

House Rules: Character Creation

Rule 1, which trumps all other rules both in this document or the Player's Handbook or anywhere else, is the Rule of Cool. If you've got a cool concept that fits into Dragonlance, or if you want to bend/break another rule to make your cool concept work, then pitch it to me. I'll be judging on story potential, not on power. If we make an exception to the rules which ends up being broken or overpowered, I reserve the right to rein it in later on.

In General

Dragonlance is a setting where capital-G Good fights capital-E evil. Now, there's of course a lot of room in the middle, but in general I expect PCs to be heroic types, or hero-adjacent, or friends or associates of heroically-inclined people, or at the very least able to find common cause or interest with heroes for an extended period of time (hi, Raistlin!). I'm not looking to run a villainous campaign. Character flaws are fine - they're positively encouraged in fact. Just don't run a PC who's a jerk or a psychopath or a habitual backstabber.

I expect the group to move around a lot all over the world in the course of the campaign. Don't assume that you'll always be staying in the one place or exploring the same dungeon, and don't expect to always have access to your home/mentor/family/treasure vault etc. I do expect PCs will mostly remain on Krynn though - planar travel and/or spelljamming will not be major parts of the campaign.

Dragonlance is a setting of big, larger-than life heroes, and the intention is that by the end of the campaign, the PCs will be heroes right up there with the best of them. As such, big angsty melodramatic backstories are very very in-keeping with the setting. If there's ever a setting where your PC can be a special unique snowflake, it's this one. If you want to play the exiled heir to a throne, or you want to be haunted by the ghost of your malicious archmage grandfather, or have an evil identical twin who runs around causing chaos, or to be an amnesiac villain, or to be laboring under a curse of inevitable doom, or to have a tragic doomed romance with someone who is not what they appear to be, or to be forever pursuing the family heirloom sword that was stolen due to your failure of duty, or WHATEVER, then I absolutely encourage you to go for it. You'll still be level 1 at the start, of course, but a lot could have happened to you regardless.

Races

Available races, no questions asked: human (regular or variant), elf (high or wood), dwarf (hill or mountain), half-elf, kender, gnome (rock)

Available races, with caveats: goblin, half-ogre, minotaur, duergar dwarf. Half-ogre uses bugbear stats, except swapping Stealth proficiency and the Surprise Attack rule for Intimidation proficiency and a goliath's Stone's Resilience ability. Note that these races are viewed as monsters in many parts of the world and may be treated accordingly.

Anything else: you're welcome to try to convince me according to the Rule of Cool.

Magic

In Krynn, all PCs able to cast spells are either divine spellcasters or arcane spellcasters.

Divine spellcasters are any class that uses a divine focus for their spellcasting. All divine spellcasters get their magic by worshipping a god. At the time of the game starting, all the true gods have been gone from Krynn for 300 years - your PC will be one of the very first divine spellcasters to return to the world. This is a Big Deal and will get you noticed. That may or may not be a good thing, depending on who does the noticing. Should you choose to play a divine spellcaster, you will not start with the ability to use magic, or any magical abilities. We'll roleplay out you gaining these abilities in the first session or two. Your subclass will need to be appropriate for your deity (no War domain clerics following Mishakal, for instance). Generally, PCs should not follow evil deities.

Arcane spellcasters are any class that uses an arcane focus for their spellcasting. Arcane spellcasters in Krynn are organised into the three Orders of High Sorcery, the white, red, and black robes for the wielders of good, neutral, and evil magic respectively. Once an arcane spellcaster becomes sufficiently powerful (able to cast approximately 3rd level spells) and the Orders become aware of this, the character will be invited to travel to Wayreth to take the Test of High Sorcery. Refusal means being declared renegade and hunted. Success means being welcomed into the Orders. Failure means death.

Only divine spellcasters may cast healing spells, under any circumstances.

Standard Classes

In general, all optional rules from Tasha's Cauldron of Everything are available. New fighting styles, battlemaster maneuvers, and spells can be chosen as normal. For all other optional class features, you'll need to swap something else out in order to use them. If you want to do this, talk to me.

Barbarian: no special changes.

Bard: At 1st level, a bard may optionally choose to get their powers from a god. If so, they must choose a god to worship like any other divine spellcaster, and use a divine focus for spellcasting. Only divine spellcaster bards may learn healing spells.

Cleric: Optionally, a cleric may choose to not be proficient in any armour or shields, in exchange for gaining the Unarmoured Defence ability of a monk, and one extra skill proficiency from their regular class selection.

Druid: no special changes

Fighter: no special changes

Monk: no special changes

Paladin: no special changes

Ranger: Optionally, you may choose to play a ranger with no spellcasting ability – see <http://dnd5e.wikidot.com/ranger-no-spells>

Rogue: No special changes

Sorcerer: Optionally, at 1st level warlocks may choose to use Wisdom rather than Charisma as the key ability for their spellcasting and other spell abilities.

Warlock: A warlock choosing Pact of the Blade can add their Charisma modifier to attack and damage with their pact weapon. Optionally, at 1st level warlocks may choose to use Intelligence rather than Charisma as the key ability for their spellcasting and other class abilities.

Wizard: no special changes

Other classes

Artificer: available to gnomes only.

Warlord: I will be allowing the 3rd party Warlord class from <https://www.gmbinder.com/share/-LW4agTNJcbwe6kSv4H2>

Multiclassing: the decision to multiclass must be roleplayed out (and please warn the DM of your intention ahead of time so he can help this happen!). What this means will depend on the class you multiclass into. Would-be fighters can simply spend time sparring, while aspiring warlocks will need to find, contact and pact to a patron, etc.

3rd Party Material

Obviously there's a huge amount of 3rd party material available out there. If you want to use non-WoC material building your character, whether that be feats, spells, subclasses, classes or whatever, provide me with a copy and I'll make the call case by case.

Subclasses

Subclass choices will be *somewhat* limited, to stay reasonably true to the lore and setting of Krynn. In particular, flashy and weird magic abilities are hard to come by, and mostly should be limited to spellcasting classes. Also, some monster types are rare or unknown in Krynn, or else will not be a major feature of the campaign, so perhaps steer clear of subclasses focused around celestials, aberrations, genies, rune-using giants, etc. Also remember that dragons have not been seen on Krynn for a thousand years and are widely considered mythical. Spoiler alert - this may not remain the case!

A list of subclasses which are very suitable for this campaign, no questions asked. I've added some from a few particularly appropriate 3rd party products that I own and can provide copies of, but this is not an exclusive list. As always, Rule of Cool trumps all other rules.

Bard: Lore, Valor, Eloquence, Creation, Swords, Glamour

Barbarian: Berzerker (house rules apply to make Frenzy less awful), Totem, Ancestral Guardian,

Zealot, Herald***

Cleric: all WotC domains except Death, depending on the deity, although houserules will apply to tone down the most overpowered bits of Twilight and Peace.

Druid: Land, Moon, Stars, Wildfire, Dreams, Shepherd, Spring Dawning**

Fighter: Champion, Battlemaster, Samurai, Cavalier, Eldritch Knight, Legionary***, Sword Dancer****

Monk: Open Hand, Ascendent Dragon, Mercy, Drunken Master, Divinity**

Paladin: Devotion, Ancients, Vengeance, Redemption, Glory, Crown, Secrets**

Ranger: Hunter, Beastmaster (using the optional rules in Tasha's), Monster Hunter, Fey Wanderer, Gloomstalker, Haunted Warden***

Rogue: Thief, Assassin, Arcane Trickster, Inquisitive, Mastermind, Swashbuckler, Scout, Tinkerer**, Cat Burglar***

Sorcerer: Draconic, Lunar, Shadow, Dreamwalker**, Ancient Artifact*****

Warlock: Undead, Archfey, Fiend, Animal Lord***

Wizard: Any WotC subclass, with the warning that some will shove you heavily in certain directions when it comes to choosing your Order of High Sorcery. Kingfisher*, Winternorn*

* - from Tasselhof's Pouches of Everything

** - from The Dragonlance Companion

*** - from Tome of Heroes

**** - from Southlands Players Guide

***** - from Dragonlance Peoples and Paragons

Feats

As per the standard Dragonlance rules, all PCs (other than those taking the Knight of Solamnia or Mage of High Sorcery background) gets a free feat at first level. This feat can be Skilled, or it can be Tough, or it can be any primarily non-combat feat if you justify it to me using the Rule of Cool. You will get a second bonus feat at 4th level, Rule of Cool applies there too.

The Lucky feat is not available, I expect I'll be handing out enough Inspiration points to make up for it.

Similar to multiclassing, taking feats like Magic Initiate to gain magic abilities will need in-play justification before you take them.

Backgrounds

I'm pretty relaxed about backgrounds. Feel free to tailor a background to your character concept by taking one of the existing backgrounds and swapping out proficiencies, features, equipment etc within reason. Note that the Wanderer feature of the Outlander background is not available,