

## DEREK CROWNGUARD, GLORY DESCENDING

Male human noble 4/fighter 4/legendary tactician 2:  
CR 10; Medium humanoid (human); HD 4d8+12 plus  
4d10+12 plus 2d8+6; hp 70; Init +1; Spd 20 ft.; AC 24,  
touch 12, flat-footed 23; Base Atk +9; Grp +12; Atk +13  
melee (1d8+4/17-20, +1 *keen longsword*); Full Atk +13/+4  
melee (1d8+4/17-20, +1 *keen longsword*) or +12 melee  
(1d4+3/19-20, dagger); SA —; SQ coordinate +1, favor +2,  
inspire confidence, inspire courage (+2, 2/day), leadership  
+1; AL LN; SV Fort +12; Ref +7; Will +7; Str 17, Dex 13,  
Con 16, Int 12, Wis 11, Cha 16.

**Skills and Feats:** Diplomacy +18, Gather Information  
+10, Handle Animal +8, Intimidate +19, Knowledge  
(nobility) +11, Ride +13, Search +8. Honor-bound†,  
Leadership, Mounted Combat, Ride-By Attack, Spirited  
Charge, Stubborn††.

† Feat from the *Dragonlance Campaign Setting*. ††  
New feat from this book.

**Bonus Class Skill:** This noble has Search  
as a bonus class skill.

**Coordinate (Ex):** The noble has a knack  
for getting people to work together. When  
he can aid others and give directions, the  
bonus he provides with an aid another  
check is increased to +3. This ability can't  
be used in combat.

**Favor (Ex):** Twice a week, the noble  
can call in favors from those he knows.  
He makes a favor check (1d20+2)  
against a DC determined by the scope  
of the favor requested.

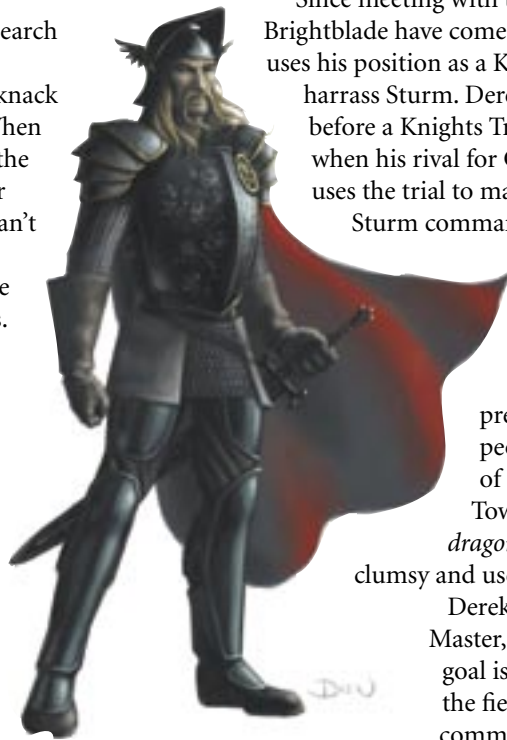
**Inspire Confidence (Ex):** The  
noble can grant two allies a +2  
morale bonus on saving throws and  
a +1 morale bonus on attack and  
weapon damage rolls for 5 rounds,  
after a full round of oratory.

**Inspire Courage (Su):** Twice  
a day the legendary tactician may  
add a +2 morale bonus to allies'  
saves against charm and fear effects  
and a +2 morale bonus on attack  
and damage rolls. The effect lasts for as long as  
the knight continues to speak and for 5 rounds afterward.

**Leadership (Ex):** The legendary tactician has a +1  
bonus to his leadership score.

**Possessions:** +2 *full plate*, +1 *heavy steel shield*, +1 *keen  
longsword*, dagger, *cloak of resistance* +1.

Derek Crownguard is the ruling lord of the Order of  
the Rose. He is a dour, quiet man who adheres rigidly to  
the Measure of the Solamnic Knights. His mind is quick  
and he expects his orders to be followed. Derek is very  
forthright in his opinions and steadfast in his belief of the  
Knighthood and the ultimate triumph of good over evil.



Derek believes that by taking an active role in the war, he  
can improve both the position of the forces of good and  
his own position in the knighthood. It is his ambition to  
become the Grand Master of the Knighthood, a post he  
has long coveted.

To further his ambition, Derek volunteers for the  
mission to recover a *dragon orb*, an assignment that will  
greatly increase his standing if he succeeds. He sets out  
with two fellow knights and eventually meets the Heroes  
of the Lance in Tarsis. With their help, Derek's group  
recovers a *dragon orb* from the Icewall, though the White  
Dragon Highlord Feal-thas kills Derek's two companions.  
His mission accomplished, Derek heads north to Sancrist  
Isle. Derek's successful return to Sancrist with the *dragon  
orb* brings him great prestige, and he is named High  
Commander of the forces that are soon to leave for  
Palanthas and the High Clerist's Tower.

Since meeting with the Heroes, Derek and Sturm  
Brightblade have come to dislike each other, and Derek  
uses his position as a Knight of the Rose to constantly  
harrass Sturm. Derek accuses Sturm of cowardice  
before a Knights Trial, though this backfires on him  
when his rival for Grand Master, Gunthar uth Wistan,  
uses the trial to make Sturm a knight and names  
Sturm commander of the Crown forces under  
Derek.

Once Derek's army reaches  
the High Clerist's Tower, those  
in command start to fear that  
Derek is going insane from the  
pressures of war. He insults the  
people of Palanthas, the only source  
of supplies for the knights at the  
Tower. He disparages Laurana and the  
*dragonlances*, saying that the lances are  
clumsy and useless.

Derek still believes he can be Grand  
Master, and the way to accomplish his  
goal is to defeat the dragonarmy on  
the field of battle. He orders the other  
commanders to leave the relative safety  
of the Tower and bring their men and  
join him in the attack. Sturm refuses, but Lord  
Alfred MarKenin feels that he cannot disobey because  
of duty to the Measure. The knights that Derek leads  
against the dragonarmy are slaughtered. A dragonarmy  
officer brings back Lord Alfred's headless body and the  
critically wounded Derek back to the Tower. In his final  
death throes, Derek believes he has won and will be Grand  
Master. He dies with a ghastly grin of insane glee frozen on  
his face.

Lord Derek Crownguard is entombed with Alfred  
and Sturm in the Chamber of Paladine beneath the High  
Clerist's Tower.

## SALAH-KHAN, WARLORD OF THE KHUR TRIBE, GREEN DRAGON HIGHLORD

Male human ranger 5/assassin 10/dragon highlord 2: CR 17; Medium humanoid (human); HD 5d8+5 plus 10d6+10 plus 2d10+2; hp 80; Init +2; Spd 40 ft.; AC 19, touch 15, flat-footed 17; Base Atk +14; Grp +18; Atk +21 melee (1d6+6/17-20 plus 1 Con, +2 *wounding scimitar*); Full Atk +21/+16/+11 melee (1d6+6/17-20 plus 1 Con, +2 *wounding scimitar*) or +20/+15/+10 melee (1d4+6/18-20 plus 1 Con, +2 *wounding kukri*); +19/+14/+9 melee (1d6+6/17-20 plus 1 Con, +2 *wounding scimitar*) and +18 melee (1d4+6/18-20 plus 1 Con, +2 *wounding kukri*); SA combat style (two-weapon), death attack, demoralize, favored enemy humans +4, elves +2, sneak attack +5d6; SQ animal companion, Dark Queen's courage, hide in plain sight, improved uncanny dodge, motivate troops, poison save +5, poison use, uncanny dodge, wild empathy; AL LE; SV Fort +8; Ref +13; Will +4; Str 19, Dex 15, Con 12, Int 14, Wis 10, Cha 14.

*Skills and Feats:* Bluff +12, Disguise +12, Hide +18\*, Knowledge (geography) +10, Knowledge (nature) +10, Listen +10, Move Silently +23\* (includes silent moves armor), Ride +10, Search +12, Sense Motive +10, Survival +8, Swim +8\*. Combat Expertise, Endurance, Improved Critical (scimitar), Improved Feint, Improved Resist Dragonfearf, Leadership, Resist Dragonfearf, Stealthy, Track, Two-Weapon Fighting, Weapon Focus (scimitar)

\* Includes 2 armor check penalty (doubled for Swim checks).

f Feat from the *Dragonlance Campaign Setting*.

**Animal Companion (Su):** The ranger has a hawk as his animal companion. Its statistics are provided below. The ranger can handle his animal companion as a free action, or push it as a move action, even if he doesn't have any ranks in the Handle Animal skill. He gains a +4 circumstance bonus on all wild empathy checks and Handle Animal checks made regarding an animal companion.

**Dark Queen's Courage (Ex):** The dragon highlord gains the Improved Resist Dragonfear feat for free, even if he would not normally meet the prerequisites.

**Demoralize (Ex):** The dragon highlord gains a +2 profane bonus on Intimidate checks made to demoralize an opponent in combat. If the highlord's check is successful, the target is shaken for 4 rounds.

**Death Attack (Ex):** If an assassin studies his victim for 3 rounds and then makes a sneak attack with a melee weapon that successfully deals damage, the sneak attack has the additional effect of possibly either paralyzing or killing the target (assassin's choice). While studying the victim, the assassin can undertake other actions so long as his attention stays focused on the target and the target does not detect the assassin or recognize the assassin as an enemy. If the victim of such an attack fails a DC 12 Fortitude save against the kill effect, she dies. If the saving throw fails against the paralysis effect, the victim is rendered helpless and unable to act for 1d6+10 rounds. If the victim's saving throw succeeds, the attack is just a normal sneak attack. Once the assassin has completed the

3 rounds of study, he must make the death attack within the next 3 rounds.

If a death attack is attempted and fails (the victim makes her save) or if the assassin does not launch the attack within 3 rounds of completing the study, 3 new rounds of study are required before he can attempt another death attack.

**Favored Enemy (Ex):** The ranger gains a +4 bonus on Bluff, Listen, Sense Motive, Spot, and Survival checks when using these skills against creatures of the humanoid (human) type. Likewise, he gets a +4 bonus on weapon damage rolls against such creatures. He gains a +2 bonus on the above skill checks and weapon damage rolls against creatures of the humanoid (elf) type.

**Hide in Plain Sight (Su):** An assassin can use the Hide skill even while being observed. As long as he is within 10 feet of some sort of shadow, an assassin can hide himself from view in the open without having anything to actually hide behind. He cannot, however, hide in his own shadow.

**Motivate Troops (Ex):** The dragon highlord can direct the actions of any nongood creatures with the humanoid, giant, or dragon type that are within 30 feet of him and who have less than 17 Hit Dice. Those who follow the character's orders gain a +2 morale bonus to attack rolls, damage rolls and Will saves. This bonus also applies to any dragon mount the highlord is riding, regardless of Hit Dice. Any eligible creature that willingly goes against these directions loses this bonus immediately. Affected creatures must be able to see or hear the dragon highlord for this ability to take effect.

**Poison Save Bonus (Ex):** The assassin gains a +5 natural saving throw bonus to all poisons.

**Poison Use (Ex):** Assassins are trained in the use of poison and never risk accidentally poisoning themselves when applying poison to a blade.

**Wild Empathy (Ex):** A ranger can improve the attitude of an animal. This ability functions just like a Diplomacy check to improve the attitude of a person. The ranger rolls 1d20+9 to determine the wild empathy check result. The typical domestic animal has a starting attitude of indifferent, while wild animals are usually unfriendly.

**Possessions:** +2 *dragonarmor of silent moves*, +2 *wounding scimitar*, +2 *wounding kukri*, *ring of free action*, *ring of protection* +3, poison jars (any 3 of the injury-delivered poisons from the *Dungeon Master's Guide*, as needed). Note: As the Highlord of the Green Wing, Salah-Khan has access to an incredible array of resources and mundane items, most of them related to poison or subtlety.

A resourceful and skilled warlord of the feared Khur tribe, the most powerful tribe of the Khurish peoples, Salah views the rise of the dragonarmies as a way to gain glory for himself and to increase his tribe's holdings. He convinces his people to ally with the dragonarmies, who are sweeping through eastern Ansalon. Ariakas is pleased with this powerful new ally and rewards Salah by making him commander of the Green Dragon Wing.

Salah is given the task of supporting the invasion of Silvanesti and the conquest of the Goodlund Peninsula.

Although he has had numerous victories and tactical successes, he is constantly forced to leave the main battle to return to deal with uprisings among those he has already conquered.

Salah is a tall, muscular, bronze-skinned human. His head is shaved bald and he sports the long mustaches that

are indicative of physical prowess among his people. He is an expert in poisons, which he uses quite effectively to rid himself of rivals and his enemies. Because of his knowledge of poisons, Salah has an obsessive fear of being poisoned himself, and never eats or drinks anything without first having it tasted by one of his slaves.

## VARIANT: NON-SPELLCASTING ASSASSINS IN THE AGE OF DESPAIR

THE assassin class as presented in the *Dungeon Master's Guide* makes use of the kind of spontaneous, ambient magic that occurs only after the Chaos War ushers in the Age of Mortals. In eras where wild magic is not available—such as the time of the War of the Lance—a variant of the assassin prestige class can be used.

This variant replaces the assassin's spellcasting with additional class abilities, below:

**Fast Movement (Ex):** At 3rd level, the assassin's base land speed increases by 10 feet. This benefit applies only when he is wearing no armor, light armor, or medium armor and not carrying a heavy load.

**Skill Mastery (Ex):** At 7th level, the assassin becomes so certain in the use of certain skills that he can use

them reliably even under adverse conditions. Upon gaining this ability, he selects a number of skills equal to 3 + his Intelligence modifier. When making a skill check with these skills, he may take 10 even if stress and distractions would normally prevent him from doing so.

During the War of the Lance, many such assassins were in the employ of the dragonarmies and other, secret and dangerous guilds throughout urban areas of Ansalon. In Khur, as well as Estwilde, Lemish, Neraka, and Northern Ergoth, these highly-trained killers conduct their business, earning considerable wealth, though at significant risk.

