

# DRAGONLANCE

## CAMPAIGN INTRODUCTION & GUIDE

Familiar Nexus...



# INTRODUCTION TO YOUR CAMPAIGN

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The following pages will guide you in your character creation, your backstory and understanding what world you will be playing in.

If you don't have time to read through all of it, that's fine, we will be covering all of this in our first session (Session 0), but having a read before, will speed up the process.

You can start creating your character before Session 0 from the information found here within. Any questions, you can contact me at anytime.



# WELCOME TO THE WORLD OF KRYNN...

For more than three centuries, following the Cataclysm, the world has been without divine power. No healers, no makers of healing potions, no ability to cure disease or curse, nor any could commune with the gods for guidance. Many through the continent (and the world beyond) have come to believe that Krynn is now forsaken, the gods having turned their backs on Krynn and its people. Some maintain that it was the people who turned away from the gods, however some pursue signs that the true gods are still there and willing to grant their power once more.

Also, no one has seen dragons on Krynn for over a 1000 years. As a result, most people in this world smile when dragons are mentioned, believing they are only folktales to frighten children. Few believe that dragons ever did exist.

During the early days after the Cataclysm, believing that the old gods had vanished for good, "The Seekers" were founded by men and women who were looking for new gods to worship, "The Seeker Gods". These Seekers still call themselves clerics and belong to worshipful orders, but they have no divine powers.

## MAGIC ON KRYNN

Clerics or any other spell casters, such as Paladins, Rangers and Druids would normally have access to divine magic, but for the moment, nobody does... Never fear, it is one of the very short-term goals of this adventure to regain these abilities.

If you wish to portray one of these classes, please do, you will not be disappointed.

In addition, you do not currently worship a true god (you don't really know who the old gods are), if you wish, you may turn to a seeker god but you know that these are not real gods and they will not provide you any additional abilities.

On Krynn, all Wizards, Sorcerers and Warlocks have access to arcane magic, as well as Bards, Rogues, and subclasses of Fighters, Monks and Barbarians. All Wizards, Sorcerers and some Warlocks must succeed the test of High Sorcery to gain the right to cast 3rd level spells, or be labelled as renegade spellcasters and be hunted and killed. The Wizard still requires a spell book, the Sorcerer draws his powers from a variety of sources and the Warlock by a patron of higher power. Nevertheless, Wizards and Sorcerers channel all arcane magic power through the moons of Krynn: Solinari (Good), Lunitari (Neutral), and Nuitari (Evil). Warlocks whose patron is not one of the moons, are considered renegade spellcasters.

## YOUR MOTIVATIONS

As inhabitants of Krynn, you (your group) all have your serious doubts about the Seeker Gods and believe that there is something more, something is missing and that the True Gods are out there, somewhere. Three years ago, you decided to pursue separate leads in search of the lost true gods and now you are returning home with your findings.

## CAMPAIGN ADVENTURE START

Three years ago, in the year 348 AC (Alt Cataclius = After the Cataclysm), you and your friends parted to search the continent of Ansalon for signs of the true gods, divine power and true Clerics. After this long trek, you are now all heading back to the town of Solace.

Returning from your long journey, several of you have met up in the town of Crossing (North portion of Abanasinia region) after taking a transport ship from Port O'Call (a town across the Strait of Schallsea) on 15 Reorxmont in the year 351 AC. Most of the citizens of the Abanasinia region live their lives from no more 30 miles of their birthplace, because of this, you are somewhat renowned as adventurous and bold. Many would call you foolish...

Having arrived a week early, you had planned to meet in 7 days in Solace at the "Inn of the Last home" on the day of Summer's End that is held on 22 Reorxmont and report what you have discovered (unfortunately you have not found any signs of the true Gods, or have you?). In Solace, you will also meet up with your other close friends, [Kitiara and Flint](#).

## CREATING YOUR BACKSTORY

Your hometown is the village of Solace in the Abanasinia region on the continent of Ansalon. You are all born in a city of your choice on the continent of Ansalon or possibly another [Continent of Krynn](#). You have all lived in the Abanasinia region since childhood, and for various reasons,

you have heard of, but you have never visited these cities ([See Abanasinia map](#)):

- Xak Tsaroth;
- Pax Tharkas;
- The "Qué" tribe cities;
- Qualinost and Elf Port (unless you are an elf or half-elf);
- All cities below the Thorbardin mountain range (you have heard that the only safe passage to the south is through the Dwarven underground Kingdom of Thorbardin).

You are all long-time (your choice): friends, siblings (siblings, not more than two of you, you can't all be brothers and sisters.... ), or other..

You are also Friends, siblings or other (your choice) with:

- Kitiara (Female, Human, Fighter);
- Flint (Male, Hill Dwarf, Fighter)

You may also have family that lives in Solace or maybe somewhere else on the continent of Ansalon.

For your backstory, you are invited to fill in some of your adventures over the past three years.

# CREATING YOUR CHARACTER

Below will provide you with the necessary information to create your character.

FIRST NAME & LAST NAME

Alignment (Not Evil)

Any Class ... See Notes >>>>

Race ... See Notes >>>>

Starting Level ... 2 (Two)

STR    DEX    CON    INT    WIS    CHA

## Ability scores

...Choose from:

- (16, 14, 13, 12, 10, 8); or
- Point buy; or
- roll.

-Plus your Race and/or Class modifiers

## Equipment:

Use starting equipment from your class;

**Coin:** ...5d4 of 10 gp (minimum 100gp);

**Weapon/armor:** ...1 magic weapon +1,  
or 1 magic armor +1;

**Magic Item:** ...One of any "common" magic item;

**Other random non magical items** ...You can purchase with the gold you rolled (5d4 x 10)

## Notes

**Class** Clerics, Paladins, Rangers and Druids have no supernatural and spell-like abilities or spellcasting. Do not hesitate to choose any of the above, but you will not be able to use your abilities, for the moment... Multiclass, no problem..

**Race** (No dragonborn, Tiefling, Orc or Halfling) Elves and Half-Elves (Silvanesti, Qualinesti or Kagonesti) will need some backstory explanation of why he/she is not with their people. Elves do not normally mix with others outside of their lands, and Half-Elves rare.

\*No draconic language

# D&D BEYOND

## IN DND BEYOND

### CHARACTER PREFERENCES

- Sources: (add all);
- Dice rolling: (your choice);
- Optional features: (Allow both);
- Advancement Type: (Milestone);
- Hit point Type: (Fixed);
- Use Prerequisites: (Allow both);
- Show Level-Scaled Spells: (ON);
- Encumbrance Type: (use encumbrance);
- Ignore coin weight: (OFF);
- Ability Score/Modifier Display: (your choice);
- Character privacy: (Public).

### CHOOSE A RACE

- Filter Race Source(s) – (all sources);
- Choose your race and adjust your racial traits (if any).

### CHOOSE A CLASS

- Select your class and adjust your class traits (if any).

### ABILITY SCORES

Your choice

- (16, 14, 13, 12, 10, 8) or
- Point buy or
- roll

### BACKGROUND

- Any option;
- Character details;
- Select alignment (not evil).
- Please enter some physical characteristics.
- Personal Characteristics (your choice);
- Notes (your choice).

### STARTING EQUIPMENT

- Choose equipment, not gold.

# IMPORTANT NOTES

I encourage you all to plan out the connection to each other (friends, siblings, other, etc.) together during session 0, or individually. It's up to you!

As you are all from the world of Krynn and the Abanasinia area, you would normally understand the world you live in and to help, the below web site can serve as reference for your backstories. Most of the information found on this site is knowledge that your characters would have already known and heard from living in the Abanasinia area, from traveling the continent, from your parents and friends teachings and tales from local storytellers. You do not need to read the information on the site, but it's there if you want to.

Web site: [The World of Krynn](#)

If some of you are familiar with the World of Krynn and the Dragonlance Saga, please note that some/most of the events, the characters, and the storyline have been changed to protect the integrity of the campaign and leave place for some mystery and intrigue...

