

# Dragonlance Campaign Setting (DLCS) to Pathfinder Conversion

This document only contains rule adjustments. All descriptive texts stay unchanged to the DLCS.

Based on fan material from:

- Dragonlance Nexus Fan Rules  
<http://www.dlnexus.com/fan/rules/>
- Guile's World  
<http://guileworld.com/role-playing-games-stuff/dragonlance/>

The Pathfinder System Reference Document can be found here:

- <http://paizo.com/pathfinderRPG/prd/>

This document uses trademarks and/or copyrights owned by Paizo Inc., which are used under Paizo's Community Use Policy. We are expressly prohibited from charging you to use or access this content. This document is not published, endorsed, or specifically approved by Paizo Inc. For more information about Paizo's Community Use Policy, please visit [paizo.com/communityuse](http://paizo.com/communityuse). For more information about Paizo Inc. and Paizo products, please visit [paizo.com](http://paizo.com).

# Table of Contents

<b>Races.....</b>	<b>3</b>
Humans.....	3
Civilized Human Racial Traits.....	3
Nomad Human Racial Traits.....	3
Dwarves.....	3
Mountain Dwarve Racial Traits (Hylar, Daewar, Klar).....	3
Hill Dwarve Racial Traits (Neidar).....	3
Dark Dwarve Racial Traits (Theiwar, Daegar).....	4
Gully Dwarve Racial Traits (Aghar).....	5
Elves.....	5
Kagonesti Racial Traits.....	5
Qualinesti Racial Traits.....	6
Silvanesti Racial Traits.....	7
Half-Elf Racial Traits.....	8
Kender.....	9
Kender Racial Traits.....	9
Ogres.....	10
Half-Ogre Racial Traits.....	10
Minotaur Racial Traits.....	10
<b>Classes.....</b>	<b>12</b>
Barbarian.....	12
Bard.....	12
Cleric.....	12
Cleric Domains.....	12
Commerce Domain.....	13
Insight Domain.....	13
Meditation Domain.....	14
Passion Domain.....	14
Pestilence Domain.....	15
Planning Domain.....	15
Time Domain.....	16
Druid.....	17
Fighter.....	17
Monk.....	17
Ranger.....	17
Rogue.....	17
Wizards.....	17
Wizards of High Sorcery.....	17
<b>Prestige Classes.....</b>	<b>19</b>
Knights of Solamnia.....	19
Knight of the Crown.....	19
Knight of the Sword.....	21
Knight of the Rose.....	24
Clerist (Knight of the Sword).....	27

# Races

## Humans

All humans have the racial traits listed in the Pathfinder Core Rulebook except as follows:

### Civilized Human Racial Traits

- Languages: Common and a regional language (see Languages of Ansalon in Chapter 6 (pp. 194) of the DLCS). Humans with high Intelligence scores can choose any languages they want (except secret languages, such as Druidic).

### Nomad Human Racial Traits

- Languages: Common and a regional language (see Nomad Languages and Names on page 11 of the DLCS). Humans with high Intelligence scores can choose any other language described there.

## Dwarves

### Mountain Dwarf Racial Traits

*(Hylar, Daewar, Klar)*

Mountain dwarves have the racial traits listed in the Pathfinder Core Rulebook except as follows:

- Languages: Common and Dwarven. Mountain Dwarves with high Intelligence scores can choose from the following: Giant, Gnome, and Hammertalk.

### Hill Dwarf Racial Traits

*(Neidar)*

Hill dwarves have the racial traits listed in the Pathfinder Core Rulebook except as follows:

- Languages: Common and Dwarven. Hill Dwarves with high Intelligence scores can choose from the following: Elven, Goblin, and Ogre.

## **Dark Dwarf Racial Traits**

*(Theiwar, Daegar)*

- +2 Constitution, +2 Wisdom, –4 Charisma
- Medium: Dark Dwarves are Medium creatures and have no bonuses or penalties due to their size.
- Slow and Steady: Dark Dwarves have a base speed of 20 feet, but their speed is never modified by armor or encumbrance.
- Darkvision: Dwarves can see in the dark up to 120 feet.
- Defensive Training: Dwarves get a +4 dodge bonus to AC against monsters of the giant subtype.
- Greed: Dwarves receive a +2 racial bonus on Appraise skill checks made to determine the price of nonmagical goods that contain precious metals or gemstones.
- Hatred: Dwarves receive a +1 bonus on attack rolls against humanoid creatures of the orc and goblinoid subtypes due to special training against these hated foes.
- Hardy: Dwarves receive a +2 racial bonus on saving throws against poison, spells, and spell-like abilities.
- Stability: Dwarves receive a +4 racial bonus to their Combat Maneuver Defense when resisting a bull rush or trip attempt while standing on the ground.
- Stonecunning: Dwarves receive a +2 bonus on Perception checks to potentially notice unusual stonework, such as traps and hidden doors located in stone walls or floors. They receive a check to notice such features whenever they pass within 10 feet of them, whether or not they are actively looking.
- +2 Bonus on Perception and Stealth skill checks.
- Light Sensitivity: Dark Dwarves take a -2 circumstance penalty on attack rolls, saves and checks in bright sunlight or within the radius of a daylight spell.
- Weapon Familiarity: Dwarves are proficient with battleaxes, heavy picks, and warhammers, and treat any weapon with the word “dwarven” in its name as a martial weapon.

- Languages: Dwarves begin play speaking Common and Dwarven. Dwarves with high Intelligence scores can choose from the following: Giant, Gnome, Hammertalk.

## **Gully Dwarve Racial Traits**

*(Aghar)*

- +2 Dexterity, +2 Constitution, -4 Intelligence, -4 Charisma
- Small: Gully Dwarves are Small creatures and gain a +1 size bonus to their AC, a +1 size bonus on attack rolls, a -1 penalty to their Combat Maneuver Bonus and Combat Maneuver Defense, and a +4 size bonus on Stealth checks.
- Slow Speed: Gully Dwarves have a base speed of 20 feet.
- Darkvision: Gully Dwarves can see in the dark up to 60 feet.
- Survival Instinct: +2 racial bonus on Survival and Stealth checks
- Hardy: +2 racial bonus on Fortitude saves to resist the effects of poison and disease.
- Pitiable: +4 bonus on Diplomacy checks to convince a foe not to harm them.
- Cowardly: -4 penalty on saves against fear and on level checks to resist intimidate attempts
- Languages: Gullytalk and Common. Gully Dwarves with a surprisingly high Intelligence score can choose Dwarven and Hammertalk as bonus language.

## **Elves**

### **Kagonesti Racial Traits**

- +2 Dexterity, +2 Wisdom, -2 Intelligence
- Medium: Kagonesti elves are Medium creatures, and have no bonuses or penalties due to their size.
- Normal Speed: Kagonesti elves have a base speed of 30 feet.
- Elvensight: Kagonesti elves have low-light vision and can see twice as far as a human in starlight, moonlight, and similar conditions of poor illumination. They retain the ability to distinguish color and detail

under the circumstances. Elvensight also includes darkvision up to 30 feet. Darkvision is black and white only, but it is otherwise like normal sight.

- **Keen Senses:** Kagonesti elves gain a +2 bonus on Perception checks.
- **Wilderness Lore:** Kagonesti elves gain a +2 racial bonus on Knowledge (nature) and Survival checks.
- **Elven Immunities:** Kagonesti elves are immune to magic sleep effects and get a +2 racial saving throw bonus against enchantment spells or effects.
- **Weapon Familiarity:** Kagonesti elves are proficient with the spear, short spear, longspear, longbows (including composite longbows), short sword, and shortbows (including composite shortbows), and treat any weapon with the word "elven" in its name as a martial weapon.
- **Languages:** Kagonesti elves begin play speaking Common and Elven. Elves with high Intelligence scores may choose any of the following: Ergot, Gnoll, Goblin, Khurish, Ogre, Solamnic, and Sylvan.

### **Qualinesti Racial Traits**

- +2 Dexterity, +2 Charisma, –2 Constitution
- **Medium:** Qualinesti are Medium creatures and have no bonuses or penalties due to their size.
- **Normal Speed:** Qualinesti have a base speed of 30 feet.
- **Elvensight:** Qualinesti elves have low-light vision and can see twice as far as a human in starlight, moonlight, and similar conditions of poor illumination. They retain the ability to distinguish color and detail under the circumstances. Elvensight also includes darkvision up to 30 feet. Darkvision is black and white only, but it is otherwise like normal sight.
- **Elven Immunities:** Qualinesti are immune to magic sleep effects and get a +2 racial saving throw bonus against enchantment spells and effects.
- +2 racial bonus on Diplomacy and Sense Motive checks.
- **Elven Magic:** Qualinesti receive a +2 racial bonus on caster level checks made to overcome spell resistance. In addition, Qualinesti receive a

+2 racial bonus on Spellcraft skill checks made to identify the properties of magic items.

- Keen Senses: Qualinesti receive a +2 racial bonus on Perception skill checks.
- Weapon Familiarity: Qualinesti are proficient with longbows (including composite longbows), longswords, rapiers, and shortbows (including composite shortbows), and treat any weapon with the word “elven” in its name as a martial weapon.
- Languages: Qualinesti begin play speaking Common and Elven. Elves with high Intelligence scores can choose from the following: Abanasinian, Dwarven, Ergot, Goblin, Ogre and Sylvan

### **Silvanesti Racial Traits**

- +2 Dexterity, +2 Intelligence, –2 Constitution
- Medium: Silvanesti are Medium creatures and have no bonuses or penalties due to their size.
- Normal Speed: Silvanesti have a base speed of 30 feet.
- Elvensight: Silvanesti elves have low-light vision and can see twice as far as a human in starlight, moonlight, and similar conditions of poor illumination. They retain the ability to distinguish color and detail under the circumstances. Elvensight also includes darkvision up to 30 feet. Darkvision is black and white only, but it is otherwise like normal sight.
- Elven Immunities: Silvanesti are immune to magic sleep effects and get a +2 racial saving throw bonus against enchantment spells and effects.
- Elven Magic: Silvanesti receive a +2 racial bonus on caster level checks made to overcome spell resistance. In addition, Silvanesti receive a +2 racial bonus on Spellcraft and Knowledge (Arcane) skill checks made to identify the properties of magic items.
- Keen Senses: Silvanesti receive a +2 racial bonus on Perception skill checks.
- Weapon Familiarity: Silvanesti are proficient with longbows (including composite longbows), longswords, rapiers, and shortbows (including composite shortbows), and treat any weapon with the word “elven” in its name as a martial weapon.

- Languages: Silvanesti begin play speaking Elven. Elves with high Intelligence scores can choose from the following: Common, Dwarven, Ergot, Kenderspeak, Kharolian, Khur, Goblin, Ogre and Sylvan

### **Half-Elf Racial Traits**

- +2 to One Ability Score
- Medium: Half-elves are Medium creatures and have no bonuses or penalties due to their size.
- Normal Speed: Half-elves have a base speed of 30 feet.
- Elvensight: Half-elves have low-light vision and can see twice as far as a human in starlight, moonlight, and similar conditions of poor illumination. They retain the ability to distinguish color and detail under the circumstances. Elvensight also includes darkvision up to 30 feet. Darkvision is black and white only, but it is otherwise like normal sight.
- Adaptability: Half-elves receive Skill Focus as a bonus feat at 1st level.
- Elf Blood: Half-elves count as both elves and humans for any effect related to race.
- Elven Immunities: Half-elves are immune to magic sleep effects and get a +2 racial saving throw bonus against enchantment spells and effects.
- Keen Senses: Half-elves receive a +2 racial bonus on Perception skill checks.
- Multitalented: Half-elves choose two favored classes at first level and gain +1 hit point or +1 skill point whenever they take a level in either one of those classes. See Classes for more information about favored classes.
- Languages: Half-elves begin play speaking Common and Elven. Half-elves with high Intelligence scores can choose any languages they want (except secret languages).



# Kender

## Kender Racial Traits

- +2 Dexterity, +2 Charisma, -2 Strength
- Small: Kender gain a +1 size bonus to their AC, a +1 size bonus on attack rolls, a –1 penalty to their CMB and CMD, and a +4 size bonus on Stealth checks.
- Slow Speed: Kender have a base speed of 20 feet.
- Languages: Kender begin play speaking Common and Kenderspeak. Kender with high Intelligence scores can choose from the following: Dwarven, Ergot, Elven, Goblin, Solamnic.
- Fearless: Kender are immune to fear, both magical and otherwise.
- Kender Luck: Kender receive a +1 racial bonus on all saving throws. Due to their eternal optimism and inherent belief in the goodness of all people, kender manage to survive and thrive in a world that is often hostile to them.
- Handler: Kender have a reputation for larceny and guile—and sometimes it's well deserved. Kender gain a +2 racial bonus on Disable Device and Sleight of Hand checks, and Sleight of Hand is always a class skill for them.
- Wanderlust: Kender love travel and maps. Kender receive a +2 bonus on Knowledge (geography) and Survival checks.
- Taunt: Kender have an uncanny insight into the motivations and characteristics of other races. They can use this insight to unleash a verbal barrage of sarcasm, insults, and crude comments that cause the targeted victims to lose their temper. Kender receive a +4 racial bonus on all Bluff checks to feint someone (see bluff skill description for further informations).
- Weapon Familiarity: Kender are proficient with hoopaks, slings and treat any weapon with the word "Kender" in its name as a martial weapon.
- Keen Senses: Kender receive a +2 racial bonus on Perception checks.
- Lack of Focus: Kender have a –2 racial penalty on Concentration checks. Kender don't necessarily lack magical talent, but their general lack of focus discourages them from pursuing careers in magic.

## Ogres

### Half-Ogre Racial Traits

- +4 Strength, +2 Constitution, -2 Intelligence, -2 Wisdom, -2 Charisma.
- Medium: Half-Ogres are Medium creatures, and have no bonuses or penalties due to their size.
- Normal Speed: Half-Ogres have a base speed of 30 feet.
- Natural Armor: Due to tough hides +1 natural armor bonus to AC
- Low Light Vision: Half-Ogres have low-light vision and can see twice as far as a human in starlight, moonlight, and similar conditions of poor illumination. They retain the ability to distinguish color and detail under the circumstances.
- Intimidating Appearance: Half-Ogres gain a +2 racial bonus on Intimidate checks.
- Languages: Common and Ogre. Bonus Language: Goblin, Kothian, High Ogre.

### Minotaur Racial Traits

- +2 Strength, +2 Constitution, -2 Charisma
- Medium: Minotaurs are Medium creatures, and have no bonuses or penalties due to their size.
- Normal Speed: Minotaurs have a base speed of 30 feet.
- Thick Hide: Minotaurs gain a +1 natural armor bonus.
- +2 racial bonus on Intimidate, Profession (sailor), and Swim checks.
- Gore: A minotaur may use his horns as natural weapons to make a gore attack, dealing 1d6 points of damage plus the minotaur's Strength modifier. A minotaur can attack with a weapon at his normal attack bonus and make a gore attack as a secondary attack (-5 penalty on the attack roll and half Strength bonus on the damage roll).
- Keen Senses: Minotaurs receive a +2 bonus on smell- based Perception checks.
- Weapon Familiarity: Minotaurs treat any weapon with the word "minotaur" in its name as a martial weapon.

- Languages: Minotaurs begin play speaking Common and Kothian. Minotaurs with high Intelligence scores may choose any of the following: Kalinese, Nordmaarian, Ogre, Saifhum.

# Classes

## Barbarian

As described in the DLCS & Pathfinder Core Rulebook.

## Bard

As described in the DLCS & Pathfinder Core Rulebook except as follows:  
Because healing magic is the province of divine spellcasters on Krynn, bards cannot cast spells from the Conjuring (Healing) subschool.

## Cleric

As described in the DLCS & Pathfinder Core Rulebook.

### Cleric Domains

Domains marked with '\*' are described below.

#### Gods of Light

Branchala: Chaos, Good, Luck, Trickery  
Habbakuk: Animal, Good, Travel, Water  
Kiri-Jolith: Glory, Good, Law, Strength, War  
Majere: Good, Knowledge, Law, Meditation\*  
Mishakal: Community, Good, Healing, Liberation, Protection  
Paladine: Glory, Good, Law, Nobility, Protection, Sun

#### Gods of Balance

Chislev: Air, Animal, Earth, Plant  
Gilean: Knowledge, Liberation, Planning\*, Protection, Rune  
Reorx: Artifice, Earth, Fire, Luck, Strength  
Shinare: Commerce\*, Law, Luck, Travel  
Sirrion: Chaos, Charm, Fire, Passion\*  
Zivlyn: Insight\*, Knowledge, Meditation\*, Time\*

#### Gods of Darkness

Chemosh: Death, Evil, Trickery, Undead  
Hiddukel: Chaos, Deception, Evil, Trickery  
Morgion: Destruction, Evil, Madness, Pestilence\*

Sargonnas: Evil, Fire, Law, Passion\*, War

Takhisis: Destruction, Evil, Law, Trickery, Tyranny

Zeboim: Chaos, Evil, Water, Weather

### ***Commerce Domain***

Deity: Shinare.

Granted Powers: You embody the unrelenting spirit of interaction and enterprise.

- Master Negotiator (Ex): You may automatically take 10 on all Appraise, Diplomacy, Profession (any one), and Sense Motive checks. Any time you make an Aid Another check to assist an ally with a skill check, the character you're helping gets a +4 bonus on his or her check instead of the normal +2.
- Untiring Aura (Su): At 8th level, you can emit a 30-foot aura of rejuvenating energy for a number of rounds per day equal to your cleric level. You and your allies within this aura are immune to fatigue and exhaustion and gain a +4 bonus to saving throws against all enchantment, mind-affecting, effects.
- Domain Spells: 1st – comprehend languages, 2nd – zone of truth, 3rd – tongues, 4th – glibness, 5th – true seeing, 6th – secret chest, 7th – refuge, 8th – analyze dweomer, 9th – polymorph any object

### ***Insight Domain***

Deity: Zivlyn.

Granted Powers: You have an intuitive understanding of how the world works. In addition, you gain uncanny dodge as a class ability. If you already have uncanny dodge from another class, you gain improved uncanny dodge instead.

- Right Place, Right Time (Su): During combat as a swift action you can extend a 5 ft. step into a 10 ft. step a number of times per day equal to 3 + your Wisdom modifier.
- See the Unseen (Su): At 8th level, you can emit a 30-foot aura that grants your allies the ability to see invisibility (per the spell) for a number of rounds per day equal to ½ your cleric level. These rounds do not need to be consecutive.

- Domain Spells: 1st – true strike, 2nd – zone of truth, 3rd – locate object, 4th - tongues, 5th - commune, 6th – mass owl's wisdom, 7th – greater arcane sight, 8th – moment of prescience, 9th - foresight.

### ***Meditation Domain***

Deities: Majere, Zivlyn.

Granted Powers: Communion with your god offers spiritual enlightenment and knowledge beyond normal mortal reckoning.

- Meditative Touch (Sp): You can touch a creature as a standard action to grant it an insight bonus equal to  $\frac{1}{2}$  your cleric level (minimum +1) to their next Intelligence or Wisdom-based skill check. You may use this ability a number of times per day equal to 3 + your Wisdom modifier.
- Empty Mind (Su): At 6th level, you may apply the Empowered Spell feat to a spell you are about to cast without increasing the casting time. This ability does not use up a higher-level spell slot. You can use this ability once per day at 6th level, and one additional time per day for every six cleric levels you possess beyond 6th.
- Domain Spells: 1st - comprehend languages, 2nd - owl's wisdom, 3rd - locate object, 4th - tongues, 5th - spell resistance, 6th - find the path, 7th - spell turning, 8th - mind blank, 9th - astral projection.

### ***Passion Domain***

Deities: Sargonnas, Sirrion.

Granted Powers: You can harness the power of your emotions to achieve miracles that can either terrify or inspire.

- Touch of Zeal (Sp): You can touch a creature as a standard action to grant it a morale bonus equal to  $\frac{1}{2}$  your cleric level (minimum +1) to all skill checks for 1 round. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.
- Cult of Personality (Su): At 8th level as a free action you can add your cleric level as an enhancement bonus to your Charisma score for a number of rounds per day equal to your cleric level. This bonus only applies on Charisma checks and Charisma-based skill checks. These rounds do not need to be consecutive.

- Domain Spells: 1st – unbreakable heart, 2nd – hideous laughter, 3rd – rage, 4th – crushing despair, 5th – fear, 6th – greater heroism, 7th – song of discord, 8th – irresistible dance, 9th – freedom.

### ***Pestilence Domain***

Deity: Morgion.

Granted Powers: You delight in spreading the horror of disease and plague to others.

- Disgusting Touch (Sp): You can cause a living creature to become nauseated for 1 round as a melee touch attack. However, once a creature has been affected by this ability, it is immune to its effects for 24 hours. You can use this ability a number of times per day equal to 3 + your Wisdom modifier. This is a mind-affecting effect.
- Unholy Carrier (Ex): At 6th level, you are immune to the effects of all diseases, including supernatural and magical diseases, but you can still carry these diseases and infect others with them. Any time you would normally be required to make a Fortitude save to avoid being infected with a disease you can choose to become a carrier instead. Once per day, you can make a melee touch attack to infect a target with an enhanced version of any disease you carry. The Save DC to resist the enhanced disease is 10 + 1/2 your cleric level + your Wisdom modifier. Its initial effects are one and a half times worse than the normal version. However, subsequent effects resulting from a failed saving throw are at the standard effect rate for the disease. Once you have passed along a disease to another creature you are no longer considered to be a carrier until you are exposed to that disease again. You can use this ability one additional time per day for every six cleric levels beyond 6th.
- Domain Spells: 1st – doom, 2nd – summon swarm, 3rd – contagion, 4th – poison, 5th – greater contagion, 6th – eyebite, 7th – creeping doom, 8th – unholy aura, 9th – energy drain.

### ***Planning Domain***

Deity: Gilean.

Granted Powers: You have a gift for strategy and foresight and are seldom caught unawares by the world around you.

- **Touch of Foresight (Su):** You can touch a creature as a standard action, allowing it to do an additional +1d6 precision damage on the next successful attack. This effect lasts for one hour. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.
- **Strategic Spell (Su):** At 6th level, you may apply the Extend Spell feat to a spell you are about to cast without increasing the casting time. You may use this ability once per day at 6th level and one additional time per day for every six cleric levels beyond 6th.
- **Domain Spells:** 1st – detect snares and pits, 2nd - augury, 3rd – clairaudience/clairvoyance, 4th - sending, 5th – true seeing, 6th – heroes feast, 7th – greater scrying, 8th – discern location, 9th – time stop.

### ***Time Domain***

Deity: Zivlyn.

Granted Powers: You are attuned to the River of Time like few others, and can bend it to your will.

- **Temporal Insight (Sp):** As a melee touch attack, you can penalize a creature's armor class, saves, and skill checks by -1 or grant them a bonus to these things of +1. This effect lasts an amount of rounds equal to your cleric level. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.
- **Between Moments (Su):** At 8th level as a swift action, you may take an extra move action or make one extra attack with one natural or manufactured weapon. The attack is made using your full base attack bonus, plus any modifiers appropriate to the situation. (This effect is not cumulative with similar effects, such as that provided by a *speed* weapon, nor does it actually grant an extra action, so you can't use it to cast a second spell or otherwise take an extra action in the round.) You can use this ability once per day at 8th level, and one additional time per day for every five cleric levels you possess beyond 8th.
- **Domain Spells:** 1st – true strike, 2nd – temporal shield, 3rd – hold person, 4th – freedom of movement, 5th – permanency, 6th - selective temporal sphere, 7th – moment of prescience, 8th – foresight, 9th – time stop.



## Druid

As described in the DLCS & Pathfinder Core Rulebook.

## Fighter

As described in the DLCS & Pathfinder Core Rulebook.

## Monk

As described in the DLCS & Pathfinder Core Rulebook. Also the unchained version of the monk is possible. Follow the link for details:

<http://www.d20pfsrd.com/classes/unchained-classes/monk-unchained>

## Ranger

As described in the DLCS & Pathfinder Core Rulebook.

## Rogue

As described in the DLCS & Pathfinder Core Rulebook. Also the unchained version of the rogue is possible. Follow the link for details:

<http://www.d20pfsrd.com/classes/unchained-classes/rogue-unchained>

## Wizards

As described in the DLCS & Pathfinder Core Rulebook, except as follows:

- Spellbooks: Only on level 2 to 4, the wizard gains two new spells of any spell level or levels that he can cast (based on his new wizard level) for his spellbook.

## Wizards of High Sorcery

All wizards have to complete the Test of High Sorcery, or otherwise will be hunted as renegades. Only by passing the test wizards are allowed to use 3rd-level (or higher) arcane spells. To qualify to become a Wizard of High Sorcery the aspirant must pledge loyalty to one order and chooses one school of magic in which he is not allowed to undergo further studies. The forbidden schools are:

- White Robes: Necromancy or Illusion
- Red Robes: Divination or Necromancy

- Black Robes: Divination or Illusion

The Wizard of High Sorcery is not allowed to cast 3rd-level (or higher) arcane spells from his forbidden school, even if he technically is able to do so.

After completing the Test of High Sorcery the wizard gain the following benefits, based on the moon phase of his revered god of magic:

**Low Sanction:** -1 caster level (spell effects), -1 spell save DC

**Waxing:** No effect

**High Sanction:** +1 caster level (spell effects), +1 spell save DC

**Waning:** No effect

When the moons are in alignment together, the effect on High Sorcery increases:

**Solinari and Lunitari:** +1 caster level (spell effects), +1 spell save DC

**Lunitari and Nunitari:** +1 caster level (spell effects), +1 spell save DC

**Solinary and Nunitari:** +1 spell save DC

**All Three Moons:** +2 caster level (spell effects), +2 spell save DC

**Night of the Eye:** +3 caster level (spell effects), +3 spell save DC

All of these alignment bonuses stack with the usual bonus or penalty for the phase of the wizard's moon. The so called „Night of the Eye“, when all three moons are at high sanction **and** placed one above the other, is a rare event, that occurs every 504 days.

# Prestige Classes

## Knights of Solamnia

### Knight of the Crown

Hit Die: d10

**Table: Knight of the Crown**

LEVEL	BASE ATTACK BONUS	FORT SAVE	REF SAVE	WILL SAVE	SPECIAL
1ST	+1	+1	+0	+0	Strength of honour 1/day, knightly courage
2ND	+2	+1	+1	+1	Heroic initiative +1
3RD	+3	+2	+1	+1	Fight to the death
4TH	+4	+2	+1	+1	Honourable will, strength of honour 2/day
5TH	+5	+3	+2	+2	Heroic initiative +2
6TH	+6	+3	+2	+2	Might of honour
7TH	+7	+4	+2	+2	Armoured mobility, strength of honour 3/day
8TH	+8	+4	+3	+3	Heroic initiative +3
9TH	+9	+5	+3	+3	Aura of courage
10TH	+10	+5	+3	+3	Crown of Knighthood, strength of honour 4/day

## Requirements

To qualify to become a Knight of the Crown, a character must fulfill all of the following criteria.

**Alignment:** Lawful good.

**Race:** Any human or half-human.

**Base Attack Bonus:** +3.

**Skills:** Diplomacy 1 rank, Knowledge (nobility) 1 rank, Ride 1 rank.

**Feats:** Endurance, Heavy Armour Proficiency, Martial Weapon Proficiency (any one), Shield Proficiency.

**Special:** Must be a Squire of the Crown (see DLCS, p. 56), and must be accepted by a knightly council as member of the Order of the Crown.

## Class Skills

The Knight of the Crown's class skills are Diplomacy, Handle Animal, Intimidate, Knowledge (nobility), Knowledge (religion), Ride.

Skill Ranks per Level: 2 + Int modifier.

## Class Features

All of the following are class features of the Knight of the Crown prestige class.

- **Weapon and Armour Proficiency:** Knights of the Crown are proficient with all simple and martial weapons.
- **Strength of Honour (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 Diehard feat as a bonus feat even if he does not meet the prerequisites.
- **Honourable Will (Su):** Your powerful sense of honour 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 Honour (Su):** At 6th level, when you use your strength of honour ability you gain a +6 morale bonus instead of +4.
- **Armoured Mobility (Ex):** At 7th level, you treat heavy armour as medium armour for all purposes, including running speed. Your armour check penalty when wearing heavy armour is reduced by -1. This benefit stacks with the armour check penalty reduction granted by masterwork or dragonmetal armour, as well as the fighter's armour training class ability.
- **Aura of Courage (Su):** At 9th level, you are immune to fear (magical or otherwise). Each ally within 10 ft. of you gains a +4 morale bonus on saving throws against fear effects. This ability functions only while you are conscious, not if you are unconscious or dead.
- **Crown of Knighthood (Su):** At 10th level, you are the living embodiment of the principles of honour, 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 honourable will. In addition, you may act as if under the effects of a heroic valour 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.

## **Knight of the Sword**

Hit Die: d10.

Requirements

To qualify to become a Knight of the Sword, a character must fulfill all of the following criteria.

**Alignment:** Lawful good.

**Base Attack Bonus:** +6.

**Skills:** Diplomacy 1 rank, Knowledge (nobility) 1 rank, Knowledge (religion) 1 rank, Ride 1 rank.

**Feats:** Diehard, Endurance, Heavy Armour Proficiency, Martial Weapon Proficiency (any one), Shield Proficiency.

**Special:** Must be a member of the Order of the Crown, and must be accepted by a knightly council as member of the Order of the Sword.

## Class Skills

The Knight of the Sword's class skills are Diplomacy, Handle Animal, Intimidate, Knowledge (nobility), Knowledge (religion), Ride.

Skill Points at Each Level: 2 + Int modifier.

**Table: Knight of the Sword**

LEVEL	BASE ATTACK BONUS	FORT SAVE	REF SAVE	WILL SAVE	SPECIAL
1ST	+1	+1	+0	+1	Defend the weak +1, heroic initiative +1
2ND	+2	+1	+1	+1	Divine grace, smite evil 1/day
3RD	+3	+2	+1	+2	Aura of courage
4TH	+4	+2	+1	+2	Defend the weak +2, heroic initiative +2
5TH	+5	+3	+2	+3	Smite evil 2/day
6TH	+6	+3	+2	+3	
7TH	+7	+4	+2	+4	Heroic initiative +3
8TH	+8	+4	+3	+4	Defend the weak +3
9TH	+9	+5	+3	+5	
10TH	+10	+5	+3	+5	Smite evil 3/day, soul of Knighthood

## Class Features

All of the following are class features of the Knight of the Sword prestige class.

- **Weapon and Armour Proficiency:** Knights of the Sword are proficient with all simple and martial weapons.
- **Defend the Weak (Su):** 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.
- 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.
- 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 per day at 2nd level, you can call out to the powers of good to aid you in your struggle against evil. As a swift action, choose one target within sight to smite. If the target is evil, add your Charisma bonus (if any) to your attack rolls and your knight levels (all of them: Knight of the Crown, Knight of the Sword and later on Knight of the Rose) to all damage rolls made against the target of your smite. If the target of smite evil is an outsider with the evil subtype, an evil-aligned dragon, or an undead creature, the bonus to damage increases to 2 points of damage per Knight of the Sword level. Regardless of the target, smite evil attacks automatically bypass any DR the creature might possess.

In addition, while smite evil is in effect, you gain a deflection bonus equal to your Charisma modifier (if any) to your AC against attacks made by the target of the smite. If you target a creature that is not evil, the smite is wasted with no effect.

The smite evil effect remains until the target of the smite is dead or the next time you rest and regain your uses of this ability. At 6th 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 for the purpose of determining the damage bonus.

- **Aura of Courage (Su):** At 3rd level, you are immune to fear (magical or otherwise). Each ally within 10 ft. of you gains a +4 morale bonus on saving throws against fear effects. This ability functions only while you are conscious, not if you are unconscious or dead.
- **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.

## Knight of the Rose

**Table: Knight of the Rose**

LEVEL	BASE ATTACK BONUS	FORT SAVE	REF SAVE	WILL SAVE	SPECIAL
1ST	+1	+1	+0	+1	Aura of courage, rallying cry
2ND	+2	+1	+1	+1	Heroic initiative +2, inspire courage (+2, 2/day)
3RD	+3	+2	+1	+2	Leadership bonus +1
4TH	+4	+2	+1	+2	Inspire greatness (1 ally)
5TH	+5	+3	+2	+3	Inspire courage (+3, 3/day)
6TH	+6	+3	+2	+3	Heroic initiative +2, wisdom of the Measure
7TH	+7	+4	+2	+4	Leadership bonus +2, inspire greatness (2 allies)
8TH	+8	+4	+3	+4	Inspire courage (+4, 4/day)
9TH	+9	+5	+3	+5	Final stand
10TH	+10	+5	+3	+5	Heroic initiative +3, knighthood's flower, inspire greatness (3 allies)



Hit Die: d10.

### Requirements

To qualify to become a Knight of the Rose, a character must fulfill all of the following criteria.

**Alignment:** Lawful good.

**Base Attack Bonus:** +8.

**Skills:** Diplomacy 3 ranks, Knowledge (nobility) 3 ranks, Knowledge (religion) 1 rank, Ride 3 ranks.

**Feats:** Diehard, Endurance, Heavy Armour Proficiency, Leadership, Martial Weapon Proficiency (any one), Mounted Combat, Shield Proficiency.

**Special:** Must be a member of the Order of the Sword, and must be accepted by a knightly council as member of the Order of the Rose.

### Class Skills

The Knight of the Rose's class skills are Diplomacy, Handle Animal, Intimidate, Knowledge (nobility), Knowledge (religion), Ride.

Skill Points at Each Level: 2 + Int modifier.

### Class Features

All of the following are class features of the Knight of the Rose prestige class.

- **Weapon and Armour Proficiency:** Knights of the Rose are proficient with all simple and martial weapons.
- **Aura of Courage (Su):** This is exactly like the paladin ability of the same name.
- **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) 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 as an immediate action 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: honour, 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.

## Clerist (Knight of the Sword)

Hit Die: d10.

### 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 Spellcraft.

Skill Ranks Per Level: 2 + Int modifier.

**Table: Clerist Substitution Levels**

LEVEL	BASE ATTACK BONUS	FORT SAVE	REF SAVE	WILL SAVE	SPECIAL
1ST	+1	+1	+0	+1	Aura of good, spellcasting
4TH	+4	+2	+1	+2	Channel positive energy, spellcasting
8TH	+8	+4	+3	+4	Smite evil 3/day, spellcasting

### Class Features

All of the following are class features of the Clerist substitution levels.

- **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 and bonus domain spells) or spontaneous casting.

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).

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.

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.

- **Channel Positive Energy (Su):** A Knight of the Sword that takes this substitution level is able to channel positive energy as a cleric of his Knight of the Sword level. If the Knight already has this ability, he adds his Knight of the Sword level to levels in all other classes that channel positive energy 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.