

# DUNGEON SQUAD: DRAGONLANCE SOURCEBOOK

## INTRODUCTION

The Dungeon Squad! Dragonlance Sourcebook is intended as a supplement to the Dungeon Squad! rules which can be found at:

[http://www.1km1kt.net/rpg/Dungeon\\_Squad.php](http://www.1km1kt.net/rpg/Dungeon_Squad.php)

The rules presented in this document are intended for gaming in the Dragonlance setting. I've striven to keep the rules lite in order to remain consistent with the main DS! rules. Feel free to disregard anything you don't like, and enjoy your stay on Krynn.

## CHARACTER GENERATION

Character generation for a DS! Dragonlance game is identical to the character generation process described in the DS! rules, with the addition of two new rules or concepts; Race and Archetypes.

Players still assign a D4, D8, and D12 to Wizard, Warrior, and Explorer, as well as a D6 and D10 to Stuff.

## RACES OF KRYNN

For players wishing to create demi-human characters (dwarves, elves, gnomes, or kender), character generation is identical to that found in the DS! rules with one exception; one (1) of their Stuff die (D6 or D10, player's choice) must be assigned to Racial Ability.

Racial Abilities are race dependent, meaning a dwarf may not take an elf's (or any other race's) Racial Ability. Although this means the demi-human in question possesses an ability not possessed by either humans or other demi-human races, it also means demi-humans begin with only 1 Stuff die (either a D6 or D10, depending what die he assigned to his Racial Ability).

Humans and half-elves possess no Racial Abilities and assign their Stuff dice normally (see DS! rules).

## DWARVEN RACIAL ABILITY

**Favored Enemy:** May immediately perform a second attack using their Stuff die to hit only if the second attack is against a goblin or ogre.

OR

**Magic Resistance:** Dwarves are very resistant to magic. When a spell is cast upon a dwarf, a dwarf may roll his Stuff die to counter it,

rendering the spell ineffective. To counter a spell, the dwarf's Stuff die roll must be higher than the Wizard roll generated to cast the spell.

## ELVIN RACIAL ABILITY

**Woodland Archer:** When in outdoor environments (no caves, caverns or dungeons) an elf may attempt a second missile to hit roll (per round) using this die.

OR

**High Sorcery:** Elves may assign a Stuff die to a spell from the Wizard of High Sorcery list without swearing allegiance to or being bound by the tenants and rules of the Orders of High Sorcery.

## GNOMISH RACIAL ABILITY

**Tinkering:** The tinker may create an outlandish device once per adventure. On the following adventure, the tinker may keep the same device or replace it with a new one. The device created allows the tinker to perform actions not covered by Warrior, Wizard, or Explorer. For example, a tinker may decide to create a glider (D6 or D10) which will allow him to fly. At the start of the next adventure, he may keep the glider or dismiss it for another device concocted from his mad brilliance.

OR

**Improve:** The tinker may improve on a minor item replacing its die with the Improve die. Like Tinkering, at the beginning of the following adventure the gnome may discard the improved item for another.

## KENDER RACIAL ABILITY

**Handling:** If a kender fails an Explorer roll to pick pockets, open locks or any other general pilfering acts, he may immediately roll his handling die (vs. the same TN). A success negates the failed Explorer roll and the kender successfully completes the pilfering act.

OR

**Taunt:** By flinging grave insults, a kender may so enrage an opponent that the victim of the taunt will wildly attack the kender. The victim suffers a -1 die penalty to attack and damage (a D6 would become D4) to a minimum of D4. A successful Taunt roll must be made for this ability to take effect. The target number is based on the self-discipline of the victim (for example, well

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disciplined soldiers might require a TN of 4, commoners a TN of 2). This effect lasts the duration of the battle.

## ARCHETYPES OF KRYNN

Archetypes act in a similar manner to Races, allowing you to assign one of your Stuff dice to an archetype specific ability. Archetypes differ from race in that a requirement must be met in order to qualify for a particular Archetype.

### KNIGHT OF SOLAMNIA

**(Requirement:** Must have assigned D12 to Warrior)

Knights of Solamnia are seasoned warriors. The Stuff die assigned to this archetype is the minimum amount of damage the knight rolls, regardless of the weapon used. For example, a knight with D6 in this archetype will roll D6 for damage even if using a dagger (normally D4). This only applies to weapons which use smaller dice than the knight's Stuff die.

### WIZARD OF HIGH SORCERY

**(Requirement:** Must have assigned D12 to Wizard)

May assign their Stuff die to any spell from the Wizards of High Sorcery/Holy Order of the Stars spell list.

### HOLY ORDER OF THE STARS

**(Requirement:** Must have assigned D12 to Wizard)

May assign their Stuff die to any spell from the Wizards of High Sorcery/Holy Order of the Stars spell list.

## MAGIC OF KRYNN

The Archetypes Wizards of High Sorcery and Clerics of the Holy Order of the Stars, as well as some elves, use the Wizards of High Sorcery/Holy Order of the Stars spell list when assigning Stuff dice to spells (see spell list below).

All others wishing to assign Stuff dice to spells are limited to those found in the DS! rules.

### WIZARDS OF HIGH SORCERY &

### HOLY ORDER OF THE STARS

#### SPELL LIST

CONJURE ELEMENTAL summons a man-sized elemental to serve the whims of the caster.

The conjured elemental is a "tough" creature (attacks with a D10; needs a 6 to be hit) with 25 hit points, and has its die's number in both armor and damage. However, an elemental is also a very slow creature and thus may only attack every other turn. The element chosen (earth, fire, water, or air) must be readily available for the summoning. This powerful spell can only be used once per adventure!

DAZZLE causes one man-sized enemy to hesitate for every 2 points rolled. Bigger creatures require 4 points; smaller ones, 1! Victims cannot take any action for a turn when they are dazzled. Can be cast once per encounter.

FIREBALL does triple its die in damage but can only be used once per adventure! Anyone near the target takes the straight, pre-multiplication Fireball die in damage as well - a most powerful spell!

GREATER HEALING restores triple its die in hit points to the person the caster chooses. This spell can only be used once per adventure!

HASTE speeds up time for one person, increasing the number of actions they get to take that turn. Additional actions are granted at the cost of 4 points rolled per action. Can be cast once per encounter.

HEALING restores its die in hit points to the person the wizard chooses. This spell can be cast once per encounter, and can only assist one person.

INVISIBILITY can be cast on several people, making it impossible for them to be seen by normal means, at the cost of 4 points rolled per person. Although attacking an enemy while invisible will always grant an automatic hit, it will also immediately end the invisibility spell for that person. Can be cast once per encounter.

LIGHTNING does its die in damage divided as the wizard chooses among any number of targets. Can be cast every turn.

LUCK allows you to add your die to another person's roll, before they make it! It can also be used to reduce an opponent's roll by the same amount, before they make it. Can be cast every turn.

MAGIC MISSILE fires several bolts of arcane magic through the air, causing 2 points of damage each to its die's number in enemies. Any leftover missiles are lost. May be cast every turn.

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**MAGIC SHIELD** protects a single person the wizard chooses (including the wizard if she desires) from its die in damage, which is chipped away until it is gone. Can be cast once per encounter.

**MASS HEALING** restores its die in hit points to the casters! entire party. Can only be used once per adventure!

**MIRROR IMAGE** creates an illusionary duplicate of the caster for every 4 points rolled (with a minimum of one created), causing each attack upon him to fail automatically, destroying that illusion, until no duplicates exist. Can be cast once per encounter.

**PURIFY** instantly cures any diseases, curses, and poisons from the target and restores its die in Number of hit points. This very useful spell can only be used once per adventure!

**REPEL UNDEAD** causes one undead enemy to turn and flee for every 3 points rolled. Larger or more powerful undead creatures (such as a vampire or a dragon skeleton) may require 6 points or more! Can be cast once per encounter but if you possess a holy symbol, this spell may cast every turn!

**SLEEP** causes one man-sized enemy to fall asleep for every 4 points rolled. Bigger creatures require 8 points; smaller ones, 2! Victims cannot take any action for three turns when they are asleep. Can be cast once per encounter.

**TELEPORT** allows the caster to be transported from one spot to another, over a short distance. The caster must be able to see or visualize (have been there before) the place being teleported to. The caster may also teleport one additional person with him at the cost of 4 points rolled per person. Can be cast once per encounter.

**WALL OF ICE** creates a large wall of ice and snow, which takes a number of turns equal to the die roll to break down and move through. Can be cast once per encounter.

## KRYNNISH STUFF: DRAGONLANCES

Iconic weapons of Krynn, Dragonlances are powerful instruments in the war against the evil dragons. These mighty and legendary weapons are never acquired by assigning Stuff dice, they are either granted to the hero or found in ancient and long forgotten places.

There are two types of Dragonlances; Minor (D8) and Major (D12). When used against

dragons damage is tripled. Against draconians damage is doubled.

## CREATURES OF KRYNN

### BLOODSEA MINOTAURS

Attack with a D10, 6 or better to hit.  
Sword D8, 12 HP

*A highly organized warrior race, the minotaurs believe themselves to be superior to all other races of Krynn, and that it is their destiny to conquer the world.*

### DRACONIANΣ

Draconians were created by corrupting good dragon eggs. There are five types of draconians: the stony Baaz, the magic wielding Bozaks, the poison-tongued Kapaks, the shape-shifting Sivaks, and the mind-bending Auraks. All resemble draconic humanoids, with the first four types possessing wings (although only the Sivaks can truly fly).

A draconian's death (HP reaches 0) usually produces spectacular (and dangerous) death scenes (see the draconian descriptions).

### (DRACONIANΣ) AURAKΣ

Attack with a D12, 6 or better to hit.  
Sword D8, 2 Energy Blast D10 and D10, Spells, Breath, Teleport, Invisibility, Change Shape, Mind Control, Immolate, 25 HP

*Created from the eggs of gold dragons, auraks are the most powerful of all the draconians. They are used as special agents and generals in the draconian armies. Their most feared form of attack is their mind control.*

**(Energy blast):** two blasts of energy coming from both hands (D10 each). Once per battle.

**(Spells):** May know 2 spells from the spell list in the DS! rules at D6 each.

**(Breath):** Fire breath D6.

**(Teleport & Invisibility):** same as spell. D6 each.

**(Change Shape):** Can change their shape to resemble any human or humanoid and perfectly imitate its voice. 3/day for D12 rounds.

**(Mind Control):** Causes one man-sized enemy to come under the Aurak's control for every 2 points rolled. Bigger creatures require 4 points; smaller ones, 1! Victims must do what the Aurak commands. Can be cast once per battle.

**(Immolate):** When an aurak reaches 0 HP, its body immolates itself with eerie green flame as it enters a fighting frenzy (+1 Warrior). Anyone attacking the aurak suffers D6 damage from the flames.

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After 6 rounds, or when the aurak reaches -20 HP, the aurak turns into an exploding ball of lightning delivering D12 points of damage to everyone struck by the lightning (have the aurak make a missile attack roll for everyone within 30').

3 rounds after the lightning ball attack, a thunderous boom stuns all within 10' for D4 rounds, and causes them D10 points of damage.

## (DRACONIANS) BAAZ

Attack with a D8, 4 or better to hit.  
Sword D6, Turn to Stone, 10 HP

Baaz are derived from brass dragon eggs. The smallest and most plentiful of the draconians, they serve as common ground troops for the Dragon Highlords.

**(Turn to Stone):** When a baaz reaches 0 hit points, it turns into a stone statue. The person who struck the deathblow must make a successful Explorer/TN 4 roll. A failure results in the weapon being stuck in the statue until it crumbles to dust (usually within 1d4 rounds).

## (DRACONIANS) BOZAKS

Attack with a D10, 6 or better to hit.  
Sword D8, Explosion D6, Spells, 15 HP

Hatched from bronze eggs, bozaks are the magic-users of the draconians.

**(Explosion):** When a Bozak reaches 0 HP, its bones explode causing D6 points of Dam to all within 10'.

**(Spells):** Bozaks possess the following spells; MAGIC MISSEL D8, INVISABILITY D4, TELEPORT D6.

## (DRACONIANS) KAPAKS

Attack with a D8, 4 or better to hit.  
Sword D8, Poison D6, Acid Pool D8, 12 HP

These poisonous draconians are issued from copper eggs. Due to their venomous nature, kapaks are employed as assassins as well as warriors by the Dragon Highlords.

**(Poison):** Kapaks lick their weapons to coat them with their poisonous saliva. If someone struck by a kapak's poisoned weapon fails a Warrior/TN 4 roll, the victim becomes paralyzed for D10 turns. This ability is usable 3 times per battle.

**(Acid Pool):** A kapak reaching 0 hp dissolves into a 10' wide pool of acid. All within the acid pool receive D8 points of dam. The acid evaporates in D6 rounds.

## (DRACONIANS) SIVAKS

Attack with a D10, 6 or better to hit.

Sword D8, Shape changing, 20 HP

Issued from silver eggs, Sivaks are second in might only to auraks. These shape shifters are used both on the battlefield and as advance infiltrators.

**(Shape changing):** Sivaks are shape changers, capable of changing forms under two conditions. 1) When a Sivak slays an opponent of its size or smaller, it may take its shape. 2) A sivak will also change shapes when it is slain, taking the form of the creature/person that killed it. This "assumed" shape remains in place for 3 days, after which the sivak's body decomposes to black soot.

Sivaks who are slain by creatures larger than themselves burst into flames (causing D8 points of damage) rather than change forms.

## DRAGONS OF KRYNN

The dragons of Krynn are power incarnate. They are the most fearsome opponents a hero or adventurer will face

The power to cause awe and fear by their mere presence is one of the dragons' most potent weapons.

Anyone with D4 Warrior witnessing a dragon automatically panics and flees for D12 turns

Watchers with D8 Warrior may attempt a Wizard/TN 4 roll. Failure results in the onlooker either being frozen with fear for D12 rounds.

Onlookers with D12 or more Warrior must successfully roll a Wizard/TN 2. Failure results in a -1 to Warrior for D6 rounds.

## DRAGONS (YOUNG)

Attack with a D10, 6 or better to hit.  
Claws D6, Bite D8, Fire Breath D12, natural armor D6, 40 HP

## DRAGONS (MATURE)

Attack with a D10, 6 or better to hit.  
Claws D10, Fire Breath D12, natural armor D10, 60 HP

## ICE BEARS

Attack with a D8, 4 or better to hit.  
Claws or Bite D8, 15 HP

These are the great white bears of Icereach. Large and ferocious, ice bears are sometimes used by the thanoi to track prey over ice and snow.

## THANOI (WALRUS MEN)

Attack with a D8, 4 or better to hit.  
Sword D6, Tusk D4, natural armor D4, 12 HP

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*The thanoi are a race of humanoid walrus'. Two wicked tusks jut downwards from their mouths which they can use offensively to great effect.*

*Thanoi are immune to cold, both natural and magical, although they do suffer more from heat based attacks (+1 dice) as well as temperatures above freezing. Temperatures above freezing reduce the thanoi's HP by 1 per week.*

## SHADOW PEOPLE

Attack with a D8, 4 or better to hit.  
Shadow Staff D8, Hook D4, 12 HP

*Shadowpeople are a forgotten race of humanoids living beneath Sanction.*

*Their bodies are covered in dark furs, and a long, stretchable membrane connects from their arms to their flanks allowing them to glide.*

*Shadowpeople suffer greatly from the light of the sun and receive a -1 penalty to Wizard, Warrior and Explorer rolls when under overcast skies. This penalty is increased to -2 in bright sunlight.*

**(Hook):** *A shadowperson's shadowstaff (a piercing weapon topped with a wickedly curved hook) hooks an opponent on a successful hit. The victim suffers an extra D4 damage/round, and a -1 penalty on all to hit rolls. A successful Warrior/TN 4 roll is required to free one's self from the shadowstaff's hook. This roll replaces the victim's action for the round.*

## ACKNOWLEDGMENTS

Dungeon Squad: Dragonlance Sourcebook is based on and meant to be used with Jason Morningstar's wonderful Dungeon Squad! RPG.

The spells used for The Wizards of High Sorcery & Holy Order of the Stars Spell List were created by Jim "Meepo" Adams.