Legion or if the candidate may become a clandestine Legionnaire. If a serious question arises about the candidate's honesty, the interviewers will sometimes ask permission to use magical means to verify her statements—this is never done against the candidate's wishes, but if she refuses it's likely she will be declined an apprenticeship with the Legion.

If the candidate is accepted, she becomes an apprentice and is assigned a mentor. The mentor of an apprentice teaches the apprentice her trade within the Legion, be it clandestine operations, combat as a warrior, or any of the other assorted roles Legionnaires fill. The mentor also tutors the apprentice in the Legacy and what it means to be a Steel Legionnaire. The mentor is completely responsible for the apprentice's welfare and training. He sets the pace of learning, the curriculum of training, and how much active work the apprentice participates in.

TRAINING

The specific methods of training vary, depending on the primary focus of the apprentice's calling within the Legion. Prospective warriors train under experienced warrior Legionnaires in combat units. Similarly, Legion scouts mentor aspiring scouts. Legion sorcerers and mystics

mentor apprentices with magical talent who seek to expand it in the Legion's service.

Regardless of the particular type of training an apprentice receives, a major part of the training is instruction on the Legacy and what it means to a Legionnaire in their particular function.

WARRIORS

Apprentices aspiring to become dedicated warriors train under more experienced warriors, sometimes in a combat-ready century, sometimes in a smaller cell of scouts and warriors operating in a rural or wilderness setting. Warrior apprentices are expected to fight alongside their mentors as a part of the unit, as well as to participate in the more mundane tasks Legion warriors perform on a daily basis. The mentor teaches the apprentice as many tricks of the trade as he can, everything from swordsmanship to how to maintain their gear in the field. Physical fitness is stressed, and warrior apprentices train daily by running or performing difficult physical tasks designed to increase their strength and toughness. Warriors generally apprentice for several months.

SCOUTS

Apprentices hoping to serve as Legion scouts study with experienced scouts. Some serve with their mentors in clandestine cells; some serve in the other many functions scouts fulfill.

Apprentice scouts in wilderness cells, such as those operating in Silvanesti, learn under an experienced outdoorsman. Woodcraft, wilderness fighting, and survival

GOLANE'S TEST

THIS is an account of the final Test of Golane Pekonen as written by his mentor. Golane is now a Legionnaire serving in a century of lancers in Abanasinia.

Golane was nearly done with his five mile run, which he was given twenty minutes to complete, an impossible task. He collapsed to one knee, his stomach heaving. I knew he couldn't go another step. It was time. I rode up to him, which seemed to surprise him.

"You run alone! There is no hope! You have no gods! What do you have left?" I demanded, shouting at him.

Golane looked up at me. He seemed to realize what was happening, what this represented. "Each other! All we have is each other!" he shot back at me, just as I had hoped he would. Filled with pride, I waved for the others. Two Legionnaires approached Golane, supporting him under each shoulder.

"Your friends are here," I answered. "What promise do you make to these who stand with you?" Golane had been well trained in the Legacy, if I do say so myself. He gave one of the finest Oaths I have yet had the pleasure to hear.

"My shield is the wall that protects all that is right and good, my sword is the flame that will vanquish the night, and my vigilance is the sentinel that guards the free people of Ansalon. Those who stand with me are my brothers and sisters, no matter what race, no matter what religion, and I will never abandon them while I draw breath. Together we will deliver peace to the troubled and justice to the wronged, and I will persevere always to fight against the darkness, even at the cost of my life." He looked up at me with grim determination. "I am a Legionnaire, and this is my promise and my sacred oath."

I dismounted my horse and extended my hand. "Very well. Rise, Legionnaire." In my hand was Golane's starjewel. He stood, with the help of his new comrades. He took the starjewel and placed it around his neck. "Now, complete your run. I'll see you at the Inn of the Last Home when you're done." He smiled, nodded, and the three of them jogged off.

He didn't make it in twenty minutes, but with the help of his friends he did make it.

skills are stressed. Some apprentices must learn new languages and the skills necessary to communicate and cooperate with local creatures. These apprentices typically apprentice for a year.

Apprentices in covert cells face perhaps the most dangerous position in the Legion, aside from those scouts who pose as Dark Knights. One misstep can cost a covert apprentice not only her own life, but also the lives of her mentor and potentially the rest of the covert cell. Covert apprentices sometimes study for years before striking out on their own.

SORCERERS AND MYSTICS

Apprentices looking to develop their talent for sorcery or mysticism study under an experienced Legion sorcerer or mystic. Legion sorcerers and mystics instruct their apprentices in the responsible use of ambient magic in the service of the Legacy. As they are fully integrated into the cells and centuries in which their nonmagical comrades serve, part of their training also consists of the same arts taught to other aspiring warriors and scouts. With the dual nature of their apprenticeship, sorcerer and mystic apprentices often study for two to three years.

THE TEST AND THE OATH

One final test is usually required of an apprentice before he earns his starjewel. This test is designed specifically by his mentor, but it traditionally follows a certain pattern. Once an apprentice has reached the end of his apprenticeship and is ready to become a full-fledged Steel Legionnaire, his mentor will set a particularly exhausting task, something that should leave the apprentice wondering if he'll ever complete it. Just as the apprentice has reached the breaking point, the mentor traditionally steps in and forcefully demands that the apprentice, now at his weakest, summon the courage to live the Legacy. If the apprentice responds to his mentor's satisfaction, he is granted his starjewel and welcomed as a full Legionnaire. A Legionnaire's oath is an expression of his understanding of and dedication to the Legacy. Each Legionnaire composes his own oath and delivers it to his mentor when his final test is completed.

The mentor-apprentice relationship does not end when the Legionnaire earns her starjewel. Particularly with sorcerers and mystics, but truly with all Legionnaires, the mentor often remains a trusted advisor for years, even after she takes on an apprentice, becoming a mentor herself.

COMMUNITY TEACHING

Not all beneficiaries of Legion instruction are Steel Legionnaires. The Legion considers it a basic duty to impart what knowledge and experience it can to those it protects.

Hundreds of sorcerers across Ansalon have received basic instruction from Legion sorcerers, who believe that those with the talent for sorcery should be taught to use it responsibly. Similarly, many Ansalonian mystics have had their talent nurtured by Legionnaires who believe the common good is aided if more ordinary people have access to the power of the heart. Legionnaires also teach

basic defense and military arts and organize citizen militias across the continent.

ALLIES

The Legion of Steel is happy to ally with any who share their goals of defending the good of the common folk of Ansalon. They are not above alliances of convenience; they have been known to ally temporarily with otherwise evil creatures or organizations with whom they share a common enemy.

DRACONIANS OF TEYR

General Kang leads the draconian nation of Teyr with ruthless determination. His motivation for doing so—defending draconian independence at any cost—has sparked an unlikely, and very secret, alliance with the Legion of Steel. Early on, Sara Dunstan admired Kang's goal of draconian freedom and recognized their common enemy in the Dark Knights; ever since the founding of Teyr as a draconian realm the Legion has provided Kang and his agents with information to keep Kang in power. In return, Kang keeps the Dark Knights out of Teyr, which greatly reduces their power in northeastern Ansalon.

This alliance is a closely guarded secret. There are some, even among Kang's supporters, who would find Legion involvement to be an example of intolerable interference from outsiders, so Kang and the Legion cell in Teyr must be very careful. The Legionnaires in Teyr contact only Kang or one of three of his most trusted lieutenants, and contact is always made through the most circuitous route possible; it is exceedingly rare that Kang ever meets directly with a Legionnaire. Almost all communication is done in code through several layers of couriers who are completely in the dark about the ultimate origin and destination of the message they carry.

ELVEN DIASPORA

The Legion earned the respect of the Qualinesti not long after the hated great wyrm Beryl arrived in their forest home. Upon the Qualinesti's acknowledgement of Beryl's supremacy over their land, the Legion of Steel immediately began to work alongside the native elven resistance in an underground system of observers, messengers, and, where necessary, woodland warriors. While it was ultimately not the Legion who put an end to Beryl, there are many Qualinesti and Kagonesti who are alive today because of their presence. Legion Keeper Yania is a Qualinesti sorceress and warrior who joined the Legion specifically to fight Beryl.

The Legion won few friends among the Silvanesti for their protection of dark elf Alhana Starbreeze between the Summer of Chaos and the War of Souls, nor did they endear themselves with their "borrowing" of the starjewel (an item of Silvanesti origin) as the Legion's symbol. However, in recent months, the Legion's tenacious opposition to the murderous ogres and Dark Knights who have scourged Silvanesti's borders for years, as well as their activities to monitor the minotaur occupation, have changed more than a few minds among the Silvanesti.



Where this relationship may go in the future is up in the air, but current signs are looking more positive. In fact, the Legion scouts in the Silvanesti forest frequently collaborate with remnants of the Kirath in their work against the minotaur occupation, exchanging information and intelligence and conducting joint operations.

ERGOTHIAN MERCHANT MARINE

The Legion has a cordial relationship with the Ergothian Empire, but they generally defer to the influential presence of the Knights of Solamnia there. The true friends of the Legion in Ergoth are the merchant marine fleet. The Ergothian merchant marine is a collection of some of the wildest and best-traveled sea captains on Krynn, and they are an excellent source of information and transportation for covert Legionnaires. Many Legion scouts fleeing the Dark Knights have found safety and escape aboard Ergothian vessels over the years.

KNIGHTS OF SOLAMNIA

Some would call the Knights of Solamnia allies of the Legion of Steel; others would say they are cordial rivals. The two orders exchange liaison knights—a Sword knight diplomat meets with High Elder Silver Claw regularly, and the Legion of Steel has diplomatic missions both on Sancrist Isle and in Solanthus—but the two orders hold mutual suspicion that hampers their relationship. Despite sharing common enemies, each order tends to mistrust the motives of the other, and the two orders are careful to stay out of each other's way in order to prevent any serious misunderstandings.

The Knights of Solamnia tend to view Steel Legionnaires as “those who couldn't make it as real Knights.” The lack of a written code, the apparently lax attitude toward discipline, and the fact that the Legion is home to so many former Knights (of both Solamnia and Neraka) further hinder the ability of the Knighthood to take the Legion seriously. For the Legion's part, they are suspicious of the Solamnics' emphasis on what they see as form over function, on legal details over practical results.

The Legion of Steel is very carefully watching developments in Solamnia as the Knights of Solamnia summon their strength to unify their homeland. They don't yet fully trust the knights who appear to be stepping forward to claim leadership of the Order, and the covert cells in Palanthis continue to assume

they are in hostile territory even though the city is again under Solamnian control.

PLAINSMEN

The nomadic human tribes who inhabit the Abanasinian plains and the Plains of Dust have embraced the Legion of Steel with open acceptance. The Legion's egalitarianism, their defense of freedom, and their notions of strong yet practical honor mesh very well with the tribes' cultures. In fact, the current High Elder of the Legion is a plainsman, and he is its greatest ambassador in the region. It's said that when he retires, which many speculate he's preparing to do, he plans to return to his homeland to further encourage young men and women from the tribes to take on the Starjewel. Plainsmen and Legionnaires have fought side by side many times, and they have learned to respect and trust one another greatly.

ENEMIES

High Elder Silver Claw and his advisors know that the Legion of Steel lacks the strength to directly confront all the evils that face Ansalon. Therefore, they have designed their grand strategy around making certain the enemies of the free people of Ansalon remain fragmented and squabbling amongst themselves.

DARK KNIGHTS

The Dark Knights are the mortal enemies of the Legion of Steel. The Legion was born of disgust with the Dark Knights' goals and methods; Sara Dunstan took what she found worthy within the Knights of Takhisis and put it to use for opposite ends. For their part, the Dark Knights believe Sara Dunstan to be anything from a treasonous witch to a heretic who betrayed the Vision. Even in their current disorder, the Dark Knights are unified in a hatred of the Legion of Steel.

The Dark Knights are the current centerpiece of the Legion's opposition. Almost every action the Legion takes can be traced back to opposing the goals of the Dark

Knights. The Legion works tirelessly to drive wedges in alliances the Dark Knights have worked to form. Legion scouts and agents of the Dark Knights play deadly games of spycraft and conduct covert, low-intensity warfare in nearly every city on Ansalon. Legion knights and Dark Knights face each other on the battlefields of Khur. Disillusioned Dark Knights-turned-



Legionnaires work from deep within the Dark Knight Orders themselves, passing along whatever intelligence they can.

While the Legion is the junior partner of the Solamnic Knighthood in opposing the Dark Knights on the field of battle, it's the Legion who confronts them in the darker corners and deeper holes of Ansalon.

DRAGONLORDS

With the demise of the Dragon Overlords, and the dwindling number of dragonlords, the Legion of Steel has nearly accomplished one of its major goals—freeing the people from domination by dragons beyond their ability to confront. Others still exist, the most dangerous of which are the dragonlord duo of Ice and Freeze, who reign over Icereach. The Legion maintains a cell in Icereach, who (with their ursoi allies) fight against the dragonlords' agents and also against the frost wights who seem to come out of thin air from the frigid glacier.

High Elder Silver Claw has recently suggested that a plan be formulated to finish the threat of Ice and Freeze once and for all. Legionnaires are beginning to gather in Icereach, and rumors abound that an attack is in the planning stages. The truth of these rumors is known only to Silver Claw and the Legion cell commanders in Icereach.

MINOTAUR EMPIRE

Legion's mission in occupied Silvanesti has recently brought the Legion of Steel into conflict with the Minotaur Empire. Over one hundred Legion scouts live in the forests of Silvanesti; their duties are to observe and gather intelligence, hoping to find a way to end the occupation and regain the region for the elves.

Occasionally, this mission has broken out into open violence as minotaur patrols engage Legion scouting parties in the wilderness. The Legion has managed to keep their operations in Silvanesti secret. The minotaurs have not yet identified any Legionnaires and still believe that they are fighting Kirath or Windriders. The Legion commander in Silvanesti, Kresna Half-Elven, prefers not to tip his hand just yet, but he knows that the Legion's presence in Silvanesti cannot remain secret forever. It's only a matter of time before the Minotaur Empire will swear its unending hatred of the Legion of Steel.

Silvanesti is geographically close to Blöde, another area of interest to the Legion for its ogre titan rulers. The Legion in Silvanesti is keeping close watch for any sign of alliance between the minotaurs and the ogre titans.

BLOODY CONDORS

Also opposed to the minotaurs in Silvanesti, the Bloody Condors have taken advantage of the dark fury felt by so many of their elven brethren and given it a purpose. Devoted to Sargonnas, the Cult of the Bloody Condor seeks violent retribution against the enemies of the elven nations. Having no patience for the Legion's cautious approach, they conduct vicious raids against the minotaurs both in Silvanesti and across Ansalon. In Silvanesti they attack Legion scouts, not distinguishing them from the

minotaur occupiers; to the fanatics of the Bloody Condor, all outsiders are the enemy. Elsewhere on Ansalon, the Legion comes into conflict with them as the Legion tries to keep the peace while the Condors seem to do their best to stir up trouble, often with fatal results.

OGRE TITANS OF BLÖDE

The Legion has watched the rise of ogre chieftain Donnag (NE male ogre titan fighter 12/sorcerer 5) with alarm, since his ascension to power in the early Age of Mortals. Local Legionnaires, part of the protection force for Alhana Starbreeze and her entourage, were convinced the Legion must move against Donnag when he underwent the ogre titan transformation ritual. Just as the Legion centuries began to work out a plan to bring about his downfall, the War of Souls broke out, depleting the Legion's strength and introducing minotaurs to the region. Mercifully, the War of Souls also severely sapped the ogres' strength, with many of their fiercest warriors slain by the returning silver and gold dragons as they tried to slaughter a huge column of elven refugees in the Valley of Fire and Ice.

Since then, the Legion has assigned new cells of covert Legion scouts to Blöde; their chief assignment is to watch for renewed strength in the ogre nation. An alliance between the Minotaur Empire and the ogre titans is the Legion's nightmare scenario for southeastern Ansalon. The first sign of such an alliance will be opposed with all of the Legion's strength.

TARMAK BRUTES

The Tarmaks, or "brutes," who sacked the Missing City represent the Legion's newest enemy. Initially routed from the city by these invaders, the Legion eventually counterattacked and defeated a large portion of the brute army. This counterattack was led by Legionnaire Falaius Taneek and assisted by Knight of the Rose and honorary Legionnaire Linsha Majere. The Tarmaks remain in the Missing City but, after the Legion's counterattack, they lack the strength to press the attack further across the Plains of Dust. Falaius, regrouping his Legionnaires in Duntollik, expects that the brutes will muster reinforcements, so further fighting against these terrifying foes is almost certain to occur.

One of the most disturbing occurrences of the clash with the Tarmaks was that they were led by a false Legionnaire who went by the name Lanther Darthassian (CE male nomadic human rogue 8/blackguard 8 of Takhisis). Lanther, a devotee of the Dark Queen Takhisis, was killed by the youngling dragon offspring of Iyesta during the Legion's counterattack. The disastrous presence of a traitor in the ranks startled the Legion's leadership and forced them to begin looking for ways to root out treachery before it can cause so much damage again.

QUESTS AND TRIALS

From the administrative paperwork of maintaining the treasury to routine patrols on the streets of Ak-Khurman, Legionnaires perform mundane tasks every day. Without these duties, the Legion would cease to function. However,



LEGION COVERT TECHNIQUES

COVERT Steel Legionnaires use many techniques for passing messages and items from one person to another. Often, simple nonmagical means are the best for the job. Here are some of the techniques Legionnaires use.

BRUSH PASS

A brush pass is an effective way to pass an item (such as a small weapon or a written message) from one person to another. To execute a brush pass, two people walking in opposite directions move past each other, one's arm or cloak brushing the other slightly. While the two are in contact, they exchange the item. If executed skillfully, someone observing the pair will not notice that a transfer took place.

DEAD DROP

A dead drop is also a way to pass along an item from one person to another. The deliverer leaves the item, usually disguised in a bag or envelope, in some specified, but innocuous, location, such as under a tree in a garden, in an empty rain barrel, or tacked to the underside of a tavern table. The receiver of the item simply fetches it after waiting for a time. This technique has the advantage that the deliverer and receiver have no need to be aware of each other's

the deeds that are remembered around the alehouse tables and immortalized by the bards are far more dangerous and, to adventure-seeking Legionnaires, exciting.

HIDING FUGITIVES

In regions whose rulers do not share the Legion's goals, certain individuals important to the Legion (often Legionnaires themselves) often find themselves on the wrong side of the law. In these cases, Legionnaires step in to hide those in question and spirit them away to friendlier lands.

From Tarsis to Neraka itself, one of the primary tasks of urban covert Legion scouts is to set up a safe house. This need not be a house; it can be anyplace that is unlikely to be searched (even through magical means) by the authorities, where a person can be hidden for an extended period. Once a subject is hidden in the safe house, the Legion cell looks for a means to get them out of danger. Sometimes this means the cell must send for a Legion sorcerer who knows how to *teleport* to come and escape with the subject. Other times, a Legionnaire specializing in disguise will alter the subject's appearance and arrange escape.

One of the most famous episodes of hiding a fugitive was the escape of Keeper Tabari Numura, a Lily knight who was discovered passing along information to the Legion. He stayed in an abandoned smokehouse in Blöde

identity, as long as they communicate somehow to arrange the time and place of the drop.

STEGANOGRAPHY

Steganography is a technique of encoding a written message. The writer composes what seems to be perfectly mundane correspondence: personal letters and cargo manifests are the most common. However, hidden within it is another message, encoded by patterns of letters, particular word choice, or any of a dozen other techniques. If the recipient is expecting the coded message and knows the code, she can decipher the true message. It's almost impossible for anyone else to even realize it's there, let alone decipher it.

OBSCURE LANGUAGES

Steel Legionnaires will sometimes simply speak in an obscure language to keep their conversation secret. This technique isn't proof against certain divination magic, but in a situation where it's unlikely anyone is eavesdropping using a *comprehend languages* spell, it can be quite effective. For instance, many Legionnaires find that Gnome and Kenderspeak are languages often ignored by bystanders.

for two months, hidden there by an ogre Legionnaire, until it was deemed safe enough for him to emerge and escape to Abanasinia.

ESCORTING TRAVELERS

Trade and travel are vital to economic health, which in turn is vital to the wellbeing of the common people of Ansalon. To facilitate trade and travel, the Legion of Steel will sometimes escort trade caravans and important travelers along Ansalon's more dangerous roads.

A road that commonly sees trade caravans with Legion escorts is the overland route to Sanction from the west. With Lemish back in Solamnic hands, a number of Legion scouts will meet up with the travelers there. From Lemish they set off to Haligoth, where only the Legionnaires' combination of strength and savvy local knowledge keeps the goblins that dominate that region at bay. From Haligoth, the Legionnaires lead the caravan along the coastal road to the rugged mountains of the "Broken Chain" and into Sanction. Between goblin warbands and human bandits, it's often only Legionnaire sorcery, swords, and arrows that allow the travelers to arrive safely in Sanction.

FIGHTING BATTLES

The Legion of Steel has distinguished itself in battles large and small over the years. While not as experienced as the

other two major knightly orders of Ansalon at fighting pitched battles, the Legion is using the expertise many of its members bring from the larger knighthoods to gain ground rapidly. The Legion has fought innumerable skirmishes and small set-piece battles and been involved in at least two large clashes of thousands. They have fought against Dragon Overlords on many occasions.

In 416 AC, a cohort of Legion knights met and defeated a larger host of Dark Knights and mercenaries at Ak-Khurman. In 421 AC at the Missing City, a cohort of Legionnaires commanded by Falaius Taneek fought a delaying action against a much larger force of Tarmak brutes, hired mercenaries, and the dragonlord Thunder. Where overwhelming numbers failed to destroy the Legion, Falaius' force was finally only overcome by treachery.

Aside from these large battles, Steel Legionnaires have fought countless skirmishes and wilderness ambushes against goblins, Dark Knights, and bandits. The Legion makes good use of the extensive wilderness experience many Legionnaires possess.

ESPIONAGE

Of all the jobs Legionnaires take on, espionage is perhaps the most dangerous. Legionnaires performing infiltration and observation tasks generally don't like to be called spies, but that is exactly what they are.

Covert Legionnaires spend most of their time as nothing more than they seem to be. They're not just pretending to be a blacksmith, or a housekeeper, or a Dark Knight—they really are these things. They must be competent enough at their job to keep it, but not so masterful as to draw unwanted attention. When the opportunity presents itself, however, they go beyond, to take note of that which they should not or to speak to those whom they should not.

These courageous Legionnaires toil in obscurity; the people of Ansalon will never know the names or faces of many of the heroes who have kept them safe for so long. Jacinta Quickfingers, cell commander in Tarsis, would be famed throughout the Legion except that only seven other Legionnaires in all Ansalon know of her real calling. Everyone else thinks her just another irrepressible kender fiddler plying the bars and taverns of a Dark Knight occupied city. But due to her work, the Legion of Steel knows everything there is to know about the Dark Knight occupation—how many Knights and mercenaries hold



the region, troop rotation schedules, morale levels; the Legion knows details down to the occupation commandant's favorite flavor of jam.

DELIVERING INFORMATION

If Legion scouts can produce information, it's still useless unless it can get to the people who need it. Many Legion scouts spend part of their careers as couriers and messengers taking messages in many different forms—from written code to memorized speeches to magically recorded thoughts—across the continent.

Legion couriers use all sorts of mundane tricks of spycraft to accomplish their tasks. Brush passes, dead-drops, and steganography are among their favorite nonmagical techniques. Many also have sorcerous or mystical abilities, often focusing on divination, as a means of conveying messages. They pose as any sort of traveler that would be allowed access to the regions they need to reach; merchants, missionaries, sailors, and migrant laborers are common cover occupations.


Scouts serving as couriers often oversee several Legion cells, delivering information and materials to them as well as taking new intelligence from them. They are often experienced travelers. Legion scouts sometimes challenge each other in friendly competition, "How many times you been ther'n'back?" means traveling from the shore of one ocean, across the continent to the other, and back again; extra points are given for remaining in one piece.

COVERT INTERVENTION

Covert intervention is the Legion's euphemism for stealthy violence and low-intensity warfare. Espionage is a dangerous business, one that often and very suddenly turns deadly.

A common situation instigating covert intervention is the discovery of a ring of Dark Knight spies in a free city. The Legion usually first determines if it's possible to make use of it to feed bogus information to the Dark Knights. If it's not useful in some fashion, they'll decide whether to eliminate the threat—through assassination, ambush, or any other means at their disposal, often without the blessing of the legal authority in the region. The Dark Knights have a similar tactical tendency, attacking Legion cells wherever they find them.

Legionnaires skilled in this sort of combat are a respected but feared lot. The Legion's emphasis on



practicality means most Legionnaires understand the necessity of such things, but many Legionnaires still don't much like it. Most Legionnaires attempt to avoid lethal means if possible, but the Legacy demands that they kill if they must to foil the forces of Darkness. Having participated in successful covert interventions may bring a Legionnaire respect for her experience, but it's not the sort of experience most Legionnaires like to boast about when with their friends and families.

THE LEGION AND RELIGION

The Legion has a rocky relationship with established religions and an uneven relationship with the practitioners and representatives of those religions. For almost forty years, their motto—"All we have is each other"—was an affirmation that mortals had to stick together and take responsibility for their own fates. For these years, mystics, channeling the spark of divine power found within mortals, looked after the spiritual needs of Legionnaires as counselors, healers, and steadfast sources of divine magic.

Then, in 421 AC, the gods unexpectedly returned, bringing the War of Souls to an end. This created an identity crisis for the Legion of Steel. Many Steel Legionnaires no longer trusted the gods, and some actively hated them. A few, mostly older, Legionnaires who had been pious prior to the Chaos War, took the opposite approach and openly embraced the faith they had never truly left behind. Most Legionnaires took a position in between.

Silver Claw reminded the Legion that the Legacy demands that they respect virtue wherever it is found, and this includes virtue found in the gods and their followers. He declared that the Legion should accept worshippers of any god as members, provided that they swore the same oaths to uphold the Legacy that all Legionnaires swore. Divine spellcasters devoted to the gods, such as clerics or druids, would be welcome in the Legion of Steel. However, the Legion would make no special accommodation for clerics or other especially devout members—they are considered Legionnaires, no different than any other. Silver Claw has also stressed that the Legacy demands that Legionnaires respect real virtue—not those who societal convention assumes should be respected. Therefore, it's important for Legionnaires to distinguish between individual clerics, the church, and the gods.

Some Legion mystics resent the inclusion of godly spellcasters in the Legion's ranks. Mystics still make up the large majority of wielders of divine magic within the Legion, but there is often tension when a Legion mystic meets a Legion cleric.

THE LEGION AND THE GODS OF LIGHT

The gods of Light and their Holy Orders generally have the best relationship with the Legion of Steel. The Legacy's calls for perseverance, respect of virtue, and doing right generally match well with the teachings of the gods of Light, and at least one cleric of each of them has joined the Legion. Legionnaires have found, however, that some churches are institutionally suspicious of the Legion's

flexibility with principle and their willingness to work with those of questionable moral character.

Legionnaires have found representatives of the churches of Mishakal, Habbakuk, and Branchala to be friendly and welcoming. They seem to appreciate the willingness of the Legion to help the common people and their perseverance in the cause of Good; the Legion generally returns the same sentiment. In fact, some of the most valuable Legionnaires that serve in Ansalon's countryside and wilderness are druids and rangers of all three of these gods. Some Legionnaires personally devote themselves to one or more of these gods.

Legionnaires have noticed a chillier reception from clerics of Majere, however. Majere's church and clerics almost universally seem to frown upon the Legion's perceived lack of discipline. In return, the Legion has little respect for the habit of many of Majere's faithful to cloister themselves from the world and its troubles. Few Legionnaires have personal devotions to Majere.

Many Legionnaires, especially the warriors of the Legion, have great respect for Kiri-Jolith. His church, however, is a different story. Kiri-Jolith's church, while respecting Legionnaires' bravery and unity, disapproves of their loose definition of honor and their willingness to act in moral gray areas. The Legion mistrusts the church's close relationship with the Knights of Solamnia, and most Legionnaires tire quickly of official church representatives' moralizing about their different notions of honor.

In gratitude for his sacrifice, Silver Claw sent word to the mortal Paladine, now known as Valthonis, that if he is ever in need the Legion would be at his service. In the meantime, the Legion respects his desire for solitude and privacy.

THE LEGION AND THE GODS OF BALANCE

It's difficult to make any general statements about the relationships between the Legion of Steel and the Holy Orders of the gods of Balance beyond saying that they hold widely varied views of each other.

Legionnaires often cooperate with devotees of Chislev (in fact, there are a few druids and rangers of Chislev among Legionnaires) in keeping wilderness roads open to travelers. Sometimes they come into conflict when loggers or miners seek the Legion's protection against those who might instinctively resist the harvest of nature's resources.

Legionnaires have found clerics of Gilean and Zivilyn to be an aloof group. The Legion of Steel is still a young organization and the churches of Gilean and Zivilyn, who tend to take the long view of things, have not yet taken a position on the Legion as they wait to see how Ansalon's military balance might be affected; most of these gods' individual clerics seem to reflect this attitude. Perhaps as the exception proving the rule, there are a few Legionnaires dedicated to Gilean who see their work as a defense of his gift of free will given to all mortals.

Legionnaires generally have a favorable view of Reorx and Sirrion, who they see as having common sense and willingness to dispense with formality when the situation warrants. Legionnaires have found that the churches and

clerics of Reorx and Sirrion tend to look on the Legion favorably as a new creative and transformative force on Ansalon, one that could end the complacency of the established martial tradition. One exception may be the staunchly traditionalist dwarves who make up parts of Reorx's church; who have distaste for the Legion's methods.

The Legion's relationship with Shinare's church is the most complex. The Legion desires greater cooperation with the Shinarean church, which shares many goals with the Legion including greater commerce, communication, and safe travel. Some individual Shinarean clerics will work with the Legion toward these goals. The church hierarchy, however, believes the Legion has a great deal to prove. From the church's point of view, potentially upsetting the balance between the Knights of Solamnia and the Knights of Neraka is bad enough, but the Legion's extensive espionage activity meets with intense disapproval.

THE LEGION AND THE GODS OF DARKNESS

The Legion of Steel has an almost universally negative opinion of the gods of Darkness and their followers, an opinion that is generally returned in spades.

The Legion of Steel opposes almost everything the gods of Darkness and their churches stand for. The Legion fights Chemosh and his followers for robbing the common people of hope; in return, Chemoshites scornfully dismiss the Legion as insignificant. Morgion's clerics are often hunted down by Legionnaires as bringers of catastrophic disease to the people. The Legion is in direct opposition to Zeboim's followers, with their instigation of conflict and strife all across Ansalon.

The Legion opposes Sargonnas' church for much the same reason they oppose Zeboim's. However, a few of Sargonnas' more moderate followers have joined the Legion, pledging to uphold the Legacy like their comrades, believing they can reconcile their faith in their dark god with the Legacy's call to have the courage to do right.

The Legion also opposes Hiddukel's church and followers as they would make a mockery of any sort of community life, spreading lies and false promises everywhere they go. In contrast, the Legion has learned that Hiddukel's followers have a great deal of interest in the Legion of Steel. They see the Legion's somewhat flexible definitions of morality and honor as a potential weakness. That the Legacy is not written may provide opportunities for corruption, and the secretive church of Hiddukel is watching the Legion with great interest.

THE LEGION AND DRAGONS

The Legion of Steel has long opposed the domination of Krynn by the Dragon Overlords and the lesser dragonlords. While the threat has been greatly reduced, some still remain. Additionally, some metallic dragons continue their alliances with the Legion.

When it came to the defeat of the Dragon Overlords, the Legion most frequently played a supporting role, providing means of escape to the common people threatened by the Overlords and setting the stage for their downfall, rather than being the dragonslayers. Frost's reign

of terror, for instance, could not have been ended without the help of Legionnaires all across Western Ansalon from Kalamam to Daltigoth.

MALYSTRYX

Malystrix, the cruel Red Dragon Overlord, arrived in 384 AC, terrorizing eastern Ansalon for the next thirty-seven years. She destroyed Kendermore in 386 AC, her soul-shattering dragonfear forever destroying the childlike natures of many of the kender survivors of the attack.

Among those survivors was Kronn Thistleknot, son of Kronin Thistleknot, a hero of the War of the Lance. Kronn fled with many kender survivors to Port Balifor. There he established a covert Legion of Steel cell with the goal of liberating the Desolation from tyranny of the Red Marauder.

Over the coming years, Kronn (later with his son Blight, who also joined the Legion) performed innumerable tasks vital to the survival of innocents in the region. They spied on the Dark Knight occupiers of Port Balifor, providing valuable intelligence for the Legion cohort defending Ak-Khurman. They fortified parts of Port Balifor, defending its inhabitants from Malys and her minions when they grew impatient with their mortal neighbors. They scouted the Desolation, which aided a group of adventurers in finally liberating Kendermore.

BERYLLINTHRANOX

Beryllintranox arrived in Qualinesti in 388 AC, completing the conquest with her alliance with the Dark Knights in 405 AC. Soon after her arrival, the Legion of Steel began to work with the elven resistance, both Qualinesti and Kagonesti. While the elves took the lead in the guerilla war against the Dragon Overlord, her draconian agents, and their Dark Knight allies, the Legion participated in a strong supporting role. Legionnaires provided guides and hiding places for those escaping the horrid green wyrm and her minions. Legion Keeper Yania, the Legion's foremost expert on dragon lore, began her career as a Legionnaire in this war against Beryl.

ICE AND FREEZE

Also known as the Cold Sisters, the dragonlords of Icereach have menaced southern Ansalon for decades. The Legion of Steel has maintained cells of Legion scouts among the Icefolk, working against the dragonlords and their thanoi allies.

When Froede Nilsson's Legionnaires caused the death of innocents through their cruel and abusive behavior in 400 AC, the Legion's cause in Icereach was set back by several years. It took delicate negotiations and diplomacy to restore acceptance of a Legion cell among the locals.

While the Legion—with the help of the ursoi, a race of bearfolk who reside in the polar south—has been able to prevent Ice and Freeze from constructing a skull totem, the two dragonlords are still a threat. High Elder Silver Claw recently ordered that a plan be generated to rid Icereach of the Cold Sisters once and for all, and preparations are beginning for some sort of operation.



Complicating matters are the frost wights, frightening creatures of Chaos who infest parts of the glacier. Ice and Freeze spend a considerable portion of their attention (and their minions) keeping the wights at bay, and some Legionnaires suggest that perhaps it would be more prudent to keep the dragonlords around until the wights have been dealt with. As Silver Claw often defers to the judgment of the Legionnaires in the field, the Legion leaders in Icereach will likely have final say over what the Legion does next.

IYESTA AND CRUCIBLE

Before the Tarmak invasion of the Missing City in 421 AC, the Legion of Steel had a friendly relationship with the brass dragonlord Iyesta. Iyesta, also known as Splendor, was the oldest female of the brass dragon clan, widely respected by her peers and enemies. She was the only metallic dragonlord on Ansalon, who built her power during the Dragon Purge by killing chromatic dragons. She established a realm for herself in the eastern Plains of Dust, pushing aside the dragonlord Stennidunuus (“Thunder”) and allying with the Legion of Steel, who had a garrison in the Missing City at the time.

Iyesta did not survive the Tarmak invasion; first weakened by a Tarmak raiding party wielding an *abyssal lance*, Iyesta was then murdered by Thunder.

Responding to Rose Knight Linsha Majere’s plea for help, an adult bronze dragon came to the aid of the survivors of the invasion—Crucible, who was also known as Hogan Bight, Lord Governor of Sanction to a select few. Crucible fought alongside Linsha to slay Thunder, then aided the Legion’s successful counterattack against the Tarmak.

While Hogan Bight grew impatient with the Legion of Steel in Sanction, Crucible has forged a new alliance with the Legion in the Plains of Dust.

COBALT

The story of Cobalt, a blue dragon, is almost as uncertain as Sara’s. The tale that most believe is that he was Flare’s nestmate. Sara knew, and some say trained, both; Flare went to war carrying Steel, and Cobalt with another rider. Some years later, after the Chaos War, it is said that Sara and Cobalt crossed paths again. Cobalt was gravely injured, and Sara nursed him back to health. They remained friends and comrades for the rest of Sara’s life. High Elder Silver Claw recently received a report that Cobalt died heroically, protecting a Legionnaire, in combat against Dark Knights during the War of Souls.

THE LEGION AND MAGIC

The Legion of Steel has embraced the use of magic since its inception. At first, the magic-users among their ranks were wizards abandoned by arcane magic after the Chaos War—their spells could only be powered by the destruction of old magical trinkets.

However, Palin Majere and Goldmoon eventually discovered (or, more properly, re-discovered) the ambient magic of sorcery and mysticism. Legionnaires studied with the masters of both arts and, as the Legion tends to do, it took these tools and put them to use in its own unique way for its own purposes.

Both Palin and Goldmoon were mildly alarmed by the Legion’s haste and perceived recklessness, but they recognized the genuine desire to produce positive results for the people of Ansalon.



MYSTICISM

Mystics have served with the Legion of Steel ever since Goldmoon first established her school, the Citadel of Light. Some of her first students decided to throw in their lot with the Legion, who seemed to be willing to take more active measures than most others to use the new magic to bring real improvements to peoples' lives.

Mystics serve the Legion and the Legacy in many different ways. They are completely integrated into the Legion's military structure; there are no specialized cells or centuries exclusively made up of mystics. They can be found in every branch of Legion service.

Every Legion combat century typically has a handful of mystics assigned to it. Some specialize in healing. Legion warrior-knights are commonly in need of various levels of patching up, whether from actual combat against the enemy or from training injuries. Healer mystics can also ward off the disease that might begin to fester in an army encampment forced to spend many weeks outdoors in less than ideal sanitary conditions. Other mystics in combat centuries provide inspiration through their spellcraft, casting blessings and invigorating spells to make themselves and their fellows more effective. Still others provide protection from enemy spellcasters by warding off enemy magic.

Mystics also serve in covert Legion cells. Undercover Legionnaires have any number of uses for divine magic, and mystics are there to provide it. Spells to hide or conceal sound, spells to hide objects or people from enemy divination, and spells of physical or mental protection are all essential from time to time. Not every covert cell has a mystic assigned to it, as they tend to be in great demand. Legion cell commanders are often sending requests for mystical talent through their scout commanders to the central leadership; of course, not all can be granted, and pressure on Legionnaires to recruit mystics has occasionally led to some poor decisions. On several occasions, Legion mystics have been pressed into service in covert cells before they were ready, sometimes with fatal results.

Legion mystics also believe teaching to be a very serious calling. Spreading access to divine magic among the common folk is essential, they believe, for the good of the people. Many people with rudimentary mystical ability across Ansalon have learned their skill from a Legion mystic assigned to the cell or century in their village.

The greatest challenge for Legion mystics at the present time is to adjust to the recent admittance of focused divine spellcasters, such as rangers, clerics, and druids, to the Legion. Mortals had been seeing to the spiritual needs of Legionnaires for nearly forty years, and some mystics are of the mind that this tradition should continue—even if the gods have returned.

SORCERY

Sorcerers have served in the Legion with distinction since shortly after its founding. Until Palin's discovery of sorcery, practitioners of arcane magic were wizards from before the Chaos War who used the power left over in magic items

to cast their spells. Once Palin showed his first students how to tap into the power of ambient arcane magic, Legionnaires were interested in learning how to apply the new art. Several learned the techniques from Palin's Academy of Sorcery and brought sorcery into the Legion's repertoire of skills.

Legion sorcerers are fully integrated into Legion cells or centuries, just as their mystical comrades are. Sorcerers serve the Legacy in a multitude of roles.

In combat centuries, sorcerers provide protective magic, shielding their comrades from physical and magical attacks of the enemy. They also provide extra offensive punch when necessary. Sometimes a well-placed *fireball* can be as effective as a thundering charge of armored lancers, and every Legion century is assigned at least one or two sorcerers trained for battle.

In non-combat cells, sorcerers fulfill a wide variety of functions. They provide amazingly useful services in rural and remote settlements, where a simple *mending* spell can save dozens of hours of repair work, or an *endure elements* spell can mean the difference between life and death in extreme climates.

In covert cells, sorcerers are often the only people who can perform certain tasks. Tasks involving enchantments or illusions are common in covert Legion operations, and stealth is often greatly enhanced by one of a few useful spells.

Some Legion sorcerers have learned to manifest magic through artistic performance. The Legion of Steel has embraced these bards wholeheartedly, and many of the Legion's more successful covert knights are bards.

As with mystics, Legion sorcerers see teaching as a major part of their calling. Teaching the responsible use of ambient arcane magic has become a priority for the Legion, and most sorcerers who aren't living undercover spend a sizable portion of their time teaching the art of sorcery to either apprentice Legionnaires or local residents.


One of the great challenges of Legion sorcerers—and bards—is that using ambient arcane magic makes them renegades in the eyes of the Orders of High Sorcery, which were re-formed after the gods' return in the War of Souls. The Orders aren't yet taking direct action against sorcerers, but many sorcerers live in fear that someday they may be hunted down.

HIGH SORCERY AND CLERICAL MAGIC

The Legion of Steel has welcomed clerics into its ranks, as well as druids and rangers devoted to gods. Paladins tend to avoid the Legion in favor of the more traditional Knights of Solamnia, but the Legion would welcome one who was willing to pledge to uphold the Legacy. Druid and ranger Legionnaires work extensively in the wilds of Ansalon to keep trade routes open. Clerics sharing the Legion's goals provide healing (both physical and spiritual) and inspiration for their comrades. They are given no special station in the Order, serving as ordinary Legionnaires with extraordinary skills.

Wizards, the casters of focused arcane magic, are also welcome in the Legion. More powerful members of the





Orders of High Sorcery have seemed to take a cautious attitude toward the Legion; the Orders of the White Robes and Red Robes have not officially forbidden their members to join the Legion, but both have reminded their wizards that they join a non-wizardly order at their own peril—the magic must always come first. Some wizards have joined, deciding they can balance the potentially conflicting obligations; there are a handful of Legionnaires wearing the White Robes and two or three with the Red. The Legion of Steel has made it clear that they cannot provide continued magical education to wizards, an assurance which somewhat placates the Orders of High Sorcery, leaving wizardly magic firmly in their hands. The Legion sees the Orders of High Sorcery, especially the White and Red Robes, as potential allies and wants to avoid antagonizing them if at all possible. They hope that a good working relationship can be established before the first major conflict of interest arises.

LEGION OF STEEL CLASSES

A highly egalitarian knightly order, the Legion of Steel does not have separate organizations for its members with varying talents. Legion scouts commonly serve alongside Legion warriors, and Legion sorcerers and mystics are found scattered throughout the Order as their skills allow. The procedure for initiation and training is similar, and their tasks often overlap.

BECOMING A STEEL LEGIONNAIRE

An aspiring Legionnaire, once accepted as an apprentice, is assigned a mentor serving in a role appropriate to her skills. The mentor tutors her in the Legacy, what it means to be a Steel Legionnaire. She trains rigorously in a variety of martial skills, both mounted and foot. If a spellcaster, her mentor tutors her in the ways of magic. In war, she fights alongside her mentor, sharing both danger and experience in the company of the Legionnaires. When her mentor believes she is ready in mind and body, she performs her Test and delivers her Oath, becoming a full-fledged Steel Legionnaire.

PLAYING A STEEL LEGIONNAIRE

You are the defender of the common people when all others have forgotten them. You may be asked to hold the line against the Tarmak brutes charging across the field. You may fight in shining armor beneath brilliant sunlit banners flying in the morning breeze. You may cast spells to heal the sick or to lay waste to dozens of enemies. The Legion understands that the common good may require that you lie, cheat, steal, and kill. You must trust in your conscience and in your comrades. If you fail, the common people have no one left.

COMBAT

Legionnaires have attempted to take the best techniques of individual and cooperative combat from all who have joined its ranks. They have learned archery from the Khurs and centaurs, mounted combat from the Solamnics, and swordsmanship and grand strategy from the Nerakans.

New tactics and strategies are coming into the Legion every day, and enemies never know what to expect when facing Steel Legionnaires.

ADVANCEMENT

The Legion's lack of formal rank structure makes advancement purely based on experience. If you distinguish yourself, whether in battle, in spellcasting, or in scouting and espionage, you will be looked up to by both younger and older Legionnaires. If you demonstrate good leadership ability, you will have a chance to be elected Centurion or Cell Commander. As you advance in experience, you will begin to master one of the Legion's preferred fighting styles, unique magical abilities, or stealth and observation techniques. You will learn to rely on your comrades as they rely on you. You will learn the vulnerabilities of the Legion's most deadly adversaries and how to exploit them.

RESOURCES

The Legion of Steel will aid you in obtaining the trappings of your vocation—mounts, weapons, and armor for warriors, magical training and spell components for mystics and sorcerers, or tools useful to scouts. They can provide a small stipend—enough steel to live simply—while you are on duty, but the perpetually cash-strapped knighthood expects you to have a means to provide for yourself. You may be invited to take on an apprentice; it is your responsibility to educate, train, and protect this apprentice as if he was your most valuable resource.

STEEL LEGIONNAIRES IN THE WORLD

Legion scouts are the Legion's eyes and ears, Legion sorcerers are its wit and cunning, Legion mystics are its heart and will, and Legion warriors are its mailed fist. They serve together. Warriors form combat centuries but are often asked to perform special missions with scouts, sorcerers, and mystics, and sometimes even with non-Legionnaire adventurers. Scouts serve as the Legion's spies, but sometimes they are invited to join a combat century to perform scouting, tracking, and reconnaissance tasks. Mystics and sorcerers are valued in any situation and perform almost every role the Legion has to offer.

ORGANIZATION

As discussed earlier in this chapter, the Legion's organization is highly informal. Centuries form the basic combat unit, but smaller cells (both covert and open) serve in areas where a large century of warrior-knights wouldn't be useful. Each century has a centurion, elected by its members; cells have a cell commander, often chosen by consensus of the cell members.

NPC REACTIONS

Legionnaires are generally well-liked by the common folk of Ansalon. Legionnaires make it a point to become members of the communities they serve, enhancing the trust that the local people have in them. Until the War of Souls, they were not held in high regard by either the

Solamnic or Dark Knights, but their conduct in battle across Ansalon since then, whether victorious or not, has earned them the grudging respect of both knighthoods.

LEGION OF STEEL LORE

Characters with Gather Information, Knowledge (local), Knowledge (nobility and royalty), or other appropriate skills can research the Legion of Steel to find out more about them.

DC 10: Legion warriors traditionally paint the Starjewel on their shields.

DC 15: Ansalonians with talent in mysticism or sorcery can often find basic magical instruction by requesting it of a Steel Legionnaire.

DC 15: A Legion cohort was routed in the Missing City by invading Tarmak brutes.

DC 20: High Elder Silver Claw is planning to retire soon, which may lead to a power struggle among the Legion's more ambitious members.

DC 20: Covert Legion cells operate in almost every city on Ansalon.

DC 30: The Legion of Steel is planning to counterattack the Tarmak brutes in the Missing City if it can rebuild its strength in Duntollik.

COMMON LEGION CLASS FEATURES

These class features are available to some or all of the Legion of Steel prestige classes in this book. They are described here for easy reference and listed in abbreviated form under each applicable prestige class if relevant.

Apprentice (Ex): As a Legionnaire, you have the option of taking an apprentice. This apprentice is a cohort whose abilities are determined exactly as if you had the Leadership feat (although you cannot gain followers with this ability). You are responsible for training this apprentice in the Legacy and the work of the Legion, as well as for protecting him from danger and corruption.

Legion Knowledge (Ex): As a Legionnaire, you collect knowledge and news from all over Ansalon by staying in contact with your cell and sharing news with others. If you possess this ability as a class feature, you may make a special Legion knowledge check, with a bonus equal to

TABLE 4–2: LEGION KNOWLEDGE

DC	Type of Knowledge
10	Commonly known, something that most people have heard and gossiped about. <i>Example: The dragon Beryllinthranox was destroyed in the Battle of Qualinost.</i>
20	Known by select groups of people, not widely known by the general populace. <i>Example: A city council member in Haven is rumored to have a weakness for dwarf spirits.</i>
25	Known only of by few individuals, spoken of only in whispers and secrecy. <i>Example: A Solamnic Knight's family fortunes were built upon piracy back in the time of Istar.</i>
30	Unknown to the vast majority of people, long since forgotten by most. <i>Example: Dhamon Grimwulf has become the shadow dragon.</i>

your character level plus your Intelligence modifier to see whether you know any relevant information about local people, history, faraway places, or recent events. You may not take 10 or 20 on this check; this sort of knowledge is essentially random. The DM determines the Difficulty Class of the check by referring to Table 4–2: Legion Knowledge. If the check fails by 5 or more, you produce false information, garnered second- or third-hand.

Reputation (Ex): Legionnaires are widely regarded as champions of the common people. When you gain this ability as a class feature, you add a circumstance bonus on Bluff and Diplomacy skill checks when dealing with working-class or poor individuals. This bonus starts at +4 and later increases to +6, depending on the class that gives you the ability.

LEGION WARRIOR

Whether wearing gleaming plate and carrying a lance, standing watch on a castle wall, or patrolling a lonely trade road, the Legionnaires most easily identified as knights are the Legion warriors. Legion warriors serve in many roles. Some bolster civilian watches and keep free cities safe; others serve in combat-ready centuries in regions at war. Not all Legion warriors are assigned to combat units; many covert Legionnaires have trained as warriors, using their skill at arms to keep their comrades safe.

Hit Die: d10

ENTRY REQUIREMENTS

Alignment: Any nonevil.

Base Attack Bonus: +5

Feats: Endurance, plus any two of Mounted Combat, Power Attack, or Point Blank Shot.

Saving Throws: Base Fortitude save +4.

Skills: Gather Information 2 ranks, Knowledge (nobility and royalty) 2 ranks.

Special: Membership in the Legion of Steel.

CLASS SKILLS

The Legion Warriors's class skills (and the key ability for each skill) are Climb (Str), Diplomacy (Cha), Handle Animal (Cha), Intimidate (Cha), Jump (Str), Knowledge (local) (Int), Knowledge (nobility and royalty) (Int), Ride (Dex), Search (Int), Sense Motive (Wis), and Swim (Str). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skills Points at Each Level: 4+ Int modifier.

CLASS FEATURES

As a Legion warrior, your martial abilities improve steadily with a focus on Legion regional combat styles. In addition, your dedication to the Legacy grants you access to additional resources and training.

Legion Knowledge (Ex): At 1st level, you gain the Legion Knowledge ability described under Common Legion Class Features.

Favored Enemy (Ex): At 1st level, you select a favored enemy from the following list of foes who oppose the Legion of Steel: chromatic dragons, draconians,



TABLE 4-3: LEGION WARRIOR

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+0	Legion knowledge, 1st favored enemy
2nd	+2	+3	+0	+0	Combat style, reputation +4
3rd	+3	+3	+1	+1	Apprentice
4th	+4	+4	+1	+1	Legion's oath 1/day
5th	+5	+4	+1	+1	2nd favored enemy
6th	+6	+5	+2	+2	Reputation +6
7th	+7	+5	+2	+2	Legion's oath 2/day
8th	+8	+6	+2	+2	Improved combat style
9th	+9	+6	+3	+3	3rd favored enemy
10th	+10	+7	+3	+3	Legion's oath 3/day

dragonspawn, goblins, Knights of Solamnia, Dark Knights, minotaurs, and Tarmaks. You gain a +2 bonus on Bluff, Listen, Sense Motive, Spot, and Survival checks when using these skills against creatures of this type, and creatures suffer a -1 penalty on their saving throws against spells, spell-like abilities, supernatural, or extraordinary abilities you use against them.

If you already have one or more favored enemies (such as by having levels in the ranger class), your bonus against any one selected enemy (including the one just selected, if so desired) increases by +2. If you have selected a category of favored enemies (such as dragons, goblins, or humans) that includes the more specific favored enemy you choose as a Legion warrior, the bonuses stack when dealing with the specific foe. For example, if you are a ranger/Legion warrior who has a +4 bonus against dragons from your ranger levels and a +2 bonus against chromatic dragons from your Legion warrior levels, you gain a total +6 bonus against chromatic dragons.

At 5th level and again at 9th level, you select a new favored enemy from the list above, and your bonus against any one selected favored enemy (including the one just selected, if so desired) increases by +2.

Combat Style (Ex): As a Legion warrior, you benefit from the shared knowledge of a diverse membership when it comes to combat. At 2nd level, you must choose one of three regional combat styles to pursue: Khurish, Solamnic, or Nerakan. This choice affects your class features but does not restrict your choice of other feats or special abilities in any way. If you choose Khurish, you are treated as having the Mounted Archery feat even if you do not have the prerequisites for this feat. You lose the benefits of this feat if you are wearing medium or heavy armor.

If you choose Nerakan, you are treated as having the Great Cleave feat, even if you do not have the prerequisites for this feat. You lose the benefits of this feat if you do not begin your turn adjacent to an allied character.

If you choose Solamnic, you are treated as having the Tremendous Charge feat (from the *DRAGONLANCE Campaign Setting*, page 87), even if you do not have the prerequisites for this feat. You lose the benefits of this feat if you are not wearing medium or heavy armor.

Reputation (Ex): At 2nd level, you gain the Reputation ability with a +4 bonus as described under Common Legion Class Features. The bonus increases to +6 at 6th level.

Apprentice (Ex): At 3rd level, you gain the Apprentice ability as described under Common Legion Class Features.

Legion's Oath (Ex): Once per day starting at 4th level, you are able to utter a cry of solidarity ("All we have is each other!" is common) as part of an aid another action. If your aid another action is successful, your ally is allowed another saving throw against any effect that has caused them to become blinded, dazed, exhausted, fatigued, panicked, petrified, shaken, or stunned. Your bonus from the aid another action also applies to this new saving throw and to any other saving throws the ally must make against effects that cause those conditions until your next round. If the effect does not normally allow a saving throw, this ability has no effect. You may use this ability twice a day at 7th level and three times a day at 10th level.

Improved Combat Style (Ex): At 8th level, your aptitude in your chosen regional combat style (Khurish, Nerakan, or Solamnic) improves. If you selected Khurish at 2nd level, you are treated as having the Shot on the Run feat even if you do not have the prerequisites for this feat. Again, you lose the benefits of this feat if you are wearing medium or heavy armor.

If you selected Nerakan, you are treated as having the Whirlwind Attack feat even if you do not have the prerequisites for this feat. Once again, you lose the benefits of this feat if you do not begin your turn adjacent to an allied character.

If you selected Solamnic, you are treated as having the Spirited Charge feat even if you do not have the normal prerequisites for this feat. As before, you lose the benefits of this feat if you are not wearing medium or heavy armor.

LEGION WARRIORS IN THE GAME

Fighters and rangers are the most common Legion warriors, but just about any class can manage it. PCs aspiring to become Legion warriors should find an NPC Legion warrior to serve as a mentor; this NPC should be serving in a role similar to that which the PC wishes to someday take up. It could be anyone from a grizzled old foot soldier to a cohort commander—whatever sort of mentor is available and fits your game best.

ADAPTATION

This prestige class represents a front-line fighter with many of the skills of a ranger. Any skill-based warrior can be represented by this class with a few minor changes. For instance, Legion warrior might make a good starting point for officers in elven armies, or perhaps marines from the Ergothian Empire.

ENCOUNTERS

Player characters will encounter Legion warriors anywhere the Legion of Steel has a firm public presence. Abanasinia, Duntollik, and Estwilde have strong Legion presences, and anyone adventuring there is likely to meet Legion warriors, some patrolling the countryside, some drilling in the town square, some perhaps trying to recruit the player characters.

TYPICAL LEGION WARRIOR

CR 3

Although not yet advanced enough to have the Legion warrior PrC, this is a typical Steel Legion warrior the player characters might encounter.

Male or female nomad human fighter 3

NG Medium humanoid

Init +1; **Senses** Listen +1, Spot +1

Languages Abanasinian, Common

AC 17, touch 11, flat-footed 16

hp 27 (3 HD)

Fort +5, **Ref** +2, **Will** +2

Spd 30 ft.

Melee mwk longsword +6 (1d8+2/19-20)

Ranged longbow +4 (1d8/x3)

Base Atk +3; **Grp** +5

Atk Options Cleave, Mounted Combat, Power Attack

Combat Gear *potion of cure light wounds*

Abilities Str 15, Dex 13, Con 14, Int 10, Wis 12, Cha 8

Feats Cleave, Endurance, Mounted Combat, Power Attack, Weapon Focus (longsword)

Skills Gather Information +2, Knowledge (nobility and royalty) +2, Ride +2

Possessions combat gear plus breastplate, heavy steel shield, mwk longsword, longbow, 20 arrows

GOLANE PEKONEN,

LEGION CAVALIER

CR 7

Male civilized human fighter 5/Legion warrior 2

LG medium humanoid

Init +0; **Senses** Listen +1, Spot +1

Languages Abanasinian, Common, Solamnic

AC 21, touch 10, flat-footed 21

hp 57 (7 HD)

Fort +9, **Ref** +1, **Will** +4

Spd 20 ft. in +1 *full plate*; base 30 ft.

Melee +2 *longsword* +12/+7 (1d8+4/19-20) or

Melee heavy lance +10/+5 (1d8+2/x3)

Reach 10 ft. with lance

Base Atk +7; **Grp** +9

Atk Options combat style (Solamnic), favored enemy (goblins) +2, Mounted Combat, Power Attack, Ride-By Attack

Combat Gear *potion of cure moderate wounds, potion of heroism*

Abilities Str 14, Dex 10, Con 15, Int 10, Wis 12, Cha 13

SQ Legion knowledge +7, reputation

Feats Endurance, Iron Will, Mounted Combat^B, Power Attack^B, Ride-By Attack, Tremendous Charge^B, Weapon Focus (heavy lance)^B, Weapon Focus (longsword)^B

Skills Bluff +1, Diplomacy +1, Gather Information +3, Handle Animal +11, Knowledge (nobility and royalty) +4, Ride +12

Possessions +2 *longsword*, +1 *full plate*, mwk heavy steel shield, heavy lance, heavy crossbow with 10 bolts, heavy warhorse

Legion Knowledge (Ex) Golane may make a special Legion knowledge check to see whether he knows any relevant information about local people, history, faraway places, or recent events.

Reputation (Ex) Golane adds a +4 circumstance bonus to Bluff and Diplomacy skill checks when dealing with working-class or poor individuals.

Born in far western Solamnia, Golane grew up with tales of the Solamnic Knights. He desperately wanted to serve the causes of Good and justice in a knightly order. However, his family was poor and obscure, far from the nobility that usually joined the Solamnic ranks. When he learned of the Legion of Steel, he knew it was his calling. He now serves as a lancer in a century in Abanasinia, holding the goblin hordes from Qualinesti at bay.

LEGION MYSTIC

Legion mystics have been invaluable members of the Order since Goldmoon began teaching the art. Even with the return of the gods and the re-emergence of true clerics, the spiritual backbone of the Legion remains its mystics.

ENTRY REQUIREMENTS

Alignment: Any nonevil.

Feats: Iron Will.

Saving Throws: Base Will save +4.

Skills: Gather Information 2 ranks, Heal 8 ranks, Knowledge (nobility and royalty) 2 ranks.

Spellcasting: Ability to cast a 2nd-level divine spell from the divination school without preparation.

Special: Membership in the Legion of Steel.

CLASS SKILLS

The Legion Mystic's class skills (and the key ability for each skill) are Bluff (Cha), Concentration (Con), Craft (Int), Diplomacy (Cha), Gather Information (Int), Heal (Wis), Knowledge (local) (Int), Knowledge (nobility and royalty) (Int), Knowledge (religion) (Int), Listen (Wis), Profession (Wis), Search (Int), Sense Motive (Wis), Spellcraft (Int), and Spot (Wis). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skills Points at Each Level: 4+ Int modifier.

CLASS FEATURES

As a Legion mystic, your practical applications both during and after combat grow stronger. In addition, you gain additional protections and bonuses until by 10th level you are able to deliver the justice your oath promised.

Legion Knowledge (Ex): At 1st level, you gain the Legion Knowledge ability described under Common Legion Class Features.

Legacy's Courage (Su): At 1st level, you learn to embody the ideal of having courage to do what is right and accepting the consequences. You gain immunity to fear, and those allies within a 30 ft. radius of you who are aware of your presence gain a +4 bonus to saving throws against fear.

Spellcasting: At each new Legion mystic level after the 1st, you gain new spells per day and an increase in caster level (and spells known, if applicable) as if you had also gained a level in a divine spellcasting class you belonged to before you added the prestige class. You do not, however,

gain all of the benefits a character of that class would have gained. If you had more than one divine spellcasting class before becoming a Legion mystic, you must decide to which class you add the new level for purposes of determining spells per day, caster level, and spells known.

Bonus Domain (Ex) At 2nd level, you gain an additional domain from the following list: Community, Liberation, Protection, or Restoration. You gain the granted power of the new domain and add the domain spell for each level to your list of spells known, but the new domain does not grant you any additional spells per day.

Apprentice (Ex) At 3rd level, you gain the Apprentice ability as described under Common Legion Class Features.

Reputation (Ex) At 3rd level, you gain the Reputation ability with a +4 bonus as described under Common Legion Class Features. The bonus increases to +6 at 7th level.

Legacy's Strength (Su) Once per day at 4th level, you gain the ability to literally draw strength from self-knowledge as a move action. You may add your Charisma bonus or Intelligence bonus, whichever is higher, to your Strength score as an enhancement bonus. This remains in effect for a number of rounds equal to your Legion mystic level.

Heart's Grace (Su) As a Legion mystic, you are the spiritual backbone of the Legion and are called upon to be resolute in the face of adversity. At 5th level and again at 8th level, you may choose one saving throw type (Will, Reflex, or Fortitude) and gain a morale bonus to that saving throw equal to your Charisma bonus (if any). You may not choose the same saving throw twice.

Legacy's Awareness (Su) At 6th level, you learn to be alert to danger and injustice. You add half your Legion mystic level as an insight bonus to all Listen, Search, Sense Motive, and Spot skill checks and gain an insight bonus to your Initiative checks equal to your Wisdom modifier.

TABLE 4-6: LEGION MYSTIC

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spellcasting
1st	+0	+2	+0	+2	Legion knowledge, Legacy's courage	—
2nd	+1	+3	+0	+3	Bonus domain	+1 level of existing divine spellcasting class
3rd	+2	+3	+1	+3	Apprentice, reputation +4	+1 level of existing divine spellcasting class
4th	+3	+4	+1	+4	Legacy's strength	+1 level of existing divine spellcasting class
5th	+3	+4	+1	+4	Heart's grace	+1 level of existing divine spellcasting class
6th	+4	+5	+2	+5	Legacy's awareness	+1 level of existing divine spellcasting class
7th	+5	+5	+2	+5	Reputation +6	+1 level of existing divine spellcasting class
8th	+6	+6	+2	+6	Legacy's virtue	+1 level of existing divine spellcasting class
9th	+6	+6	+3	+6	Heart's grace	+1 level of existing divine spellcasting class
10th	+7	+7	+3	+7	Legacy's justice	+1 level of existing divine spellcasting class

Legacy's Virtue (Su) At 8th level, you learn to embody the ideal of respect for all forms of virtue. You gain immunity to compulsions and charm effects, and those allies within a 30 ft. radius of you who are aware of your presence gain a +4 bonus to saving throws against charms and compulsions.

Legacy's Justice (Su) At 10th level, you gain the ability to mete out justice and deliver others from falsehood. Once a day, you may attempt to smite evil with a single melee attack, adding your Wisdom bonus to your attack rolls and your character level to your damage rolls. If you strike a nonevil target, the ability fails and is used up for the day. In addition, you may *discern lies* as a spell-like ability a number of times a day equal to your Wisdom bonus (if any), at your caster level.

LEGION MYSTICS IN THE GAME

Mystic is the only class that can qualify a character for this prestige class, but multiclassing with other classes is possible; barbarian/mystics are common among nomadic humans and monstrous races who join the Legion. Like all Legionnaires, a PC wishing to train as a Legion mystic should find a mentor already serving as one, preferably in a role similar to one the PC would wish to serve in.

ADAPTATION

Legion mystic can serve as a basis for any order centered on mysticism. While many of their abilities are modeled on exemplifying the Legacy, these can be renamed or altered slightly to suit your purposes.

ENCOUNTERS

Player characters will encounter Legion mystics almost everywhere on Ansalon.

TYPICAL LEGION MYSTIC

CR 3

This represents a typical Legion of Steel mystic the player characters may encounter, likely an apprentice mystic very early in her Legion career.

Male or female civilized human mystic 3 of Community
NG medium humanoid

Init -1; **Senses** Listen +0, Spot +0

Languages Abanasinian, Common, Nerakan

AC 16, touch 12, flat-footed 14

hp 20 (3 HD)

Fort +4, **Ref** +0, **Will** +7

Spd 30 ft.

Melee mwk heavy mace +5 (1d8+2) or

Ranged mwk light crossbow +2 (1d8/19-20)

Atk Options Power Attack

Base Atk +2; **Grp** +0



Mystic Spells Known (CL 3rd; +4 melee touch, +1 ranged touch)

1st (6/day)—*bless*^D, *cure light wounds*, *endure elements*, *magic weapon*

0 (6/day)—*create water*, *cure minor wounds*, *light*, *purify food and drink*, *resistance*

^D: Domain spell. Domain: Community

(Source: *Holy Orders of the Stars*)

Spell-Like Abilities (CL 3rd)

1/day—*calm emotions*

Abilities Str 14, Dex 8, Con 12, Int 13, Wis 15, Cha 10

Feats Combat Casting, Iron Will, Power Attack

Skills Gather Information +2, Heal +4, Knowledge

(nobility and royalty) +3, Spellcraft +3

Possessions +1 *studded leather*, mwk light crossbow, mwk heavy mace

KRESNA HALF-ELVEN, WOODLAND MYSTIC

CR 12

The rules governing Kresna's ranger spellcasting can be found in the sidebar "Variant: Spellcasting Rangers in the Age of Mortals" in this sourcebook.

Male half-elf ranger 7/mystic 4 of Insight/Legion mystic 1
LN Medium humanoid (elf)

Init +2; **Senses** elvensight; Listen +10, Spot +11

VARIANT: SPELLCASTING RANGERS IN THE AGE OF MORTALS

THE spellcasting ability of rangers is granted by the gods, which means a ranger must be devoted to a god in order to access the spellcasting abilities of the class. However, for nearly four decades after the Chaos War, the gods were gone, and rangers were without their patrons. Mystics replaced clerics as the main sources of divine magic, but this left rangers without one of their tools.

As a variant to allow spellcasting rangers during

the time of the gods' absence in the Age of Mortals, rangers can be considered to draw their spellcasting power through mysticism rather than directly from a god. With this variant, ranger spellcasting abilities are changed slightly. They no longer need to prepare spells, instead casting their spells from a list of spells they know, similar to a mystic. The following tables show how many spells rangers know and how many they can cast every day, per level.

TABLE 4-4: RANGER SPELLS KNOWN

Level	1st	2nd	3rd	4th
1st	—	—	—	—
2nd	—	—	—	—
3rd	—	—	—	—
4th	1	—	—	—
5th	1	—	—	—
6th	1	—	—	—
7th	2	—	—	—
8th	2	1	—	—
9th	2	1	—	—
10th	3	1	—	—
11th	3	2	1	—
12th	3	2	1	—
13th	4	2	1	—
14th	4	2	2	1
15th	4	3	2	1
16th	5	3	2	1
17th	5	3	3	2
18th	5	4	3	2
19th	6	4	4	2
20th	6	5	4	3

TABLE 4-5: RANGER SPELLS PER DAY

Level	1st	2nd	3rd	4th
1st	—	—	—	—
2nd	—	—	—	—
3rd	—	—	—	—
4th	0	—	—	—
5th	1	—	—	—
6th	1	—	—	—
7th	1	—	—	—
8th	2	0	—	—
9th	2	1	—	—
10th	2	1	—	—
11th	3	2	0	—
12th	3	2	1	—
13th	3	2	1	—
14th	4	3	2	0
15th	4	3	2	1
16th	4	3	3	2
17th	5	4	3	2
18th	5	4	4	3
19th	5	5	4	3
20th	6	5	5	4

Languages Common, Elven, Nerakan, Sylvan

AC 23, touch 16, flat-footed 21; uncanny dodge

hp 70 (12 HD)

Immune fear, sleep

Fort +12, **Ref** +8, **Will** +13 (+15 against enchantment)

Spd 30 ft.; woodland stride

Melee +2 *longsword* +14/+9(1d8+4/19-20) or

Melee +2 *longsword* +12/+7 (1d8+4/19-20) and
+1 *handaxe* +11/+6 (1d6+2/x3) with Two Weapon
Fighting

Ranged mwk composite shortbow +13/+8 (1d6+2/x3)

Base Atk +10; **Grp** +12

Atk Options Cleave, favored enemy Dark Knights +2,
favored enemy ogres +4, improved combat style (two-
weapon fighting), Power Attack

Ranger Spells Known (CL 4th)

1st (2/day)—*entangle* (DC 14), *longstrider*, *pass without
trace*

Mystic Spells Known (CL 4th; +12 melee touch, +12
ranged touch)

2nd (4/day)—*augury*^D, *find traps*

1st (7/day)—*cure light wounds*, *detect evil*, *obscuring
mist*, *true strike*^D

0 (6/day)—*create water*, *cure minor wounds*, *light*,
mending, *purify food and drink*, *resistance*

^D: Domain spell. Domain: Insight

(Source: *Holy Orders of the Stars*)

Abilities Str 15, Dex 14, Con 13, Int 10, Wis 16, Cha 13

SQ animal companion (hawk), Legion knowledge +12,
wild empathy +8, woodland stride

Feats Cleave, Endurance^B, Iron Will, Power Attack, Self-
Sufficient, Stealthy, Track^B, Two-Weapon Fighting^B

Skills Climb +7, Diplomacy +2, Gather Information
+6, Heal +14, Hide +14, Knowledge (nature) +7,
Knowledge (nobility and royalty) +3, Listen +10, Move
Silently +9, Search +6, Spot +11, Survival +12, Swim +7

Possessions +4 *studded leather armor*, +2 *longsword*, +1
handaxe, mwk dagger, mwk composite shortbow (+2
str), 40 arrows, *cloak of elvenkind*, *ring of protection* +4,
Legion starjewel

Legacy's Courage (Su) Kresna gains immunity to fear,
and those allies within a 30 ft. radius who are aware
of Kresna's presence gain a +4 bonus to saving throws
against fear.

Legion Knowledge (Ex) Kresna may make a special
Legion knowledge check (1d20+12) to see whether he
knows any relevant information about local people,
history, faraway places, or recent events.

Kresna Half-Elven is not a terribly impressive sight;
with a scruffy beard, a charcoal grey cloak, and battered
leathers dyed in browns and deep greens, he looks like a
traveler long past his last night in an inn.

He was born to a Silvanesti mother after a dalliance
with a Nerakan man. He grew up spending time in both
regions and joined the Legion when the magical shield was
raised around Silvanesti. He fought as a warrior knight in a
Legion century protecting Alhana Starbreeze until the War

of Souls. He was elected centurion after his predecessor fell
in battle against the ogres. When the minotaurs invaded,
he ordered the century to disperse into scout cells to
begin a guerilla campaign against those who would take
Silvanesti from its rightful rulers. Currently he still serves
as centurion in Silvanesti, where he and his Legionnaires
have clashed with ogres, minotaurs, Dark Knights, and
xenophobic elves during his mission to provide the Legion
with intelligence on the region. He has developed expertise
in low-intensity warfare, ambush tactics, and woodland
stealth.

Kresna's other tool against the enemies of the Legion
is mysticism. As a young man, he found that he had a
sixth sense, a knack for knowing when things were about
to befall him. He found he could merge his will with
the world and coax it to manifest phenomena that he
controlled. His Legion mentor also had mystical abilities
and trained him in its use.

Kresna carries a meager pack of survival gear and
an unstrung shortbow on his back. In battle, he wields a
longsword and hatchet.

LEGION SORCERER

Sorcerers trained by Palin Majere's Academy brought
knowledge of the art to the Legion soon after the school of
sorcery was founded. Self-taught bards, practitioners of the
ancient art of performance magic, followed closely behind.
The Legion embraced both, adding ambient arcana to its
kit of tools with enthusiasm.

The Legion actively recruits sorcerers and bards
anywhere it can find them. Former Thorn Knights have
proven extremely rare recruits, as they tend to be hunted
down effectively by the Dark Knights' assassins, but where
they have been able to make contact with and join the
Legion their skill for divination has proven extremely
valuable.

Like Legion mystics, Legion sorcerers serve in almost
every region and situation where the Legion is found.
Legion sorcerers provide extra offensive firepower to
combat centuries and traveling escorts. They use their
divination abilities in covert and intelligence-gathering
missions. They teach young sorcerers across the continent,
believing that the more people can use arcane magic
as a beneficial tool, the better life will be for common
Ansalonians.

The spellcasting requirements of this class restrict its
entrants to sorcerers or bards, but these classes multiclass
well with rogue or ranger, keeping in mind the spellcasting
of the ranger would need to be forfeited unless he makes
use of the mystic variant. Sorcerer/monks are not unheard
of in the Legion. As with any Legionnaire, a PC aspiring
to become a Legion sorcerer will need to find a suitable
mentor.

Hit Die: d6

ENTRY REQUIREMENTS

Alignment: Any nonevil.

Feats: Spell Focus (divination).

Saving Throws: Base Will save +4.



TABLE 4-7: LEGION SORCERER

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spellcasting
1st	+0	+0	+0	+2	Legion knowledge, shared divination	—
2nd	+1	+0	+0	+3	Focused	+1 level of existing divine spellcasting class
3rd	+1	+1	+1	+3	Apprentice, reputation +4	+1 level of existing divine spellcasting class
4th	+2	+1	+1	+4	Canny spellcraft	+1 level of existing divine spellcasting class
5th	+2	+1	+1	+4	Focused	+1 level of existing divine spellcasting class
6th	+3	+2	+2	+5	Confound divination	+1 level of existing divine spellcasting class
7th	+3	+2	+2	+5	Reputation +6	+1 level of existing divine spellcasting class
8th	+4	+2	+2	+6	Covert spellcraft	+1 level of existing divine spellcasting class
9th	+4	+3	+3	+6	Focused	+1 level of existing divine spellcasting class
10th	+5	+3	+3	+7	Counter divination	+1 level of existing divine spellcasting class

Skills: Gather Information 2 ranks, Knowledge (nobility and royalty) 2 ranks, Spellcraft 8 ranks.

Spellcasting: Ability to cast a 2nd-level arcane spell from the divination school without preparation.

Special: Membership in the Legion of Steel.

CLASS SKILLS

The Legion Sorcerer's class skills (and the key ability for each skill) are Bluff (Cha), Concentration (Con), Craft (Int), Diplomacy (Cha), Gather Information (Int), Knowledge (all skills taken individually) (Int), Listen (Wis), Profession (Wis), Sense Motive (Wis), Spellcraft (Int), and Spot (Wis). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skills Points at Each Level: 4+ Int modifier.

CLASS FEATURES

As a Legion sorcerer, you represent the counter to the Dark Knight's Order of the Thorn. You gain additional spellcasting, divination-themed abilities, and a degree of focus that is uncommon in other sorcerers.

Legion Knowledge (Ex): At 1st level, you gain the Legion Knowledge ability described under Common Legion Class Features.

Shared Divination (Su): At 1st level, you develop your arts of magical inquiry and divinatory talents, and you can more easily share the results with your allies. By casting a divination spell as a full round action, you can extend the effects of the spell to a number of other willing individuals of your choice up to your caster level. All individuals must be within a 30 ft. radius of you.

Spellcasting: At each new Legion sorcerer level after the 1st, you gain new spells per day and an increase in caster level (and spells known, if applicable) as if you had also gained a level in an arcane spellcasting class you belonged to before you added the prestige class. You do not, however, gain all of the benefits a character of that

class would have gained. If you had more than one arcane spellcasting class before becoming a Legion mystic, you must decide to which class you add the new level for purposes of determining spells per day, caster level, and spells known.

Focused (Ex): At 2nd level, 5th level, and 9th level, you may add either Skill Focus or Spell Focus as a bonus feat.

Apprentice (Ex): At 3rd level, you gain the Apprentice ability as described under Common Legion Class Features.

Reputation (Ex): At 3rd level, you gain the Reputation ability with a +4 bonus as described under Common Legion Class Features. The bonus increases to +6 at 7th level.

Canny Spellcraft (Ex): At 4th level, you learn to apply your own quick thinking and knowledge of arcane magic when dealing with your enemies. You may add your Intelligence bonus (if any) to your caster level checks when attempting to overcome a target's spell resistance and to your own saving throws against spells and spell-like abilities. You lose the second benefit if you are flat-footed or otherwise surprised or unaware (such as when you are blinded, panicked, or unconscious).

Confound Divination (Ex): At 6th level, your ability to recognize and resist external divination becomes second nature to you. You are allowed a Will saving throw to resist or block scrying attempts used upon you (such as from the *scrying* spell) even when no saving throw is normally allowed, including attempts made to view the immediate area in which you are located. This ability has no effect on spells such as *detect good* or *discern lies*, however, which continue to affect you as normal.

Covert Spellcraft (Ex): At 8th level, you master the art of casting some of your spells with subtlety to avoid detection by other sorcerers. You may choose a number of known spells equal to 3 plus your Intelligence bonus to permanently modify with the Silent Spell metamagic feat. Spells modified in this way do not use up a higher-level slot, nor do they take longer to cast.



Counter Divination (Ex): At 10th level, your talent in foiling attempts to divine your location improves to the point where you can attempt to identify the source and identity of a divination. When you are the target of any divination spell, you may make a Will save of your own (DC 15 + diviner's caster level) as a free action. Success indicates that you know the identity and current location of the diviner. Failed attempts to identify the source may not be retried. This ability is affected by such spells as *nondetection* and *false vision*, which will conceal the diviner's identity just as if you were attempting to scry him or her.

LEGION SORCERERS IN THE GAME

As wielders of arcane ambient magic, Legion sorcerers begin their careers as sorcerers or bards. As with Legion mystic, multiclassing is common, as many wish to widen their focus; levels of rogue, noble, or even fighter are common. Sorcerer/monk can be a particularly potent combination for a Legion sorcerer wishing to have a martial focus.

ADAPTATION

Legion sorcerer can serve as a basis for any organizational PrC wishing to combine sorcery with scouting or covert skills; it can be directly applicable with very little change.

ENCOUNTERS

Player characters will encounter Legion sorcerers almost everywhere on Ansalon, although many will be covert.

TYPICAL LEGION SORCERER CR 3

This is a typical sorcerer that might be in the Legion of Steel. It represents a sorcerer very early in her career, perhaps an apprentice.

Male or female nomad human sorcerer 3

NG Medium humanoid

Init +2; **Senses** Listen +0, Spot +0

Languages Abanasinian, Common, Draconic

AC 13, touch 12, flat-footed 11

hp 12 (3 HD)

Fort +2, **Ref** +3, **Will** +3

Spd 30 ft.

Melee mwk dagger +1 (1d4-1/19-20) or

Ranged mwk light crossbow +4 (1d8/19-20)

Base Atk +1; **Grp** +0

Sorcerer Spells Known (CL 3rd, +0 melee touch, +3 ranged touch)

1st (6/day)—*comprehend languages*, *magic missile*, *sleep*

0 (6/day)—*acid splash*, *detect magic*, *light*, *mage hand*, *prestidigitation*

Abilities Str 8, Dex 14, Con 12, Int 13, Wis 10, Cha 15

SQ summon familiar (none summoned)

Feats Combat Casting, Eschew Materials, Spell Focus (divination)

Skills Gather Information +4, Knowledge (nobility and royalty) +3, Spellcraft +5

Possessions *bracers of armor* +1, mwk dagger, mwk light crossbow

JACINTA QUICKFINGERS,

ARCAINE SCOUT CR 12

Female kender bard 8/Legion sorcerer 4

CG Small humanoid

Init +2; **Senses** Listen +17, Spot +19

Languages Common, Kenderspeak, Kharolian, Nerakan

AC 19, touch 15, flat-footed 17

hp 45 (12 HD)

Immune fear

Resist +2 on saves against spells and spell-like abilities

Fort +4, **Ref** +10, **Will** +14

Spd 20 ft.

Melee +2 *dagger* +10/+5 (1d3+1/19-20)

Ranged sling +11(1d3-1)

Base Atk +8; **Grp** +3

Special Actions bardic music 8/day (countersong, *fascinate* 3 creatures, inspire competence, inspire courage +2, *suggestion* [DC 19]), shared divination, taunt

Bard Spells Known (CL 11th; +8 melee touch, +11 ranged touch)

4th (2/day)—*dominate person* (DC 21), *legend lore*, *modify memory* (DC 21)

3rd (4/day)—*cure serious wounds*, *deep slumber* (DC 20), *glibness*, *screaming* (DC 19)

2nd (4/day)—*detect thoughts* (DC 18), *enthrall* (DC 19), *invisibility*, *whispering wind*

1st (4/day)—*charm person* (DC 18), *cure light wounds*, *erase*, *sleep* (DC 18)

0 (3/day)—*daze* (DC 17), *ghost sound* (DC 15),

lullaby (DC 17), *message*, *prestidigitation*, *summon instrument*

Spell-Like Abilities (CL 3rd):

At will—*disguise self*

Abilities Str 8, Dex 15, Con 10, Int 14, Wis 17, Cha 20

SQ Legion apprentice, bardic knowledge +14, reputation +4

Feats Charming, Greater Spell Focus (enchantment), Leadership, Skill Focus (Bluff), Spell Focus (divination), Spell Focus (enchantment)

Skills Bluff +25, Concentration -4, Diplomacy +17, Disguise +16, Gather Information +20, Hide +21, Intimidate +7, Knowledge (nobility and royalty) +4, Listen +17, Move Silently +13, Perform (stringed instrument) +18, Perform (song) +8, Perform (wind instrument) +9, Sleight of Hand +19, Spellcraft +10, Spot +19

Possessions *bracers of armor* +4, +2 *dagger*, *cloak of charisma* +2, *ring of chameleon power*, *ring of protection* +2, mwk fiddle, sling, handful of stones, coinpurse, songbook and assorted sheet music, Legion starjewel

Apprentice (Ex) Jacinta has the option of taking an apprentice. She currently has none.

Canny Spellcraft (Ex) Jacinta may add her Intelligence bonus (+2) to her caster level checks when attempting to overcome a target's spell resistance and to her own saving throws against spells and spell-like abilities. She loses the second benefit if she is flat-footed or otherwise surprised or unaware.

Legion Knowledge (Ex) Jacinta may make a special Legion knowledge check to see whether she knows any relevant information about local people, history, faraway places, or recent events.



Reputation (Ex) Jacinta adds a +4 circumstance bonus to Bluff and Diplomacy skill checks when dealing with working-class or poor individuals.

Taunt (Ex) Jacinta gains a +4 racial bonus to Bluff checks made to taunt.

Known throughout Tarsis and Kharolis as one of the better fiddlers to pick up the bow, Jacinta Quickfingers has been a fixture in the city of Tarsis since shortly after the Chaos War. She is actually a Legion of Steel covert cell commander; the Dark Knights would consider her one of the more dangerous people on Krynn if they ever learned the truth about her.

Most think Jacinta is about sixty years old, well into middle age for a kender; nobody knows her true age, and she feigns great offense if anyone dares ask. Standing at only three and a half feet tall, she's usually seen wearing a simple dress and coat with a leather belt, her slightly graying hair pulled back in a traditional kender knot. She wears a great deal of jewelry: dangly earrings, bracelets, brooches, rings, hairpins, too-long necklaces looped around her neck three times over, and more. Her love of pretty things is well known. She's considered quite attractive—for a kender, most men would hastily qualify. Jacinta is gregarious and affable, likeable even among those who avoid kender.

Her band, The Unlikely Trio, regularly performs at an inn in Tarsis called The Seventh Sister, appearing four to five nights a week. For the past ten years, she and her bandmates Ugen Treeslayer, a gigantic half-ogre percussionist, and Drosten Skyborne, a half-elven vocalist and mandolin player, have actually been leading a covert cell of Steel Legionnaires. Jacinta uses her position as a minor local celebrity to cover meetings with people from all walks of life in Tarsis, as well as to explain her occasional travel out of the region. Tarsis is occupied by the Dark Knights, but they haven't even entertained the notion that a kender fiddler could be any sort of threat. In reality, with the help of her comrades, assisted by her music which literally makes magic, Jacinta has been one of the most successful Legion scouts in the Order's history.

Aside from her jewelry and a coinpurse (her own!) containing a few steel, Jacinta carries a dagger at her belt and a fiddle in a hard leather case. She wears her starjewel hidden inside her bodice.

LEGION SCOUT

Scouts are the Legion's eyes and ears. Some operate in the wilds, escorting trade caravans or protecting high mountain passes from the bandits who would suffocate trade and communication. Others conduct espionage operations to bring information on the Legion's many enemies to the High Elder and to provide highly focused application of force when required.

Legion scouts perform a terribly dangerous job and tend to be a tough, resourceful, and independent lot. They're also highly varied; a woodland archer and a silver-tongued negotiator can both be excellent Legion scouts.

Hit Die: d8

ENTRY REQUIREMENTS

Alignment: Any nonevil.

Feats: Track.

Saving Throws: Base Reflex save +4.

Skills: Gather Information 2 ranks, Knowledge (nobility and royalty) 2 ranks, Spot 8 ranks.

Special: Membership in the Legion of Steel.

CLASS SKILLS

The Legion Scout's class skills (and the key ability for each skill) are Appraise (Int), Bluff (Cha), Diplomacy (Cha), Disguise (Cha), Gather Information (Cha), Hide (Dex), Jump (Str), Knowledge (geography) (Int), Knowledge (local) (Int), Knowledge (nature) (Int), Knowledge (nobility and royalty) (Int), Listen (Wis), Move Silently (Dex), Profession (Wis), Search (Int), Sense Motive (Wis), Spot (Wis), Survival (Wis), and Swim (Str). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skills Points at Each Level: 6+ Int modifier.

CLASS FEATURES

As a Legion scout, you acquire abilities that enhance your existing rogue or ranger levels, if you have any. Your primary role is subterfuge and covert activity, as emphasized by your face in the crowd, safe haven, and fly in the ointment class features.

Legion Knowledge (Ex): At 1st level, you gain the Legion Knowledge ability described under Common Legion Class Features.

Face in the Crowd (Ex): You are adept at blending in with the locals in any area you spend time in. At 1st level, you gain a +4 circumstance bonus to Bluff and Disguise checks when trying to pass yourself off as a local or commoner. You must spend at least 24 hours in the city or area in which you attempt this deception, familiarizing yourself with the current events and patterns of society.

At 5th level, you may also attempt to pass yourself off as a member of the city guard, armed militia, local armed forces, or other military unit. In addition, you may use Gather Information checks to learn details about local troop movements, guard duty rosters, and so forth. The DC varies with the level of awareness of the information within the organization in question.

Region Familiarity (Ex): Beginning at 2nd level, and again at 6th and 10th levels, you may choose a region from the following list:

Abanasinia, Blöde, Blood Sea Isles, Estwilde, Hylo, Icereach, Kern, Kharolis, Khur, Lemish, Neraka, Nightlund, Nordmaar, Northern Ergoth, Palanthas (city), Plains of Dust, Qualinesti, Sancrist, Sanction (city), Schallsea, Silvanesti, Solamnia, Southern Ergoth, Teyr, Thoradin (Zhakar), Thorbardin, Throt.

Thereafter, all of your Legion knowledge checks, Gather Information checks, and Survival checks in that region are made with a +2 competence bonus.

Focused (Ex): At 2nd level, 5th level, and 8th level, you may add Skill Focus or Weapon Focus as a bonus feat.

Apprentice (Ex): At 3rd level, you gain the Apprentice ability as described under Common Legion Class Features.

Sneak Attack (Ex): At 3rd level you gain the ability to strike at a foe's vital points for additional damage. This ability functions in all ways like the rogue ability; if you already possesses this ability from levels in rogue or another class, the bonus dice stack. The bonus starts at +1d6 and increases to +2d6 at 6th level and +3d6 at 9th level.

Safe Haven (Ex): At 4th level, upon arrival in a new city or area, you are able to quickly establish a relatively secure and defensive location within the area for as many individuals as your character level plus your Wisdom modifier. You grant these individuals a circumstance bonus equal to your Legion scout levels on Hide checks to avoid

TABLE 4–8: LEGION SCOUT

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+2	+2	Legion knowledge, face in the crowd (civilian)
2nd	+1	+0	+3	+3	1st region familiarity, focused
3rd	+2	+1	+3	+3	Apprentice, sneak attack +1d6
4th	+3	+1	+4	+4	Safe haven
5th	+3	+1	+4	+4	Focused, face in the crowd (military)
6th	+4	+2	+5	+5	2nd region familiarity, sneak attack +2d6
7th	+5	+2	+5	+5	Fly in the ointment
8th	+6	+2	+6	+6	Focused
9th	+6	+3	+6	+6	Sneak attack +3d6
10th	+7	+3	+7	+7	3rd region familiarity



being found by authorities and searchers while hidden. You cannot benefit yourself from this bonus.

Establishing the safe haven requires a successful Search check, with the DC dependent on the size of the community—Thorp, Hamlet, or Village: 30; Small or Large Town: 25; Small or Large City: 20; Metropolis: 15. If the authorities are generally evil or despotic, the DC is increased by +2. If the authorities are absent or trusting, the DC is reduced by -2. The more time you spend establishing and perfecting the safe haven before it's used, the longer it will last after you stop maintaining it. A safe haven lasts as long as you remain in the city or town and for one additional day for every day you spent preparing the haven, up to a maximum of a month.

Fly in the Ointment (Ex): At 7th level, you acquire an uncanny ability to discern the weak points in an authority figure's organization. With at least one week's preparation, you may make an opposed Bluff check vs. a Sense Motive check of the official, noble, or authority figure in question. He may not take 10 or take 20 on this check. If successful, you gain a +2 circumstance bonus on all attack rolls, skill checks, and initiative checks against the authority figure and those underlings or followers in his chain of command. Once used, the bonus only lasts for 24 hours, at which point the element of surprise is lost and the process must be started over. If the check is a failure, you may not attempt the check again until at least a month has passed (or the target is replaced).

LEGION SCOUTS IN THE GAME

Rogues, rangers, and bards make the best Legion scouts; nobles and monks are also well suited to the task. Mystics and sorcerers often serve alongside Legion scouts, providing spellcasting assistance in case the scout's stealth or charm fails. PCs wishing to become Legion scouts should seek out a mentor serving in the region in which they'd like to serve.

ADAPTATION

With its abilities centered on infiltration and stealth, the Legion scout PrC makes an excellent basis on which to base an espionage or spy PrC.

ENCOUNTERS

Player characters may encounter a Legion scout in almost any part of Ansalon, but they might never realize it. Most operate covertly, and those in the wilderness generally are only found if they wish to be.

TYPICAL LEGION SCOUT

CR 3

This represents a typical young scout the PCs might encounter in the Legion of Steel. It is likely an apprentice.

Male or female civilized human rogue 3

NG medium humanoid

Init +6; **Senses** Listen +8, Spot +8; trap sense +1

Languages Abanasinian, Common

AC 14, touch 12, flat-footed 12

hp 13 (6 HD)

Resist evasion

Fort +1, **Ref** +5, **Will** +3

Spd 30 ft.

Melee +1 *dagger* +4 (1d4+2/19-20)

Ranged sling +4 (1d4+1)

Base Atk +2; **Grp** +3

Atk Options sneak attack +2d6

Combat Gear *potion of spider climb*

Abilities Str 12, Dex 15, Con 10, Int 10, Wis 14, Cha 13

SQ trapfinding

Feats Improved Initiative, Stealthy, Track

Skills Bluff +7, Diplomacy +5, Disguise +7, Gather Information +9, Hide +8, Listen +8, Knowledge (nobility and royalty) +2, Move Silently +8, Search +6, Spot +8

Possessions combat gear plus leather armor, +1 *dagger*, sling

BLIGHT THISTLEKNOT,

CRUSADING YOUTH

CR 13

Male afflicted kender ranger 5 of Habbakuk/rogue 3/

Legion scout 5

CG Small humanoid

Init +2; **Senses** Listen +13, Spot +18; trap sense +1

Languages Common, Kenderspeak, Nerakan

AC 19, touch 13, flat-footed 17

hp 67 (13 HD)

Fort +7, **Ref** +12, **Will** +7 (+11 against frightful presence of dragons)

Spd 20 ft.

Melee +3 *heavy pick* +16/+11 (1d4+5/x4) or

Melee +3 *heavy pick* +14/+9 (1d4+5/x4) and +1 *light pick* +12(1d3+2/x4) with Two Weapon Fighting

Ranged mwk light crossbow +13/+8 (1d6/19-20)

Base Atk +10; **Grp** +8

Atk Options combat style (Two Weapon Fighting), favored enemy Dark Knights +4, favored enemy dragons +2, Rapid Reload, sneak attack +3d6

Ranger Spells Prepared (CL 2nd)

1st—*endure elements*

Abilities Str 15, Dex 14, Con 13, Int 12, Wis 16, Cha 14

SQ Face in the crowd, Legion knowledge +14, region familiarity (Khur), safe haven, trapfinding, wild empathy +9

Feats Combat Reflexes, Endurance^B, Rapid Reload, Resist Dragonfear, Self-Sufficient, Skill Focus (Hide), Stealthy, Track^B, Two-Weapon Fighting^B, Weapon Focus (heavy pick)

Skills Balance +4, Bluff +7, Climb +7, Diplomacy +11, Gather Information +9, Handle Animal +8, Heal +11, Hide +21, Jump +4, Knowledge (geography) +5, Knowledge (local) +6, Knowledge (nature) +9, Knowledge (nobility and royalty) +8, Listen +13, Move Silently +14, Sense Motive +8, Sleight of Hand +12, Spot +18, Survival +11, Tumble +10

Possessions +3 *studded leather*, +3 *heavy pick*, +1 *light pick*, mwk light crossbow, 10 normal bolts, 10 silver-tipped bolts, Legion starjewel

Apprentice (Ex) Blight has the option of taking an apprentice. He currently has none.

Face in the Crowd (Ex) Blight gains a +4 circumstance bonus to Bluff and Disguise checks when trying to pass himself off as a local or commoner or as a member of the local militia or city watch. In addition, he may use Gather Information checks to learn details about local troop movements, guard duty rosters, and so forth. He must first spend at least 24 hours in the city or area in which he attempts this deception.

Legion Knowledge (Ex) Blight may make a special Legion knowledge check (1d20+14) to see whether he knows any relevant information about local people, history, faraway places, or recent events.

Region Familiarity (Ex) All of Blight's Legion knowledge checks, Gather Information checks, and Survival checks in Khur are made with a +2 competence bonus.

Safe Haven (Ex) Blight can establish a safe haven for up to 16 individuals.

Blight Thistleknot is a young afflicted kender, only thirty years of age. He stands at a shade under four feet tall and typically wears loose-fitting black and grey linen clothing. A pair of war picks hangs from his belt. His black hair is drawn back into a kender knot.

A typical afflicted kender, Blight has none of the carefree and childlike playfulness of his more distant cousins. Instead, he carries a hint of bitterness and melancholy about him, usually preferring to simply get to business when meeting anyone for the first time.

One could say that Blight is taking up the family business. Blight is the son of Kronn Thistleknot (Legion cell commander in Port Balifor) and cousin of Briony Thistleknot (Legion mystic in Daltigoth). The Thistleknots are one of Ansalon's Legion Families—new covert Legionnaires are often told, “If you get into trouble, find a Thistleknot.” Blight was mentored by his father and became a covert Legionnaire in Port Balifor, leading expeditions of adventurers and scouts into the Desolation.

Blight fought at Ak-Khurman in 416 AC. He slew several ogre mercenaries allied with the Dark Knights, and the little kender was the toast of the town for days thereafter. From there he went back to Port Balifor and, with the defeat of the evil in the Peak of Malys, he is working with his father to deliver Port Balifor from the Dark Knights once and for all.

ICONS OF THE LEGION OF STEEL

ΥΑΠΑΘΑΛΙΑ “ΥΑΠΙΑ”,

KEEPER OF THE LEGACY

CR 15

Female Qualinesti elf ranger 3/sorcerer 4/Legion sorcerer 8

NG Medium humanoid

Init +2; **Senses** elvensight; Listen +4, Spot +22

Languages Common, Draconic, Elven, Goblin, Nerakan

AC 16, touch 14, flat-footed 14; Dodge, Mobility

hp 65 (12 HD)

Resist evasion; +3 on saves against spells and spell-like abilities

Immune sleep

Fort +7, **Ref** +8, **Will** +13 (+15 against enchantment)

Spd 30 ft.

Melee mwk scimitar +11/+6 (1d6+1/18-20)

Ranged +2 dragonbane composite longbow +13/+8 (1d8+3/x3) or

Ranged +2 dragonbane composite longbow +11/+11/+6 (1d8+3/x3) with Rapid Shot

Base Atk +9; **Grp** +10

Atk Options Combat style (archery), favored enemy dragons +2, Point Blank Shot, Precise Shot, Shot on the Run

Sorcerer Spells Known (CL 12th; +10 melee touch, +11 ranged touch)

6th (3/day)—*true seeing*^S

5th (5/day)—*cone of cold* (DC 20), *telepathic bond*^S

4th (7/day)—*arcane eye*^S, *charm monster*^S (DC 18), *scrying* (DC 19)

3rd (7/day)—*fireball*^S (DC 18), *lightning bolt* (DC 18), *nondetection*, *secret page*

2nd (7/day)—*cat's grace*, *knock*^S, *resist energy*, *scorching ray*, *touch of idiocy*

1st (7/day)—*magic missile*, *protection from evil*, *shocking grasp*, *shield*, *true strike*

0 (6/day)—*acid splash*, *daze* (DC 14), *detect magic*, *ghost sound* (DC 14), *light*, *mage hand*, *mending*, *message*, *prestidigitation*

^S: silent spell.

Abilities Str 12, Dex 15, Con 13, Int 16, Wis 14, Cha 18

SQ Legion knowledge +19, wild empathy +7

Feats Dodge, Mobility, Endurance^B, Point Blank Shot, Precise Shot, Rapid Shot^B, Shot on the Run, Skill Focus (Knowledge: arcane), Spell Focus (divination), Spell Focus (evocation), Track^B

Skills Concentration +13, Diplomacy +17, Gather Information +6, Listen +4, Knowledge (arcana) +25, Knowledge (nobility and royalty) +6, Search +5, Sense Motive +13, Spellcraft +19, Spot +22, Survival +13

Possessions *amulet of health* +2, +2 dragonbane composite longbow (+1 Str bonus), *bracers of armor* +2, *ring of evasion*, *ring of protection* +2, mwk scimitar, 40 arrows, Legion starjewel

Apprentice (Ex) Yania has the option of taking an apprentice. She currently has none.

Canny Spellcraft (Ex) Yania may add her Intelligence bonus (+3) to her caster level checks when attempting to overcome a target's spell resistance and to her own saving throws against spells and spell-like abilities. She loses the second benefit if she is flat-footed or otherwise surprised or unaware.

Confound Divination (Ex) Yania is allowed a Will saving throw to resist or block scrying attempts used upon her (such as from the *scrying* spell) even when no saving throw is normally allowed, including attempts made to view the immediate area in which she is located.

Covert Spellcraft (Ex) Yania has permanently modified the following spells with the Silent Spell metamagic feat:

true seeing, charm monster, arcane eye, fireball, knock, telepathic bond. Spells modified in this way do not use up a higher-level slot, nor do they take longer to cast.

Legion Knowledge (Ex) Yania may make a special Legion knowledge check (1d20+19) to see whether she knows any relevant information about local people, history, faraway places, or recent events.

Reputation (Ex) Yania adds a circumstance bonus of +6 to Bluff and Diplomacy skill checks when dealing with working-class or poor individuals.

Yanathalia is a Qualinesti elf. She is rather plain looking, unusual for a people most often blessed by unearthly beauty; many speculate that so many years spent fighting and hiding from Dragon Overlords have taken their toll. Yania is most often seen carrying a bow and wearing the traditional greens and leathers of a Qualinesti scout.

Yania was born in Qualinesti two hundred years before the Chaos War. Like many in her family, she began studying magic at a young age. Raised in the godless Age of Despair, she never saw much point in faith in the gods after their return—not even Solinari who, as an aspiring White Robe wizard, she might have been expected to honor. She whiled away the years in leisure, spending as much time exploring in the forest as studying her magic, and she never progressed as a wizard beyond the status of rank amateur.

The arrival of the Dragon Overlord Beryl changed much for the Qualinesti, Yania among them. Yania retreated to the forest with her family, but she saw too many of her people slaughtered to forget. She resolved to learn all she could about these horrid beasts and studied both the military and arcane arts to learn better how to defeat them. She joined the Legion of Steel, which seemed to be the only organization on Ansalon genuinely determined to do whatever was necessary to protect the people from the draconic menace.

Yania was shocked to find herself to be a quick study. Her year at Palin's Academy of Sorcery was well spent; she learned enough spellcraft to make her a competent warrior, when combined with her archery talents. Her research into dragons frequently took her far from Qualinesti; she spoke to Iyesta many times, trying to glean whatever information she could to help the Legion defeat the Overlords once and for all.

Her expertise in sorcery and in dragon lore led High Elder Silver Claw to nominate her as a Keeper of the Legacy, and she was overwhelmingly approved by the Legionnaires. She became known as a trusted advisor, a savvy leader, and a capable administrator. She is thought to be the frontrunner for the position of High Elder once Silver Claw retires. Yania currently resides in Solace, where her duties as Keeper require her.

SILVER CLAW, HIGH ELDER CR 17

The rules governing Silver Claw's ranger spellcasting can be found in the sidebar "Variant: Spellcasting Rangers in the Age of Mortals" in this sourcebook.

Male nomadic human ranger 5/rogue 5/Legion warrior 7

N Medium humanoid

Init +1; **Senses** Listen +11, Spot +11

Languages Abanasinian, Common, Khur, Solamnic

AC 20, touch 14, flat-footed 19; uncanny dodge

hp 100 (17 HD)

Fort +11, **Ref** +11, **Will** +9; evasion

Spd 30 ft.

Melee +2 *keen battleaxe* +19/+14/+9 (1d8+4/19-20/x3)

Ranged +2 *shock composite longbow* +19/+14/+9 (1d8+2/x3 plus 1d6 electricity) or

Ranged +2 *shock composite longbow* +17/+17/+12/+7 (1d8+2/x3 plus 1d6 electricity) with Rapid Shot

Base Atk +15; **Grp** +17

Atk Options combat style (archery), combat style (Nerakan), favored enemy animals +2, favored enemy Dark Knights +6, favored enemy dragons +2, favored enemy ogres +4, Improved Sunder, Point Blank Shot, Power Attack, Precise Shot, sneak attack +3d6

Special Actions Legion's Oath 2/day

Ranger Spells Known (CL 2nd)

1st (1/day)—*detect animals or plants, speak with animals*

Abilities Str 14, Dex 12, Con 12, Int 17, Wis 16, Cha 15

SQ Animal companion (sheepdog, "Jack"), Legion knowledge +20, trap sense +1, trapfinding, wild empathy +9

Feats Improved Sunder, Iron Will, Endurance^B, Negotiator, Point Blank Shot, Power Attack, Precise Shot, Rapid Shot^B, Track^B, Weapon Focus (longbow)

Skills Bluff +7, Diplomacy +28, Gather Information +14, Handle Animal +10, Hide +9, Intimidate +4, Knowledge (geography) +11, Knowledge (local) +11, Knowledge (nature) +11, Knowledge (nobility & royalty) +17, Listen +11, Move Silently +9, Ride +19, Search +16, Sense Motive +23, Spot +11, Survival +13

Possessions +2 *mithral shirt*, +2 *keen battleaxe*, +2 *shock composite longbow*, 40 arrows, *ring of protection* +3, Legion starjewel

Apprentice (Ex) Silver Claw's apprentice is a young former Solamnic Knight by the name of Sir Benedict Newcastle (NG male civilized human fighter 5).

Legion Knowledge (Ex) Silver Claw may make a special Legion knowledge check (1d20+20) to see whether he knows any relevant information about local people, history, faraway places, or recent events.

Legion's Oath (Ex) Twice per day, Silver Claw is able to utter a cry of solidarity as part of an aid another action. If successful, his ally is allowed another saving throw against any effect that has caused him to become blinded, dazed, exhausted, fatigued, panicked, petrified, shaken, or stunned. The bonus from the aid another action also applies to this new saving throw and to any other saving throws the ally must make against effects that cause those conditions until Silver Claw's next round.

Reputation (Ex) Silver Claw adds a +6 circumstance bonus to Bluff and Diplomacy skill checks when dealing with working-class or poor individuals.

Silver Claw is a rugged plainsman, his face showing the damage of years of exposure to the bitter wind and scorching sun. He wears the comfortable, utilitarian clothes of the plains tribes and often carries his great bow and a battleaxe. He is almost sixty years old and has a short mop of unruly gray hair. He still has the physique of a man twenty years his junior, however, and spends at least an hour or two every day performing physical labor; residents of Solace often see him in the early morning running through the fields outside of town, or chopping firewood, or performing some other menial but physically demanding task.

Silver Claw has led scouts against the agents of Beryl in Qualinesti, the Dark Knights in Tarsis, and ogres in Blöde. His experience earned him the attention of Sara Dunstan, who came to trust his pragmatic judgment and common sense. He was elected High Elder when she passed away and has led the Legion of Steel ever since.



FALAIUS TANEK,

COHORT COMMANDER

CR 13

Male nomad human fighter 6/Legion warrior 2/legendary tactician 5

NG Medium humanoid

Init +0; **Senses** Listen +2, Spot +2

Languages Abanasinian, Common

AC 21, touch 15, flat-footed 21

hp 97 (13 HD)

Fort +16, **Ref** +5, **Will** +7 (+15 against frightful presence of dragons)

Spd 30 ft.

Melee* +2 *keen greatsword* +16/+11/+6 (2d6+14/17-20) or

Melee* mwk heavy lance +14/+9/+4 (1d8+6/x3)

*Includes adjustments for a 3 point Power Attack

Base Atk +13; **Grp** +16

Atk Options Cleave, combat style (Nerakan), favored enemy Dark Knights +2, Mounted Combat, Power Attack, Ride By Attack

Special Actions direct troops, inspire courage, rally troops

Abilities Str 16, Dex 11, Con 14, Int 11, Wis 15, Cha 16

SQ Hard march, leadership bonus +3, Legion knowledge +13, reputation +4

Feats Cleave, Endurance, Improved Resist Dragonfear, Leadership, Mounted Combat, Power Attack, Resist Dragonfear, Ride By Attack, Weapon Focus (greatsword), Weapon Specialization (greatsword)

Skills Diplomacy +19, Gather Information +7, Intimidate +9, Knowledge (nobility and royalty) +4, Ride +14, Sense Motive +8

Possessions +2 *breastplate*, +2 *keen greatsword*, mwk dagger, mwk heavy lance, *ring of protection* +4, *cloak of resistance* +2, Legion starjewel

Direct Troops (Su) As a full-round action, Falaius can add a +2 competence bonus to either attack rolls or skill checks for all allies within 30 ft., lasting a number of rounds equal to his charisma bonus.

Hard March (Su) Falaius grants any troops traveling with him a +4 morale bonus to Constitution checks made for making a force march or any other task requiring extended exertion.

Inspire Courage (Su) 3/day, Falaius may inspire courage in his allies (including himself), bolstering them against fear and improving their combat abilities. To be affected, an ally must be able to hear Falaius speak. The effect lasts for as long as the ally hears Falaius speak, and for 5 rounds thereafter. An affected ally receives a +3 morale bonus on saving throws against charm and fear effects and a +3 morale bonus on attack and weapon damage rolls.

Leadership Bonus (Ex) Falaius adds +3 to his leadership score, which is 19.

Legion Knowledge (Ex) Falaius may make a special Legion knowledge check (1d20+13) to see whether he knows any relevant information about local people, history, faraway places, or recent events.

Rally Troops (Su) Falaius' presence grants any allies within 30 ft. a second saving throw against fear and charm effects they've already succumbed to. Even if the second save fails, the effects are one step less severe (panicked characters are frightened, frightened characters are shaken, etc.).

Reputation (Ex): Falaius adds a +4 circumstance bonus to Bluff and Diplomacy skill checks when dealing with working-class or poor individuals.

Falaius Taneek is a rugged-looking middle-aged man. He joined the Legion when Silver Claw was elected High Elder, and the two became good friends. Falaius was already an accomplished warrior when he joined and

he was elected centurion of his unit not long after being assigned to it. Silver Claw assigned his century to the Missing City, where Falaius became commander of the Legion cohort with hundreds of Legionnaires under his command.

Falaius has established a reputation as a tough, no-nonsense warrior, inspiring others with his unshakable calm. He is nearly fearless in battle; he earned the nickname “Stormscorn” among some Legionnaires for his public and venomous defiance of the dragonlord Thunder at the Battle of the Missing City during the War of Souls. The Legionnaires under his command are intensely loyal.

He wears whatever armor may be available at the time, often a breastplate, and wields a huge broadsword.

LANTHER DARTHASSIAN, TRAITOR TO THE LEGACY CR 16

Male nomad human rogue 8/blackguard 8 of Takhisis

CE Medium humanoid

Init +2; **Senses** Listen +2, Spot +13; trap sense +2

Aura despair (10 ft. radius, -2 penalty to saving throws)

Languages Common, Nerakan, Solamnic, Tarmak

AC 22, touch 16, flat-footed 20; improved uncanny dodge

hp 75 (16 HD)

Resist evasion

Fort +12, **Ref** +13, **Will** +10

Spd 30 ft.

Melee +2 *dagger* +19/+14/+9 (1d4+3/19-20)

Base Atk +14; **Grp** +14

Atk Options Cleave, Power Attack, smite good 2/day, sneak attack +6d6

Special Actions command undead 7/day (+6, 2d6+10, 6th)

Blackguard Spells Prepared (CL 4th; +15 melee touch, +16 ranged touch)

4th—*freedom of movement, inflict critical wounds*

3rd—*deeper darkness, protection from elements*

2nd—*bull's strength, cure moderate wounds*

1st—*cause fear* (DC 13), *corrupt weapon, inflict light wounds*

Spell-Like Abilities (CL 4th):

At will—*detect good*

Abilities Str 13, Dex 14, Con 11, Int 15, Wis 14, Cha 18

SQ poison use, trapfinding

Feats Cleave, Improved Sunder, Power Attack, Skill

Focus (Bluff), Skill Focus (Disguise), Weapon Finesse, Weapon Focus (dagger)

Skills Bluff +18, Diplomacy +27, Disguise +24, Gather Information +19, Hide +7, Intimidate +14, Knowledge (nobility and royalty) +4, Knowledge (religion) +12, Move Silently +13, Open Lock +6, Search +15, Sense Motive +13, Sleight of Hand +13, Spot +13

Possessions +2 *dagger, ring of protection* +4, *bracers of armor* +6, Legion starjewel

Smite Good (Su): 2/day, Lanther may add his Charisma modifier to a single attack roll and +8 to damage rolls against a good creature.

Lanther Darthassian might have been a handsome man, but for the large scar across his weatherbeaten face. He was tall and lanky, but he could change his stature dramatically to suit a disguise. It's impossible to describe what Lanther might have worn at any given time, as he was so often in disguise. He served for years as a covert operative in the Missing City, keeping watch for the Legion in a way that an open Legionnaire could not.

The treacherous Lanther was thought to be one of Falaius Taneek's most valuable assets in the Missing City, before he turned against all that he had claimed to stand for. A gifted covert operative, Lanther was secretly a former Dark Knight and one of the leaders of the invading force of Tarmak brutes. Perhaps even worse, Lanther was a chosen instrument of the One God—the returning Takhisis.

Lanther revealed his treason and his vicious cruelty after the invasion had succeeded and he very nearly managed to establish the Tarmaks on Ansalon in the name of his Dark Queen, but he was foiled at the last moment. When, so far away in Sanction, Takhisis lost her divinity, Lanther lost his god-gifted abilities and fell to the offspring of Iyesta, the beloved dragonlord he helped murder.





KNIGHTLY ORDERS OF ANSALON

“My Honor is My Life.”

The Knights of Solamnia go into battle for honor and justice, standing against the evils of the world in the service of their patron gods. An order rose against them, Dark Knights who work to control the people Ansalon with an iron fist. The Legion of Steel was founded to battle oppression from all sides, fighting for freedom. In kingdoms and keeps across the land, warriors take up arms in the service of a lord, a god, or a cause. These are the knights of Ansalon.

Knighly Orders of Ansalon is a resource for games set in the world of DRAGONLANCE. Contained within these pages are resources for players, including information on heraldry, chivalric traditions, warfare, and honorable combat. Also included are new classes, substitution levels, feats, and magical items. Detailed descriptions of the Knights of Solamnia, the Dark Knights, and the Legion of Steel are provided. All information within this volume is fully compatible with the revised edition of the d20 System game.

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