

CLASSES OF ANSALON



his document contains 5th edition Dungeons & Dragons rules for Dragonlance Campaign. You can find general information about classes from the 3rd edition *Dragonlance Campaign Setting* by Wizards of the Coast and from the 5th edition *Player's Handbook*.

BARBARIANS

Barbarians have all the features of Barbarians in the *Player's Handbook* with the following exceptions.

Before 4350 PC. Barbarians during this age don't have access to the Path of the Totem Warrior primal path.

4350 PC—0 PC. Barbarians during this age have all the features of barbarians in the *Player's Handbook*.

1 AC—388 AC. Barbarians during this age don't have access to the Path of the Totem Warrior primal path.

388 AC—420 AC. Barbarians during this age have all the features of barbarians in the *Player's Handbook*.

BARDS

Bards have all the features of bards in the *Player's Handbook* with the following exceptions.

Bard Spellcasting. Healing magic is reserved only for clerics, paladins, and mystics. Remove the following spells from the bard spell list: *cure wounds*, *healing word*, *lesser restoration*, *greater restoration*, *mass cure wounds*, *regenerate*, *resurrection*, and *power word heal*.

Before 4350 PC. Bards during this age don't have access to Spellcasting, Countercharm, Magical Secrets, and Battle Magic features.

4350 PC—0 PC. Bards during this age have all the features of bards in the *Player's Handbook*.

1 AC—410 AC. Bards during this age don't have access to Spellcasting, Countercharm, Magical Secrets, and Battle Magic features.

411 AC—420 AC. Bards during this age have all the features of bards in the *Player's Handbook*.

CLERICS

Clerics have all the features of Clerics in the *Player's Handbook* with the following exceptions.

Before 4350 PC. Clerics during this age don't have access to Spellcasting, Divine Domain, Channel Divinity, Destroy Undead, and Divine Intervention features.

4350 PC—0 PC. Clerics during this age have all the features of clerics in the *Player's Handbook*.

1 AC—351 AC. Clerics during this age don't have access to Spellcasting, Divine Domain, Channel Divinity, Destroy Undead, and Divine Intervention features.

Clerics whose patron deity is evil have all the features of clerics in the *Player's Handbook* starting at 141 AC.

352 AC—383 AC. After Goldmoon finds the *disks of Mishakal*, clerics during this age have all the features of clerics in the *Player's Handbook*.

In addition, if the cleric doesn't have a *medallion of faith*, the cleric can't prepare spells higher than 3rd level.

384 AC—419 AC. Clerics during this age don't have access to Spellcasting, Divine Domain, Channel Divinity, Destroy Undead, and Divine Intervention features.

420 AC. Clerics during this age have all the features of clerics in the *Player's Handbook*.

Clerics of Paladine and Takhisis must choose a new patron deity or lose access to Spellcasting, Divine Domain, Channel Divinity, Destroy Undead, and Divine Intervention features.

DRUIDS

Druids use the rules presented in the *Player's Handbook* with the following exceptions. Druids must choose a patron deity to be able to benefit from all druid features.

Before 4350 PC. Druids during this age don't have access to Spellcasting, Wild Shape, Druid Circle, Timeless Body, Beast Spells, and Archdruid features.

4350 PC—0 PC. Druids during this age have all the features of druids in the *Player's Handbook*.

1 AC—351 AC. Druids during this age don't have access to Spellcasting, Wild Shape, Druid Circle, Timeless Body, Beast Spells, and Archdruid features.

352 AC—383 AC. After Goldmoon finds the *disks of Mishakal*, druids during this time have all the features of druids in the *Player's Handbook*.

384 AC—419 AC. Druids during this age don't have access to Spellcasting, Wild Shape, Druid Circle, Timeless Body, Beast Spells, and Archdruid features.

420 AC. Druids during this age have all the features of druids in the *Player's Handbook*.

FIGHTERS

Fighters use the rules presented in the *Player's Handbook* with the following exceptions.

Before 2645 PC. Fighters during this age don't have access to the Eldritch Knight martial archetype.

2645 PC—383 AC. The Eldritch Knight martial archetype is subjected to the same laws of magic as wizards.

384 AC—419 AC. Fighters during this age don't have access to the Eldritch Knight martial archetype.

420 AC. The Eldritch Knight martial archetype is subjected to the same laws of magic as wizards.

FIGHTING STYLE: MARINER

As long as you are not wearing heavy armor or using a shield, you have swimming speed and climbing speed equal to your normal speed, and you gain a +1 bonus to AC.

MARTIAL ARCHETYPE: CAVALIER

The archetypal Cavalier excels at mounted combat. Usually born to nobility and raised in a royal court, a Cavalier is equally at home leading a cavalry charge or exchanging witty repartee at a state dinner.

VARIANT: DRAGON RIDER

Cavalier is an excellent martial archetype for dragon riders. For dragon rider bonus proficiencies, replace Performance with Perception. Dragon riders often gain navigator's tools.

BONUS PROFICIENCIES

When you choose this archetype at 3rd level, you gain proficiency in two of the following skills of your choice: Animal Handling, Insight, Performance, or Persuasion. You can choose to gain one tool proficiency in place of one skill proficiency.

BORN TO THE SADDLE

At 3rd level, you have advantage on saving throws made to avoid falling off your mount. If you fall off your mount, you always land on your feet if you are capable of taking actions. Mounting or dismounting a creature costs you only 5 feet of movement, rather than half your speed.

COMBAT SUPERIORITY

At 3rd level, you gain a set of abilities that are fueled by special dice called superiority dice.

Superiority Dice. You have four superiority dice, which are d8s. A superiority die is expended when you use it. You regain all of your expended superiority dice when you finish a short or long rest.

You gain another superiority die at 7th level and one more at 15th level.

Using Superiority Dice. You can expend superiority dice to gain a number of different benefits:

- When you make a check to influence or control a creature you are riding, you can expend one superiority die to add it to the check. You apply this bonus after making the check but before learning if it was successful.
- When you make a weapon attack against a creature, you can expend one superiority die to add it to the attack roll. You can use this ability before or after making the attack roll, but before any of the effects of the attack are applied.
- When you make an attack with a lance while mounted, you can expend one superiority die to add it to your damage roll. In addition, the target of the attack must make a Strength saving throw (DC 8 + your proficiency bonus + your Strength modifier) or be knocked prone.
- If either you or your mount is hit by an attack while you are mounted, you can expend one superiority die as a reaction, adding the number rolled to your or your mount's AC. If the attack still hits, you or your mount take half damage from it.

FEROCIOUS CHARGER

At 7th level, you gain additional benefits when you use superiority dice to increase your damage when you attack with a lance. You can expend up to two superiority dice on the attack, adding both to the damage roll. If you spend two dice, the target has disadvantage on its Strength saving throw to avoid being knocked prone.

IMPROVED COMBAT SUPERIORITY

At 10th level, your superiority dice turn into d10s. At 18th level, they turn into d12s.

RELENTLESS

Starting at 15th level, when you roll initiative and have no superiority dice remaining, you regain 1 superiority die.

MARTIAL ARCHETYPE: KNIGHT

Knights can be Knights of Solamnia, Knights of Takhisis, or other knights. Pledged to protect the land, they take the fight against evil beyond their country's borders. They are tasked with wandering the land as knights errant, relying on their judgment, bravery, and fidelity to the code of chivalry to guide them in defeating evildoers.

A knight inspires greatness in others by committing brave deeds in battle. The mere presence of a knight in a hamlet is enough to cause some bandits to seek easier prey. A lone knight is a skilled warrior, but a knight leading a band of allies can transform even the most poorly equipped militia into a ferocious war band.

A knight prefers to lead through deeds, not words. As a knight spearheads an attack, the knight's actions can awaken reserves of courage and conviction in allies that they never suspected they had.

RALLYING CRY

When you choose this archetype at 3rd level, you learn how to inspire your allies to fight on past their injuries.

When you use your Second Wind feature, you can choose up to three creatures within 60 feet of you that are allied with you. Each one regains hit points equal to your fighter level, provided that the creature can see or hear you.

ROYAL ENVOY

A knight serves as an envoy. Knights of high standing are expected to conduct themselves with grace.

At 7th level, you gain proficiency in the Persuasion skill. If you are already proficient in it, you gain proficiency in one of the following skills of your choice: Animal Handling, Insight, Intimidation, or Performance.

Your proficiency bonus is doubled for any ability check you make that uses Persuasion. You receive this benefit regardless of the skill proficiency you gain from this feature.

INSPIRING SURGE

Starting at 10th level, when you use your Action Surge feature, you can choose one creature within 60 feet of you that is allied with you. That creature can make one melee or ranged weapon attack with its reaction, provided that it can see or hear you.

Starting at 17th level, you can choose two allies within 60 feet of you, rather than one.

BULWARK

Beginning at 15th level, you can extend the benefit of your Indomitable feature to an ally. When you decide to use Indomitable to reroll an Intelligence, a Wisdom, or a Charisma saving throw and you aren't incapacitated, you can choose one ally within 60 feet of you that also failed its saving throw against the same effect. If that creature can see or hear you, it can reroll its saving throw and must use the new roll.

MARTIAL ARCHETYPE: SCOUT

The archetypal Scout excels at finding safe passage through dangerous regions. Scouts usually favor light armor and ranged weapons, but they are comfortable using heavier gear when faced with intense fighting.

BONUS PROFICIENCIES

When you choose this archetype at 3rd level, you gain proficiency in three of the following skills of your choice: Acrobatics, Athletics, Investigation, Medicine, Nature, Perception, Stealth, or Survival. You can choose to gain proficiency with thieves' tools in place of one skill choice.

COMBAT SUPERIORITY

At 3rd level, you gain a set of abilities that are fueled by special dice called superiority dice.

Superiority Dice. You have four superiority dice, which are d8s. A superiority die is expended when you use it. You regain all of your expended superiority dice when you finish a long or short rest.

You gain another superiority die at 7th level and one more at 15th level.

Using Superiority Dice. You can expend superiority dice to gain a number of different benefits:

- When you make a check that allows you to apply your proficiency in Athletics, Nature, Perception, Stealth, or Survival, you can expend one superiority die to bolster the check. Add half the number rolled on the superiority die (rounding up) to your check. You apply this bonus after making the check but before learning if it was successful.
- When you make a weapon attack against a creature, you can expend one superiority die to add it to the attack roll. You can use this ability before or after making the attack roll, but before any of the effects of the attack are applied.
- If you are hit by an attack while wearing light or medium armor, you can expend one superiority die as a reaction, adding the number rolled to your AC. If the attack still hits, you take half damage from it.

NATURAL EXPLORER

At 3rd level, you gain the ranger class feature of the same name, with the following alteration: You choose additional favored terrain types at 7th and 15th level.

IMPROVED COMBAT SUPERIORITY

At 10th level, your superiority dice turn into d10s. At 18th level, they turn into d12s.

RELENTLESS

Starting at 15th level, when you roll initiative and have no superiority dice remaining, you regain 1 superiority die.

MONKS

Monks use the rules presented in the *Player's Handbook* with the following exceptions.

Before 4350 PC. Monks during this age don't have access to the Way of Shadow and Way of the Four Elements monastic traditions.

4350 PC—0 PC. Monks during this age have all the features of monks in the *Player's Handbook*.

1 AC—388 AC. Monks during this age don't have access to the Way of Shadow and way of the Four Elements monastic traditions.

388 AC—420 AC. Monks during this time have all the features of monks in the *Player's Handbook*.

MYSTICS

Mystics are spellcasters who have learned to channel divine energy without worshiping any deity. Mystics use the cleric spell list. The mystic is available for play only after Goldmoon discovers mysticism in 390 AC.

CLASS FEATURES

As a mystic, you gain the following class features.

HIT POINTS

Hit Dice: 1d8 per mystic level

Hit Points at 1st Level: 8 + your Constitution modifier

Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per mystic level after 1st

PROFICIENCIES

Armor: Light armor, medium armor, shields

Weapons: All simple weapons

Tools: None

Saving Throws: Wisdom, Charisma

Skills: Choose two from History, Insight, Medicine, Nature, and Persuasion

EQUIPMENT

You start with the following equipment, in addition to the equipment granted by your background:

- (a) a mace or (b) a warhammer (if proficient)
- (a) scale mail, (b) leather armor, or (c) chain mail (if proficient)
- (a) a light crossbow and 20 bolts or (b) any simple weapon
- (a) a dungeoneer's pack or (b) an explorer's pack
- A shield and a divine focus

SPELLCASTING

CANTRIPS

At 1st level, you know four cantrips of your choice from the cleric spell list. You learn additional cleric cantrips of your choice at higher levels, as shown in the Cantrips Known column of the Mystic table.

SPELL SLOTS

The Mystic table shows how many spell slots you have to cast your spells of 1st level and higher. To cast one of these mystic spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest. For example, if you know the 1st-level spell *cure wounds* and have a 1st-level and a 2nd-level spell slot available, you can cast *cure wounds* using either slot.

THE MYSTIC

Level	Proficiency Bonus	Features	Cantrips Known	Spells Known	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	+2	Spellcasting, Domain	4	2	2	—	—	—	—	—	—	—	—
2nd	+2	Channeling (1/rest), Domain feature	4	3	3	—	—	—	—	—	—	—	—
3rd	+2	—	4	4	4	2	—	—	—	—	—	—	—
4th	+2	Ability Score Improvement	5	5	4	3	—	—	—	—	—	—	—
5th	+3	Destroy Undead (CR 1/2)	5	6	4	3	2	—	—	—	—	—	—
6th	+3	Channeling (2/rest), Domain feature	5	7	4	3	3	—	—	—	—	—	—
7th	+3	—	5	8	4	3	3	1	—	—	—	—	—
8th	+3	Ability Score Improvement, Destroy Undead (CR 1), Domain feature	5	9	4	3	3	2	—	—	—	—	—
9th	+4	—	5	10	4	3	3	3	1	—	—	—	—
10th	+4	Heart's Ward	6	11	4	3	3	3	2	—	—	—	—
11th	+4	Destroy Undead (CR 2)	6	12	4	3	3	3	2	1	—	—	—
12th	+4	Ability Score Improvement	6	12	4	3	3	3	2	1	—	—	—
13th	+5	—	6	13	4	3	3	3	2	1	1	—	—
14th	+5	Destroy Undead (CR 3)	6	13	4	3	3	3	2	1	1	—	—
15th	+5	—	6	14	4	3	3	3	2	1	1	1	—
16th	+5	Ability Score Improvement	6	14	4	3	3	3	2	1	1	1	—
17th	+6	Destroy Undead (CR 4), Domain feature	6	15	4	3	3	3	2	1	1	1	1
18th	+6	Channeling (3/rest)	6	15	4	3	3	3	3	1	1	1	1
19th	+6	Ability Score Improvement	6	15	4	3	3	3	3	2	1	1	1
20th	+6	Timeless Body	6	15	4	3	3	3	3	2	2	1	1

SPELLS KNOWN OF 1ST LEVEL AND HIGHER

You know two 1st-level spells of your choice from the cleric spell list.

The Spells Known column of the Mystic table shows when you learn more mystic spells of your choice. Each of these spells must be of a level for which you have spell slots. For instance, when you reach 3rd level in this class, you can learn one new spell of 1st or 2nd level.

Additionally, when you gain a level in this class, you can choose one of the mystic spells you know and replace it with another spell from the cleric spell list, which also must be of a level for which you have spell slots.

SPELLCASTING ABILITY

Wisdom is your spellcasting ability for your mystic spells. You use your Wisdom whenever a spell refers to your spellcasting ability. In addition, you use your Wisdom modifier when setting the saving throw DC for a mystic spell you cast and when making an attack roll with one.

Spell save DC = 8 + your proficiency bonus + your Wisdom modifier

Spell attack modifier = your proficiency bonus + your Wisdom modifier

RITUAL CASTING

You can cast a mystic spell as a ritual if that spell has the ritual tag and you have the spell prepared.

SPELLCASTING FOCUS

You can use a divine focus for your mystic spells.

DOMAIN

Choose one domain from cleric Divine Domains. Your choice grants you domain spells and other features when you choose it at 1st level. It also grants you additional ways to use Channeling when you gain that feature at 2nd level, and additional benefits at 6th, 8th, and 17th levels.

DOMAIN SPELLS

Each domain has a list of spells—its domain spells that you gain at the mystic levels noted in the domain description.

If you have a domain spell that doesn't appear on the cleric spell list, the spell is nonetheless a mystic spell for you.

CHANNELING

At 2nd level, you gain the ability to channel energy directly inside of you, using that energy to fuel magical effects. You start with two such effects: Turn Undead and an effect determined by your domain. Some domains grant you additional effects as you advance in levels, as noted in the domain description.

When you use your Channeling, you choose which effect to create. You must then finish a short or long rest to use your Channeling again.

Some Channeling effects require saving throws. When you use such an effect from this class, the DC equals your mystic spell save DC.

Beginning at 6th level, you can use your Channeling twice between rests, and beginning at 18th level, you can use it three times between rests. When you finish a short or long rest, you regain your expended uses.

CHANNELING: TURN UNDEAD

As an action, you present your divine focus and speak an incantation censuring the undead. Each undead that can see or hear you within 30 feet of you must make a Wisdom saving throw. If the creature fails its saving throw, it is turned for 1 minute or until it takes any damage.

A turned creature must spend its turns trying to move as far away from you as it can, and it can't willingly move to a space within 30 feet of you. It also can't take reactions. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving. If there's nowhere to move, the creature can use the Dodge action.

ABILITY SCORE IMPROVEMENT

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

DESTROY UNDEAD

Starting at 5th level, when an undead fails its saving throw against your Turn Undead feature, the creature is instantly destroyed if its challenge rating is at or below a certain threshold, as shown in the Destroy Undead table.

DESTROY UNDEAD

Mystic Level	Destroy Undead of CR...
5th	1/2 or lower
8th	1 or lower
11th	2 or lower
14th	3 or lower
17th	4 or lower

HEART'S WARD

When you reach 10th level, you can't be charmed or frightened by dragons or undead, and you are immune to poison and disease.

TIMELESS BODY

At 20th level, your inner strength sustains you so that you suffer none of the frailty of old age, and you can't be aged magically. You can still die of old age, however. In addition, you no longer need food or water.

PALADINS

Paladins use the rules presented in the *Player's Handbook* with the following exceptions. Paladins must choose a patron deity to be able to benefit from all paladin features.

Before 4350 PC. Paladins during this age don't have access to Divine Sense, Lay on Hands, Spellcasting, Divine Smite, Divine Health, Sacred Oath, Aura of Protection, Aura of Courage, and Cleansing Touch features.

4350 PC—0 PC. Paladins during this age have all the features of paladins in the *Player's Handbook*.

1 AC—351 AC. Paladins during this age don't have access to Divine Sense, Lay on Hands, Spellcasting, Divine Smite, Divine Health, Sacred Oath, Aura of Protection, Aura of Courage, and Cleansing Touch features.

Paladins whose patron deity is evil have all the features of paladins in the *Player's Handbook* after 141 AC.

352 AC—383 AC. After Goldmoon finds the *disks of Mishakal*, paladins during this age have all the features of paladins in the *Player's Handbook*.

In addition, if the paladin doesn't have a *medallion of faith*, the paladin can't prepare spells higher than 3rd level.

384 AC—419 AC. Paladins during this age don't have access to Divine Sense, Lay on Hands, Spellcasting, Divine Smite, Divine Health, Sacred Oath, Aura of Protection, Aura of Courage, and Cleansing Touch features.

420 AC. Paladins during this age have all the features of paladins in the *Player's Handbook*.

Paladins of Paladine and Takhisis must choose a new patron deity or lose access to Divine Sense, Lay on Hands, Spellcasting, Divine Smite, Divine Health, Sacred Oath, Aura of Protection, Aura of Courage, and Cleansing Touch features.

FIGHTING STYLE: MARINER

As long as you are not wearing heavy armor or using a shield, you have swimming speed and climbing speed equal to your normal speed, and you gain a +1 bonus to AC.

OATH OF THE CROWN

The Oath of the Crown is sworn to the ideals of civilization, be it the spirit of a nation, fealty to a sovereign, or service to a deity of law and rulership. The paladins who swear this oath dedicate themselves to serving society and, in particular, the just laws that hold society together. These paladins are the watchful guardians on the walls, standing against the chaotic tides of barbarism that threaten to tear down all that civilization has built, and are commonly known as guardians, exemplars, or sentinels. Often, paladins who swear this oath are members of an order of knighthood in service to a nation or a sovereign, and undergo their oath as part of their admission to the order's ranks.

TENETS OF THE CROWN

The tenets of the Oath of the Crown are often set by the sovereign to which their oath is sworn, but generally emphasize the following tenets.

Law. The law is paramount. It is the mortar that holds the stones of civilization together, and it must be respected.

Loyalty. Your word is your bond. Without loyalty, oaths and laws are meaningless.

Courage. You must be willing to do what needs to be done for the sake of order, even in the face of overwhelming odds. If you don't act, then who will?

Responsibility. You must deal with the consequences of your actions, and you are responsible for fulfilling your duties and obligations.

OATH SPELLS

You gain oath spells at the paladin levels listed.

OATH OF THE CROWN SPELLS

Paladin Level	Spells
3rd	<i>command, compelled duel</i>
5th	<i>warding bond, zone of truth</i>
9th	<i>aura of vitality, spirit guardians</i>
13th	<i>banishment, guardian of faith</i>
17th	<i>circle of power, geas</i>

CHANNEL DIVINITY

When you take this oath at 3rd level, you gain the following Channel Divinity options.

Champion Challenge. You issue a challenge that compels other creatures to do battle with you. Each creature of your choice that you can see within 30 feet of you must make a Wisdom saving throw. On a failed save, a creature can't willingly move more than 30 feet away from you. This effect ends on the creature if you are incapacitated or die or if the creature is moved more than 30 feet away from you.

Turn the Tide. As a bonus action, you can bolster injured creatures with your Channel Divinity. Each creature of your choice that can hear you within 30 feet of you regains hit points equal to 1d6 + your Charisma modifier (minimum of 1) if it has no more than half of its hit points.

DIVINE ALLEGIANCE

Starting at 7th level, when a creature within 5 feet of you takes damage, you can use your reaction to magically substitute your own health for that of the target creature, causing that creature not to take the damage. Instead, you take the damage. This damage to you can't be reduced or prevented in any way.

UNYIELDING SPIRIT

Starting at 15th level, you have advantage on saving throws to avoid becoming paralyzed or stunned.

EXALTED CHAMPION

At 20th level, your presence on the field of battle is an inspiration to those dedicated to your cause. You can use your action to gain the following benefits for 1 hour:

- You have resistance to bludgeoning, piercing, and slashing damage from nonmagical weapons.

- Your allies have advantage on death saving throws while within 30 feet of you.

- You have advantage on Wisdom saving throws, as do your allies within 30 feet of you.

This effect ends early if you are incapacitated or die. Once you use this feature, you can't use it again until you finish a long rest.

RANGERS

Rangers use the rules presented in the *Player's Handbook* with the following exceptions. Rangers must choose a patron deity to be able to benefit from all ranger features.

The alternate ranger class presented here is a variant ranger without spellcasting features.

Before 4350 PC. Use the alternate ranger class.

4350 PC—0 PC. Rangers during this age have all the features of rangers in the *Player's Handbook*.

1 AC—351 AC. Use the alternate ranger class.

352 AC—383 AC. After Goldmoon finds the *disks of Mishakal*, rangers during this age have all the features of rangers in the *Player's Handbook*.

384 AC—419 AC. Use the alternate ranger class.

420 AC. Rangers during this age have all the features of rangers in the *Player's Handbook*.

FIGHTING STYLE: MARINER

As long as you are not wearing heavy armor or using a shield, you have swimming speed and climbing speed equal to your normal speed, and you gain a +1 bonus to AC.

RANGER (VARIANT)

This ranger variant doesn't have access to spellcasting but adds up several other features.

CLASS FEATURES

As a ranger, you gain the following class features.

HIT POINTS

Hit Dice: 1d10 per ranger level

Hit Points at 1st Level: 10 + your Constitution modifier

Hit Points at Higher Levels: 1d10 (or 6) + your Constitution modifier per ranger level after 1st

PROFICIENCIES

Armor: Light armor, medium armor, shields

Weapons: Simple weapons, martial weapons

Tools: None

Saving Throws: Strength, Dexterity

Skills: Choose three from Animal Handling, Athletics, Insight, Investigation, Nature, Perception, Stealth, and Survival

EQUIPMENT

You start with the following equipment, in addition to the equipment granted by your background:

THE RANGER

Level	Proficiency Bonus	Features
1st	+2	Favored Enemy, Natural Explorer
2nd	+2	Fighting Style, Combat Superiority
3rd	+2	Poultices
4th	+2	Ability Score Improvement
5th	+3	Extra Attack, Additional Maneuver
6th	+3	Favored Enemy and Natural Explorer improvements
7th	+3	—
8th	+3	Ability Score improvement, Land's Stride
9th	+4	Superiority Die improvement, Additional Maneuver, Natural Antivenom
10th	+4	Natural Explorer improvement, Hide in Plain Sight
11th	+4	—
12th	+4	Ability Score Improvement
13th	+5	Additional Maneuver, Call Natural Allies
14th	+5	Favored Enemy improvement, Vanish
15th	+5	—
16th	+5	Ability Score Improvement
17th	+6	Superiority Die improvement, Additional Maneuver, Relentless
18th	+6	Feral Senses
19th	+6	Ability Score Improvement
20th	+6	Foe Slayer

- (a) scale mail or (b) leather armor
- (a) two shortswords or (b) two simple melee weapons
- (a) a dungeoneer's pack or (b) an explorer's pack
- A longbow and a quiver of 20 arrows

FAVORED ENEMY

Beginning at 1st level, you have significant experience studying, tracking, hunting, and even talking to a certain type of enemy.

Choose a type of favored enemy: aberrations, beasts, celestials, constructs, dragons, elementals, fey, fiends, giants, monstrosities, oozes, plants, or undead. Alternatively, you can select two races of humanoid (such as gnolls and orcs) as favored enemies.

You have advantage on Wisdom (Survival) checks to track your favored enemies, as well as on Intelligence checks to recall information about them.

When you gain this feature, you also learn one language of your choice that is spoken by your favored enemies, if they speak one at all.

You choose one additional favored enemy, as well as an associated language, at 6th and 14th level. As you gain levels, your choices should reflect the types of monsters you have encountered on your adventures.

NATURAL EXPLORER

You are particularly familiar with one type of natural environment and are adept at traveling and surviving in such regions. Choose one type of favored terrain: arctic, coast, desert, forest, grassland, mountain, swamp, or the Underdark. When you make an Intelligence or Wisdom check related to your favored terrain, your proficiency bonus is doubled if you are using a skill that you're proficient in.

While traveling for an hour or more in your favored terrain, you gain the following benefits:

- Difficult terrain doesn't slow your group's travel.
 - Your group can't become lost except by magical means.
 - Even when you are engaged in another activity while traveling (such as foraging, navigating, or tracking), you remain alert to danger.
- If you are traveling alone, you can move stealthily at a normal pace.
- When you forage, you find twice as much food as you normally would.
- While tracking other creatures, you also learn their exact number, their sizes, and how long ago they passed through the area.

You choose additional favored terrain types at 6th and 10th level.

FIGHTING STYLE

At 2nd level, you adopt a particular style of fighting as your specialty. Choose one of the following options. You can't take a Fighting Style option more than once, even if you later get to choose again.

ARCHERY

You gain a +2 bonus to attack rolls you make with ranged weapons.

DEFENSE

While you are wearing armor, you gain a +1 bonus to AC.

DUELING

When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon.

TWO-WEAPON FIGHTING

When you engage in two-weapon fighting, you can add your ability modifier to the damage of the second attack.

COMBAT SUPERIORITY

At 2nd level, you learn maneuvers that are fueled by special dice called superiority dice.

Maneuvers. You learn two maneuvers of your choice, which are chosen from the list of maneuvers available to fighters with the Battle Master archetype. Many maneuvers enhance an attack in some way. You can use only one maneuver per attack.

You learn one additional maneuver of your choice at 5th, 9th, 13th, and 17th levels. Each time you learn a new maneuver, you can also replace one maneuver you know with a different one.

Superiority Dice. You have four superiority dice, which are d8s. A superiority die is expended when you use it. You regain all of your expended superiority dice when you finish a short or long rest.

You gain another superiority die at 9th level and one more at 17th level.

Saving Throws. Some of your maneuvers require your target to make a saving throw to resist the maneuver's effects. The saving throw DC is calculated as follows:

Maneuver save DC = 8 + your proficiency bonus + your Strength or Dexterity modifier (your choice)

POULTICES

At 3rd level, you can create special herbal poultices that have healing power comparable to some potions. You can spend 1 hour gathering herbs and preparing herbal poultices using treated bandages to create a number of such poultices equal to your Wisdom modifier (minimum 1). You can carry a number of poultices at one time equal to your Wisdom modifier (minimum 1). The poultices you create cannot be applied by anyone but you. After 24 hours, any poultices that you have not used lose their potency.

If you spend 1 minute applying one of your poultices to a wounded humanoid creature, thereby expending its use, that creature regains 1d6 hit points for every two ranger levels you have (rounded up).

ABILITY SCORE IMPROVEMENTS

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

EXTRA ATTACK

Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

LAND'S STRIDE

Starting at 8th level, moving through nonmagical difficult terrain costs you no extra movement. You can also pass through nonmagical plants without being slowed by them and without taking damage from them if they have thorns, spines, or a similar hazard.

In addition, you have advantage on saving throws against plants that are magically created or manipulated to impede movement, such those created by the *entangle* spell.

NATURAL ANTIVENOM

Starting at 9th level, you have advantage on saving throws against poison and have resistance to poison damage. Additionally, you can use one of your poultices to cure one poison effect on the creature you are applying it to, in addition to restoring hit points.

HIDE IN PLAIN SIGHT

Starting at 10th level, you can spend 1 minute creating camouflage for yourself. You must have access to fresh mud, dirt, plants, soot, and other naturally occurring materials with which to create your camouflage.

Once you are camouflaged in this way, you can try to hide by pressing yourself up against a solid surface, such as a tree or wall, that is at least as tall and wide as you are. You gain a +10 bonus to Dexterity (Stealth) checks as long as you remain there without moving or taking actions. Once you move or take an action or a reaction, you must camouflage yourself again to gain this benefit.

CALL NATURAL ALLIES

Starting at 13th level, when you are in an area of your favored terrain, you can call natural creatures from that terrain to fight on your behalf, using your attunement to the natural world to convince them to aid you. The DM chooses beasts appropriate to the terrain to come to your aid from among those that could hear you and that are within 1 mile of you, in one of the following groups:

- One beast of challenge rating 2 or lower
 - Two beasts of challenge rating 1 or lower
 - Four beasts of challenge rating 1/2 or lower
 - Eight beasts of challenge rating 1/4 or lower

These beasts approach you from their current location, and will fight alongside you, attacking any creatures that are hostile to you. They are friendly to you and your comrades, and you roll initiative for the called creatures as a group, which takes its own turns. The DM has the creatures' statistics.

After 1 hour, these beasts return to their previous location. Once you use this feature, you cannot use it again in the same general area for 24 hours, since the same animals will not repeatedly heed your call.

VANISH

Starting at 14th level, you can use the Hide action as a bonus action on your turn. Also, you can't be tracked by nonmagical means, unless you choose to leave a trail.

RELENTLESS

Starting at 17th level, when you roll initiative and have no superiority dice remaining, you regain 1 superiority die.

FERAL SENSES

At 18th level, you gain preternatural senses that help you fight creatures you can't see. When you attack a creature you can't see, your inability to see it doesn't impose disadvantage on your attack rolls against it.

You are also aware of the location of any invisible creature within 30 feet of you, provided that the creature isn't hidden from you and you aren't blinded or deafened.

FOE SLAYER

At 20th level, you become an unparalleled hunter of your enemies. Once on each of your turns, you can add your Wisdom modifier to the attack roll or the damage roll of an attack you make against one of your favored enemies. You can choose to use this feature before or after the roll, but before any effects of the roll are applied.

ROGUES

Rogues use the rules presented in the *Player's Handbook* with the following exceptions.

Before 2645 PC. Rogues during this age don't have access to the Arcane Trickster roguish archetype.

2645 PC—383 AC. The Arcane Trickster roguish archetype is subjected to the same laws of magic as wizards.

384 AC—419 AC. Rogues during this age don't have access to the Arcane Trickster roguish archetype.

420 AC. The Arcane Trickster roguish archetype is subjected to the same laws of magic as wizards.

ROGUSH ARCHETYPE: MASTERMIND

Your focus is on people and on the influence and secrets they have. Many spies, courtiers, and schemers follow this archetype, leading lives of intrigue. Words are your weapons as often as knives or poison, and secrets and favors are some of your favorite treasures.

MASTER OF INTRIGUE

When you choose this archetype at 3rd level, you gain proficiency with the disguise kit, the forgery kit, and one gaming set of your choice. You also learn two languages of your choice.

Additionally, you can unerringly mimic the speech patterns and accent of a creature that you hear speak for at least 1 minute, allowing you to pass yourself off as a native speaker of a particular land, provided that you know the language.

MASTER OF TACTICS

Starting at 3rd level, you can use the Help action as a bonus action. Additionally, when you use the Help action to aid an ally in attacking a creature, the target of that attack can be within 30 feet of you, rather than 5 feet of you, if the target can see or hear you.

INSIGHTFUL MANIPULATOR

Starting at 9th level, if you spend at least 1 minute observing or interacting with another creature outside combat, you can learn certain information about its capabilities compared to your own. The DM tells you if the creature is your equal, superior, or inferior in regard to two of the following characteristics of your choice:

- Intelligence score
 - Wisdom score
 - Charisma score
- Class levels (if any)

At the DM's option, you might also realize you know a piece of the creature's history or one of its personality traits, if it has any.

MISDIRECTION

Beginning at 13th level, you can sometimes cause another creature to suffer an attack meant for you. When you are targeted by an attack while a creature within 5 feet of you is granting you cover against that attack, you can use your reaction to have the attack target that creature instead of you.

SOUL OF DECEIT

Starting at 17th level, your thoughts can't be read by telepathy or other means, unless you allow it. You can present false thoughts by making a Charisma (Deception) check contested by the mind reader's Wisdom (Insight) check.

Additionally, no matter what you say, magic that would determine if you are telling the truth indicates you are being truthful, if you so choose, and you can't be compelled to tell the truth by magic.

ROGUSH ARCHETYPE: SWASHBUCKLER

You focus your training on the art of the blade, relying on speed, elegance, and charm in equal parts. While some warriors are brutes clad in heavy armor, your method of fighting looks almost like a performance. Duelists and pirates typically belong to this archetype.

A Swashbuckler excels in single combat, and can fight with two weapons while safely darting away from an opponent.

FANCY FOOTWORK

When you choose this archetype at 3rd level, you learn how to land a strike and then slip away without reprisal. During your turn, if you make a melee attack against a creature, that creature can't make opportunity attacks against you for the rest of your turn.

RAKISH AUDACITY

Starting at 3rd level, your unmistakable confidence propels you into battle. You can add your Charisma modifier to your initiative rolls.

In addition, you don't need advantage on your attack roll to use your Sneak Attack if no creature other than your target is within 5 feet of you. All the other rules for the Sneak Attack class feature still apply to you.

PANACHE

At 9th level, your charm becomes extraordinarily beguiling. As an action, you can make a Charisma (Persuasion) check contested by a creature's Wisdom (Insight) check. The creature must be able to hear you, and the two of you must share a language.

If you succeed on the check and the creature is hostile to you, it has disadvantage on attack rolls against targets other than you and can't make opportunity attacks against targets other than you. This effect lasts for 1 minute, until one of your companions attacks the target or affects it with a spell, or until you and the target are more than 60 feet apart.

If you succeed on the check and the creature isn't hostile to you, it is charmed by you for 1 minute. While charmed, it regards you as a friendly acquaintance. This effect ends immediately if you or your companions do anything harmful to it.

ELEGANT MANEUVER

Starting at 13th level, you can use a bonus action on your turn to gain advantage on the next Dexterity (Acrobatics) or Strength (Athletics) check you make during the same turn.

MASTER DUELIST

Beginning at 17th level, your mastery of the blade lets you turn failure into success in combat. If you miss with an attack roll, you can roll it again with advantage. Once you do so, you can't use this feature again until you finish a short or long rest.

SORCERERS

Sorcerers use the rules presented in the *Player's Handbook* with the following exceptions.

Before 4350 PC. Sorcerers during this age are not available for play.

4350 PC—2644 PC. Sorcerers during this age have all the features of sorcerers in the *Player's Handbook*.

2645 PC—410 AC. Sorcerers during this age are not available for play.

411 AC–420 AC. Sorcerers during this age have all the features of sorcerers in the *Player's Handbook*.

SORCEROUS ORIGIN: STORM SORCERY

Your innate magic comes from the power of elemental air. Perhaps you were born during a howling gale so powerful that folk still tell stories of it, or your lineage might include the influence of potent air creatures. Whatever the case, the magic of the storm permeates your being.

Storm sorcerers are invaluable members of a ship's crew. Their magic allows them to exert control over wind and weather in their immediate area. Their abilities also prove useful in repelling attacks by minotaurs, pirates and other waterborne threats.

WIND SPEAKER

The arcane magic you command is infused with elemental air. You can speak, read, and write Primordial. (Knowing this language allows you to understand and be understood by those who speak its dialects: Aquan, Auran, Ignan, and Terran.)

TEMPESTUOUS MAGIC

Starting at 1st level, you can use a bonus action on your turn to cause whirling gusts of elemental air to briefly surround you, immediately before or after you cast a spell of 1st level or higher. Doing so allows you to fly up to 10 feet without provoking opportunity attacks.

HEART OF THE STORM

At 6th level, you gain resistance to lightning and thunder damage. In addition, whenever you start casting a spell of 1st level or higher that deals lightning or thunder damage, stormy magic erupts from you. This eruption causes creatures of your choice that you can see within 10 feet of you to take lightning or thunder damage (choose each time this ability activates) equal to half your sorcerer level.

STORM GUIDE

At 6th level, you gain the ability to subtly control the weather around you. If it is raining, you can use an action to cause the rain to stop falling in a 20-foot-radius sphere centered on you. You can end this effect as a bonus action. If it is windy, you can use a bonus action each round to choose the direction that the wind blows in a 100-foot-radius sphere centered on you. The wind blows in that direction until the end of your next turn. This feature doesn't alter the speed of the wind.

STORM'S FURY

Starting at 14th level, when you are hit by a melee attack, you can use your reaction to deal lightning damage to the attacker. The damage equals your sorcerer level. The attacker must also make a Strength saving throw against your sorcerer spell save DC. On a failed save, the attacker is pushed in a straight line up to 20 feet away from you.

WIND SOUL

At 18th level, you gain immunity to lightning and thunder damage.

You also gain a magical flying speed of 60 feet. As an action, you can reduce your flying speed to 30 feet for 1 hour and choose a number of creatures within 30 feet of you equal to 3 + your Charisma modifier. The chosen creatures gain a magical flying speed of 30 feet for 1 hour. Once you reduce your flying speed in this way, you can't do so again until you finish a short or long rest.

WARLOCKS

Warlocks use the rules presented in the *Player's Handbook* with the following exceptions.

Before 4350 PC. Warlocks during this age are not available for play.

4350 PC—2644 PC. Warlocks during this age have all the features of warlocks in the *Player's Handbook*.

2645 PC—410 AC. Warlocks during this age are not available for play.

411 AC–420 AC. Warlocks during this age have all the features of warlocks in the *Player's Handbook*.

WIZARDS

Wizards use the rules presented in the *Player's Handbook* with the following exceptions.

Before 2645 PC. Wizards during this age are not available for play.

2645 PC—383 AC. Wizards during this age have all the features of wizards in the *Player's Handbook*.

384 AC—419 AC. Wizards during this age don't have access to Spellcasting, Arcane Recovery, Arcane Tradition, Spell Mastery, and Signature Spell features.

420 AC. Wizards during this age have all the features of wizards in the *Player's Handbook*.

WIZARDS OF HIGH SORCERY

When a wizard grows powerful enough (usually when he can cast 3rd level spells), he is invited to take the Test of High Sorcery. If he passes the test, he becomes either a White Robe, a Red Robe, or a Black Robe wizard and he gains Moon Magic feature. If he refuses to take the Test, he is considered a renegade wizard.

MOON MAGIC

All Wizards of High Sorcery draw strength directly from the moon aligned with their particular Order—White Robe wizards from Solinari, the White Moon; Red Robe wizards from Lunitari, the Red Moon; Black Robe wizards from Nuitari, the Black Moon (whose aspect only Black Robe wizards can see).

The waxing and waning of their respective moons has an effect upon the magic of Wizards of High Sorcery. When a moon is at High Sanction, wizards of that moon's order gain advantage on attack rolls with spells and gain a +1 bonus to their spell save DCs. When a moon is at Low Sanction, wizards of that moon's order gain disadvantage on attack rolls with spells, and incur a -1 penalty to their spell save DCs. During the waxing and waning periods around the quarter moons, wizards of that moon's order cast their spells normally.

FACTIONS



his writeup concentrates on game mechanics of the factions. You can find more information on factions of Krynn from the 3rd edition *Dragonlance Campaign Guide*.

KNIGHTS OF SOLAMNIA

All but arcane spellcaster classes may become Knights of Solamnia, although Knights of Solamnia are usually fighters or paladins. Fighter's Knight and Cavalier martial archetypes are common as are Paladin's Oath of Devotion and Oath of the Crown sacred oaths. After the War of Souls, arcane spellcasters may become auxiliary mages.

KNIGHTS OF NERAKA

Also called Knights of Takhisis, the knighthood consists of three orders.

Knights of the Lily are usually fighters, paladins with the Oathbreaker sacred oath, or rangers.

Knights of the Skull are clerics, mystics, or paladins with the Oathbreaker sacred oath.

When the moons align, it has several effects. When two moons align, all wizards of high sorcery gain a +1 bonus to their spell save DCs. When all three moons align, all wizards of high sorcery gain a +2 bonus to their spell save DCs. This bonus is cumulative with High and Low Sanction bonuses or penalties. Also, advantages negate disadvantages and vice versa.

ARCANE TRADITIONS

White Robes usually have Abjuration or Divination arcane tradition, Red Robes Illusion or Transmutation arcane tradition, and Black Robes Enchantment or Necromancy arcane tradition.

CHANGING FOCUS

After the Chaos War the world of Krynn lost magic with the departure of the gods. Wizards and clerics after the Chaos War may change classes. When they find wild magic; sorcery and mysticism, wizards may become sorcerers or warlocks and clerics may become mystics depending on the character and the story.

When the character finds a new way of casting spells, change the class. For example, a 10th-level cleric becomes a 10th-level mystic. His ability scores and hit points remain the same, he loses all the features of the old class and gains all the features of the new class at 10th level.

Knights of the Thorn are wizards, sorcerers, and sometimes warlocks or even bards. Even though Knight of the Thorn wizards are considered renegades, they have the Moon Magic feature similar to Wizards of High Sorcery.

THE LEGION OF STEEL

Steel legionnaires can be of any class.

HIGH SORCERY

Wizards of High Sorcery have the Moon Magic feature. They all belong to one of the three orders: White Robes, Red Robes, or Black Robes.

Wizards of High Sorcery have access to the Towers of High Sorcery and access to the Towers' libraries and laboratories. See *Dragonlance Campaign Setting* for more information.