

KNIGHTS OF THE DIVINE HAMMER

The Knights of the Divine Hammer were dedicated to the eradication of evil within the Holy Empire of Istar in accordance with the Kingpriest's will. During its short existence, the Hammer campaigned mightily against the gods of Darkness and their followers. The Order began as a beacon of hope to the Istaran people, but its noble light flickered as the Kingpriest's fear overwhelmed him, and the Hammer died shortly after the Cataclysm sank the Empire.

The Order of the Divine Hammer was founded in 40 PC, after Cathan MarSevrin received a vision of a burning hammer that fell from the skies toward Istar. Cathan shared his vision with the Kingpriest, who had been preparing to formally deny the Doctrine of Balance and its assertion that the forces of Good, Neutrality, and Evil must coexist. The Kingpriest mistook Cathan's vision as a sign from Paladine and not only rejected the Doctrine, but also decreed that Istar needed a holy knighthood that would defend the Holy Empire from wickedness. The Kingpriest personally dubbed Cathan the first Knight of the Divine Hammer.

The Order received legal powers that enabled it to act with near-impunity within the Empire. Its first Grand Marshal, Tavarre of Luciel, answered to the Kingpriest and no other. The Hammer's ranks swelled with those drawn to the Kingpriest's promise of a virtuous Istar. It appeared as if the Order of the Divine Hammer might someday surpass even the Knights of Solamnia, and some idealistic Solamnics left their own order in pursuit of the Kingpriest's dream.

The Hammer's fall from grace began with subtlety in 32 PC when the Kingpriest declared all Shinareans to be *Foripon*—heretics—for hoarding wealth that could have helped the Empire's impoverished folk. The Holy Order of SIRRION was cast out for its "hedonistic ways" three years later. Ultimately, the Kingpriest declared that all who refused to serve the gods of Light must be brought to justice, and the Knights' crusade expanded to include the Holy Orders of Balance. This change was largely ignored by the Istaran people, and its effects on the Knights of the Divine Hammer would not become apparent for nearly a decade, when the Hammer fought the Wizards of High Sorcery in the Lost Battles.

The Knighthood survived Istar's war on sorcery but lost several of its most upstanding members including Grand Marshal Tavarre. Cathan MarSevrin replaced Tavarre but was in turn replaced by Lord Olin Silverhaft, a former Solamnic Knight, in 20 PC. Olin was left with the task of rebuilding the Hammer after the Lost Battles, and he replenished its ranks with Imperial *Scatas*—soldiers—and the children of lesser nobles. Over the next decade, the Knighthood became a haven for bloodthirsty mercenaries and fame-seeking nobles. When Olin fell victim to a heart attack in 9 PC, Cathan's one-time squire Tithian of Istar became the Hammer's last Grand Marshal. Tithian hoped to restore the Hammer to its former glory but was thwarted at every turn by Istaran politics.

Cathan's vision of a burning hammer finally came to pass, and the Cataclysm shattered Istar and the Order. Some distant Knights of the Divine Hammer survived the devastation only to be hunted by mobs intent on avenging themselves against all things Istaran. The last few knights burned their surcoats and discarded the signs of their Order. The people of Ansalon soon forgot the Divine Hammer and turned their anger westward toward Solamnia.

ATTITUDE

With rare exception, the Knights of the Divine Hammer fervently believed in the rightness of the Kingpriest's cause. As the years passed, a few veteran knights began to question specific actions taken against the worshipers of Balance, but most were swayed by the Kingpriest's righteous fervor and held firm to the belief that their actions were done for the greater Good. Similarly, some knights questioned the cost of their faith after the Lost Battles, but they were too few to save the Knighthood and were quickly replaced.

The Hammer's reputation took a turn for the worse after the Lost Battles, when Grand Marshal Olin began recruiting soldiers and nobles into the knighthood. The Hammer slid further off the path of true righteousness when senior knights stopped questioning the Kingpriest's dictates for fear of being declared heretical themselves. This unspoken acceptance swayed younger knights, who came to believe that the Kingpriest was being obeyed because he was right.

LEADERSHIP AND ORGANIZATION

The Knights of the Divine Hammer performed a variety of functions during their existence, some of which had been performed by the Knights of Solamnia for years. Under the Grand Marshal's leadership, knights put evil cultists and Black Robe wizards to the sword, protected the Great Temple and its clergy, and led armies of Imperial *Scatas* into battle against the goblin and ogre races.

The smallest military unit was the *Ina*, or squadron, which consisted of ten knights, twenty *Scatas*, and three clerics or war-priests. An Istaran company (*Cosa*) consisted of four *Inas* and pursued roaming hobgoblin and ogre bands. The Imperial squadron (*Meniba*) quelled civil unrest in minor lands and consisted of 300 *Scatas* plus a contingent of knights and clerics. Istaran *Birafas*, or regiments, saw use in the Lost Battles and were each comprised of five *Menibas*, and the mighty Istaran division (*Droma*) was made up of six *Birafas* but was only deployed once during the Hammer's existence.

Grand Marshal Tavarre of Luciel hated political maneuvering and devised an economical system of rank within the Hammer. The knightly ranks were not intended to replace those of the Imperial *Scatas*, but the Kingpriest's paranoia grew along with his influence and the Hammer was placed in charge of the Istaran soldiers.





In the year 1 PC, the Knights of the Divine Hammer are the ultimate authority within the Empire.

The first officer position within the Hammer is that of Knight Banneret (*Icodio*), who commands a dozen knights and can commandeer thirty *Scatas* for crucial missions. Above the Knight Banneret is the Knight Commander, or *Icilmó*. A Knight Commander leads six Knights Banneret and associated troops, and he can requisition two hundred additional *Scatas*. Knights Commander also instruct squires and younger knights in the use of arms; they are known as Preceptors when serving in this capacity.

A Knight Marshal (*Frebo*) leads four Knights Commander and associated troops and is usually given authority over a particular city. Above the Knight Marshal is the Senior Marshal, or *Frecico*, who is responsible for the defense of a particular province within the Holy Empire. The Grand Marshal (*Freburmo*), also known as the Lord Marshal, heads the Order of the Divine Hammer and can be discerned by his crimson surcoat, in contrast to the white surcoats of other knights.

Finn Graymantle (LN male civilized human noble 2/fighter 3/ex-Crown Knight 4/Knight of the Divine Hammer 2): Finn Graymantle was making a name for himself in the Solamnic Orders when his father, Barlan Graymantle, resigned from the Knights of Solamnia, ceded his holdings, and joined the Order of the Divine Hammer. Finn swore to make up for his father's dishonor by rising to the highest ranks within the Solamnic knighthood. When his father died in 21 PC, Finn rode to Istar intending to berate the Kingpriest; instead the knight was swayed by the

Kingpriest's magnetism and resigned from the Solamnic Order like his father before him. Now in his late forties, the Senior Marshal of Falthana has forked and dyed his blond beard in a thinly-veiled attempt at blending in with the locals.

Tithian of Istar (LG male civilized human fighter 7/Knight of the Divine Hammer 9): Grand Marshal Tithian longs for a return to the Hammer's glory days, but he has until recently resigned himself to the status quo. Tithian spent his formative years in an Istaran orphanage until a Revered Daughter of Paladine caught him attempting to pick a nobleman's pocket. Tithian became one of Istar's first Children of the Hammer and was subsequently squired to Cathan MarSevrin (also known as Cathan Twice-Born after Beldinas brought him back from the dead). Tithian briefly held the "title" of Swordflinger for his rash yet effective way of defeating a powerful Chemoshan priest, an act for which he was knighted in 21 PC. His jovial demeanor all but vanished when he lost his closest comrades in the destruction of the Tower of High Sorcery in Losarcum, a tragedy he survived. Tithian has recently heard the rumors that Cathan Twice-Born is alive, and he hopes that his one-time friend can return the Divine Hammer to its former glory.

Yathrilara (NG female half-elf rogue 3/fighter 4/Knight of the Divine Hammer 4): Yathri was born of a tryst between a Qualinesti adventurer and a widowed Istaran duchess, and Yathri's mother made a sizable donation to the Great Temple to get the troublesome girl out of her sight. She faithfully served the Empire until her mother

was sold into slavery for thinking bad thoughts about her half-breed child. Yathri has little love for her mother, but she refuses to accept the Kingpriest's mandate that evil thoughts equate to evil deeds. She is a part of First Son Revando's resistance movement and is certain that he can build a better Istar.

AREAS OF INFLUENCE

The Hammer's forces are spread throughout the Empire, but this does not mean they are spread too thin. Their greatest presence is in the Lordcity of Istar and the nearby ports of Kautilya and Odacera, but the Hammer maintains a full *Birafa* in Karthay, and eastern Istar has its own knights.

ĪSTAR THE BEAUTIFUL

Knights of the Divine Hammer never tire of seeing the Lordcity's majestic skyline, and some never tire of shouting oaths at the Hall of Sacrilege, once known as Istar's Tower of High Sorcery. The Hammerhall, the Knights' grand fortress, is located just north of the city. All knights eventually honor their fallen brethren in the Great Temple or in one of the city's famed *mudubas*—wine shops. Grand Marshal Tithian is found in the Mirrorgarden from time to time, and he may be convinced to share one of the lost exploits of the famed Marto of Falthana.

MICAH

The City of Glass nearly outshines the desert during the day but is a beauty to behold after sunset. Located on the eastern shore of the River Edessa, Micah is valued for its fine wares and its location near the heart of Ansalon. Micah's white-hot furnaces can be felt from two hundred feet away, but ready access to so much water helps to keep the City of Glass merely uncomfortable. Knight Commander Cassell (LN male civilized human ranger 6/Knight of the Divine Hammer 3) detests his position as a glamorized border guard between Istar and Silvanesti, but he keeps his *Meniba* in fighting shape.

TUCURI

The fiery minarets of Tucuri are a welcome sight to those who sail the Northern Courrain Ocean. Tucuri is not only an important port city, it also houses one of the Empire's most prominent universities. Knight Commander Emea Teralind (NG female civilized human mariner 9), rumored to have once been the pirate Catalara, captains the *Kraken's Maw* and is in charge of the Northern Istaran Fleet.

ALLIES

The Hammer is intrinsically linked to the Holy Empire and thus allied with the Great Temple as well as the *Scatas*, Istar's blue-cloaked Imperial soldiers. They make judicious use of the Kingpriest's *Araifas* (Thought Readers) to gather information on impious activities within the Empire. Although the Order of the Divine Hammer has essentially replaced the Knights of Solamnia within Istar, they remain on good terms with their brother knights and work in concert with them.

ENEMIES

The Knights of the Divine Hammer have gained many enemies in a comparatively short period of time. Chief among these are the Holy Orders of Balance and Darkness, whose followers are captured and sentenced to death by holy fire. The Wizards of High Sorcery despises the Hammer for the losses suffered in the Lost Battles. Most nonhuman races are so desperate to stay out of the Hammer's hands that they will defend one another despite centuries of racial prejudice.

JOINING THE DIVINE HAMMER

Shortly after the Hammer's founding, the Kingpriest decreed that orphan children could become productive members of society by serving the Empire as Knights of the Divine Hammer. Istaran clerics make yearly visits to orphanages throughout the Empire, and children of an appropriate age are brought to the Lordcity where they receive lessons on Istaran dogma and the church tongue. These Children of the Hammer, or *Comuro Farnas*, are then sent to the Hammerhall and eventually squired to knights. Squires serve the Divine Hammer for no less than three months, though most perform their duties for a year before their induction into the Order.

After the Lost Battles, Imperial *Scatas* can now petition for acceptance into the Order, and knights are able to sponsor particular candidates for squirehood. These additions require the approval of the local Knight Marshal, which some merchants and nobles buy through sizable donations to the church.

In all cases, the squire spends an evening in silent vigil praying to Paladine and refusing all offers of food or drink. At dawn, an honor guard of three knights—one of whom is the sponsor—leads the squire from the Hammerhall's chapel to its High Keep, where the Grand Marshal formally knights the candidate. The knight is presented with his weapon, shield, spurs, and a white surcoat with the hammer blazon gold. The Kingpriest can also knight a candidate in times of duress or if the Grand Marshal is on campaign, but such an event is exceedingly rare.

COSTS AND BENEFITS OF MEMBERSHIP

Knights of the Divine Hammer swear vows of chastity and obedience to the Kingpriest, to the Great Temple, and to the Holy Empire of Istar. In return for his vows, a knight receives a breastplate, light steel shield, and weapon, all of masterwork quality, and a monthly stipend that the knight can spend as he sees fit. A Knight of the Divine Hammer has lawful authority within the Holy Empire, subject to his rank and the dictates of his superiors. The knights are viewed both as noble crusaders for the Empire and as "knights of the people" by most citizens of Istar and usually receive their full support.

The Hammer's greatest asset—the support of the Kingpriest—is also its greatest hindrance. Knights of the Divine Hammer make convenient targets for an embittered populace, and individual knights are prime targets for bandits and brigands. After 6 PC when the Kingpriest begins using his *Araifas*, Knights of the Divine Hammer



are subjected to occasional mind readings since, in the Kingpriest's eyes, only those who have sinned would try to hide from the Empire.

ACTING WITHIN THE DIVINE HAMMER

Knights of the Divine Hammer are found throughout the Istaran Empire but they are occasionally sent elsewhere to pursue evil. Adventuring knights might be assigned to destroy Morgionite cultists in Taol or arrest a corrupt nobleman before he reaches Kharolis. Wherever they are found, the knights have to be vigilant for their own safety. Many neutral and evil faiths seek revenge against the Hammer for past wrongs.

ACTING OUTSIDE THE DIVINE HAMMER

The Divine Hammer is largely constrained to the Empire, but knights are permitted to join other allied groups for a time. Solamnic knights work with the Hammer to drive evil races from their respective nations. Individual knights could assist the Great Temple in retrieving Shinarean relics for the Hall of Sacrilege, or they might join the *Scatas* to reveal corruption within the legions.

CLASSES

Knights of the Divine Hammer are fighters above all, but they allow other classes within their ranks except for druids (who are uncomfortable with the knights' urban trappings) and wizards (who are imprisoned or killed on sight).

Clerics: The Holy Orders of Balance and Darkness have no place within the Knights of the Divine Hammer. Clerics of the gods of Light, however, are valued for their spiritual guidance as much as they are for the martial abilities they possess.

As with all true clerics, the Divine Hammer's chaplains vanished during the Night of Doom, but by that time there were too few clerics within the Hammer for them to notice.

Nobles: Nobles usually join the Hammer because wealthy parents paid for their sponsorship. Their abilities to coordinate and inspire others are of great value to their units, especially when bolstered by the Knight of the Divine Hammer prestige class.

KNIGHT OF THE DIVINE HAMMER PRESTIGE CLASS

Knights of the Divine Hammer are righteous crusaders who are responsible for abolishing all traces of evil within the Empire. Their faith in the Holy Empire of Istar gives them extraordinary fortitude when it is most needed, and Knights of the Divine Hammer ultimately agree with the Kingpriest's belief that the followers of both Shadow and Darkness must be eradicated for Light to triumph.

BECOMING A KNIGHT OF THE DIVINE HAMMER

Fighters and multiclass fighters are most likely to become Knights of the Divine Hammer due to their propensity for wearing heavy armor. Clerics and the occasional paladin

may join the Knighthood, but most tend to remain within their respective Holy Orders.

PLAYING A KNIGHT OF THE DIVINE HAMMER

You are honorable to the Istaran people and proud to carry the Kingpriest's trust upon your shoulders. The servants of Darkness are legion, but the might of Istar and your brother knights shields you from their corruption. Some citizens may despair at the Evil encroaching upon the Holy Empire, and you are saddened by their misplaced malevolence towards the Hammer.

COMBAT

You are both a knight and a soldier within the Empire, so your place is in the forefront of the battle against the forces of darkness. Your earliest abilities help you to track down miscreants and enemies of the Empire and bring them to greater authorities for proper sentencing. As you progress within the Knighthood, you can focus all of your attention and resolve on a specific enemy of the Empire or endeavor to learn about them all.

At higher levels, your ability to coordinate forces makes you more likely to lead others into combat, and your ability to smite Istar's foes makes you capable of easily defeating some opponents. Your faith in the Kingpriest and the Empire gives you strength and causes your enemies to cower in fear.

ADVANCEMENT

Your first duties as a Knight of the Divine Hammer are likely to be small ones, such as performing guard duty in a small border town, delivering a summons from a superior, or keeping tabs on certain individuals who may be causing trouble or fomenting rebellion.

You will, of course, be sent into battle to strengthen your sword arm and test your resolve. Your continued service gives you greater contacts, improves your ability to combat the foes of Istar, and strengthens your faith in your mission.

RESOURCES

You can expect lodging and assistance throughout the Empire, as long as you do not abuse such hospitality. Allied nations such as Solamnia may offer you a place to rest and apprise yourself on local events.

As a knight, your weapon, armor, and shield are your livelihood and should be upgraded frequently. Axiomatic and holy weapons are useful in defeating your opponents quickly, as is the occasional cold iron or silvered weapon. Energy- or spell-resistant armor can protect you from a wizard's spells, and an *animated shield* is useful if you prefer heavier weapons.

KNIGHTS OF THE DIVINE HAMMER IN THE WORLD

Knights of the Divine Hammer are generally relegated to the Holy Empire itself, but they can follow up on leads or pursue foes that exist outside of Istar. Such knights can

employ or join adventuring parties for this purpose. The smaller companies can thwart distant evils before they become true problems, leaving the larger forces to handle more significant threats.

ORGANIZATION

The Divine Hammer ultimately answers to the Kingpriest, but its Grand Marshal is Lord Tithian of Istar, a freckle-faced man who looks far younger than his thirty-six years would indicate. Tithian is the Hammer's premier swordsman and, as a survivor of the Lost Battle of Losarcum, he is held in awe by some of the younger knights.

The Hammer is spread throughout the Holy Empire, and every Istaran province is assigned a Senior Marshal. The Senior Marshals are peacekeepers within their own province and the Empire itself, and the officers stationed in Dravinaar and Taol maintain good relations with the bordering nations of Silvanesti and Thoradin. Knights of the Divine Hammer have a friendly rivalry with the Solamnic knights and will join forces to face a great evil.

NPC REACTIONS

The citizenry of Istar is grateful for the Hammer's presence and a little frightened of the knights. Quite a few people have heard tales of knights imprisoning harmless men and women, but they reason that these unfortunates were performing their heresies in private. The Knighthood's reputation is less sterling outside of the Empire, but they are still generally considered noble and courageous in their fight for Good. Most nonhuman races, excepting the elves, abhor the Hammer for enslaving their kin.

KNIGHTS OF THE DIVINE HAMMER LORE

Characters found on Ansalon from 39 PC to the Cataclysm can use Knowledge (local) or Knowledge (religion) to learn about the Divine Hammer, but the check DC increases by 5 per century after the Cataclysm. A successful check reveals the information listed under the appropriate result as well as lower results.

DC 10: Knights of the Divine Hammer are Istar's holy knighthood and are dedicated to the destruction of evil and sorcery within the Empire.

DC 15: Knights of the Divine Hammer hunt all faiths that are not sanctioned by the Kingpriest or the Great Temple, including neutral faiths.

DC 20: The Kingpriest founded the Order of the Divine

Hammer after interpreting Cathan Twice-Born's vision of a burning hammer falling toward the Holy Empire.

DC 30: Characters who achieve this result can gain information on specific Knights of the Divine Hammer such as Grand Marshal Tithian or Arthur MarQuist.

KNIGHTS OF THE DIVINE HAMMER IN THE GAME

Knights of the Divine Hammer are likely to be found in campaigns that take place within the Istaran Empire. Knight characters may have to choose between faith in the Empire and belief in what is right. An all-knight campaign can give the characters the freedom to root out wickedness in other lands, perhaps in the form of mighty creatures or corrupt politicians.

ADAPTATION

This class can be adapted for use with other nations or rulers with minor changes in its class features. The Hylar dwarves could have a knightly order that is devoted to their Thane. There could even exist a Karthayan knighthood that continues the traditions of the Divine Hammer.

ENCOUNTERS

Adventurers within the Holy Empire can have good or bad relations with the Hammer. A brigade of knights needs an adventuring party to track down a band of Kharolian merchants that paid the Hammer in fool's gold. A kender character might be forced to leave the Empire to avoid imprisonment.

Hit Die: d10

ENTRY REQUIREMENTS

Race: Human

Alignment: Lawful good, lawful neutral, or neutral good.

Base Attack Bonus: +5.

Feats: Armor Proficiency (heavy), Honor-bound, Negotiator.

Skills: Handle Animal 2 ranks, Knowledge (religion) 4 ranks, Ride 4 ranks, Sense Motive 4 ranks.

Special: You must serve the Hammer as a squire for no less than three months and be sponsored into the Order by another knight. Once accepted, you must spend a night in vigil and prayer to Paladine.

CLASS SKILLS

The Knight of the Divine Hammer's class skills (and the key ability for each skill) are Craft (Int), Diplomacy (Cha), Gather Information

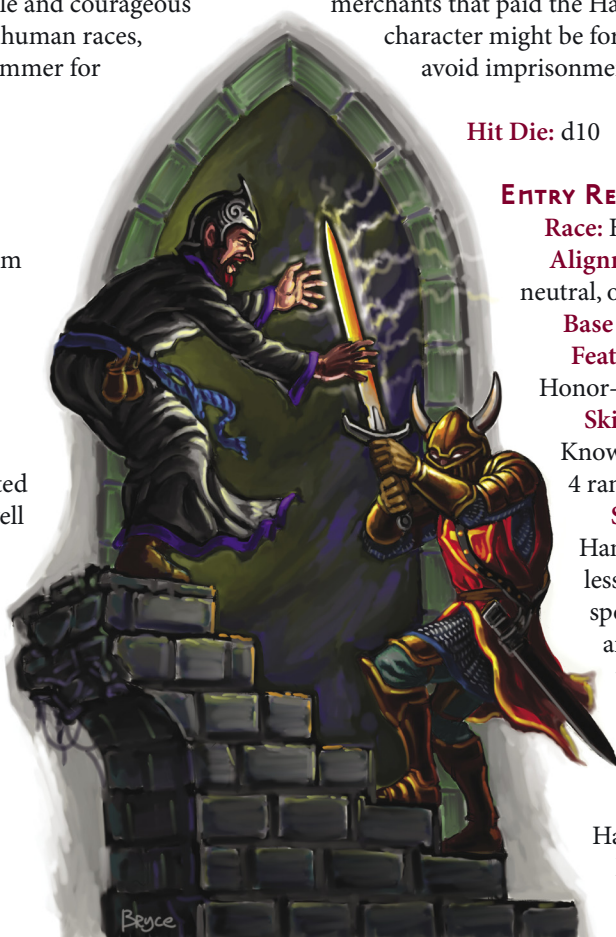


TABLE 5-2: KNIGHT OF THE DIVINE HAMMER

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+0	Law of Istar, take him down
2nd	+2	+3	+0	+0	Favor +1, smite infidel (1st type)
3rd	+3	+3	+1	+1	Coordinate +1
4th	+4	+4	+1	+1	Valor of Istar, smite infidel (2nd type)
5th	+5	+4	+1	+1	Favor +2
6th	+6	+5	+2	+2	Coordinate +2, smite infidel (3rd type)
7th	+7	+5	+2	+2	Might of Istar
8th	+8	+6	+2	+2	Favor +3, smite infidel (4th type)
9th	+9	+6	+3	+3	Coordinate +3
10th	+10	+7	+3	+3	Glory of Istar, smite infidel (5th type)

(Cha), Handle Animal (Cha), Intimidate (Cha), Knowledge (nobility and royalty) (Int), Knowledge (religion) (Int), Ride (Dex), and Sense Motive (Wis). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skills Points at Each Level: 2+ Int modifier.

CLASS FEATURES

As a Knight of the Divine Hammer, your abilities are focused on your connection with the Empire, your pursuit of the indefatigable foes of the Kingpriest, and your ability to work well with your fellow knights. As you grow in power, your ability to bring others to a righteous deliverance will grow in kind.

Law of Istar (Ex): The Divine Hammer has lawful authority within the Holy Empire of Istar, and members of the order can expect assistance when performing their duties. You gain a +1 circumstance bonus per class level to Diplomacy and Gather Information checks when acting on official Istaran business.

Take Him Down (Ex): You are practiced in subduing your opponents in order to bring them to proper justice later. At 1st level, you can deal nonlethal damage instead of normal damage with no penalty to your attack roll. You must announce your intent to cause nonlethal damage before rolling your attack.

Favor (Ex): At 2nd level, you gain access to the resources of the Empire and can call upon favors among the upper ranks of the Divine Hammer and even the priesthood of Paladine. This ability works like the noble class ability of the same name (*DRAGONLANCE Campaign Setting*, p.51). If you already possess this ability from another class (such as noble), the bonuses stack, and your levels in Knight of the Divine Hammer stack with levels in other classes which provide this ability for the purposes of how many times each week a favor may be called.

Smite Infidel (Su): The Divine Hammer's sacred duty is to strike down opposition to Istar, enemies of the Empire

that emerge from the dark places of the world. Beginning at 2nd level, you may choose a type of infidel from the following list: outsiders, spellcasters (creatures with levels in a spellcasting class), goblinoids, giants, or undead. Once a day at 2nd level, you may attempt to smite an infidel with one normal melee attack. You add your Charisma bonus (if any) to your attack roll and deal an additional 1 point of damage per Knight of the Divine Hammer level. If you accidentally smite a creature that is not a chosen infidel, the smite has no effect but is still used up for that day.

At every even level after 2nd (4th, 6th, 8th, and 10th), you may choose another type of creature from the list given above. This ability works in conjunction with any other ability that grants a bonus to attack rolls or damage rolls against specific targets, such as favored enemy or smite evil.

Coordinate (Ex): At 3rd level, you can produce great results when directing others under your command. This ability functions just like the noble ability of the same name (*DRAGONLANCE Campaign Setting*, p.52), but you are able to use it to assist an ally in combat. If you already possess this ability from another class (such as noble), its effects stack.

Valor of Istar (Su): At 4th level, you benefit from the knowledge that you are part of the most righteous empire on Ansalon. The strength of this conviction grants you a +4 morale bonus to resist all fear effects, and once per day as a free action you may steel your resolve and gain immunity to fear for a number of rounds equal to your Charisma bonus (if any).

Might of Istar (Ex): At 7th level, you may channel the strength of your conviction into actual physical power. Once a day as a free action you can gain a +4 morale bonus to your Strength and Constitution scores for a number of rounds equal to 3 + your Charisma bonus (if any).

Glory of Istar (Ex): At 10th level, you are the model of your Order's trust and faith in the Holy Empire. Whenever

you use the charge action against an opponent, you gain a bonus to all weapon damage rolls equal to your Charisma bonus (if any) and may make an Intimidate check against your opponent as a free action with a +4 morale bonus. Any allies within 30 feet who witness this glorious charge gain a +4 morale bonus to saves against fear and a +1 bonus to all weapon damage rolls until the knight's next turn.

CODE OF CONDUCT

Knights of the Divine Hammer must pay homage to Paladine each day, seek out and vanquish evil wherever it may dwell, obey the orders of a superior knight, show honor when fighting honorable foes, and be prepared to sacrifice one's life for the greater good. A knight who grossly violates this code (by refusing orders or letting evil go unpunished, for example) loses all Knight of the Divine Hammer abilities. He can no longer progress as a Knight of the Divine Hammer until he atones for his violations by seeking a cleric of Paladine (see the *atonement* spell description in Chapter 11 of the *Player's Handbook*). The Lord Marshal or Kingpriest must also accept the ex-knight back into the Hammer.

EX-KNIGHTS OF THE DIVINE HAMMER

A Knight of the Divine Hammer who ceases to be of the proper alignment, willfully commits an evil act, or violates the code of conduct loses all special abilities. The knight regains his abilities if he atones for his violations (as per the *atonement* spell in the *Player's Handbook*). A Knight of the Divine Hammer who takes a level in an arcane spellcasting class loses all special abilities and cannot regain them until he atones for his violations and also forsakes all abilities of the arcane spellcasting class.

MULTICLASS NOTE

Paladin characters are allowed to multiclass with the Knight of the Divine Hammer class. In other words, a character with paladin levels can take a Knight of the Divine Hammer level, then return to the paladin class for his next level, without penalty.

MIKAL TALLGUARD CR 6 Male civilized human fighter 5/Knight of the Divine Hammer 1

LG Medium humanoid

Init -1; **Senses** Listen +0, Spot +0

Languages Common, Istarian, Ogre, Solamnic

AC 19, touch 9, flat-footed 19

hp 44 (6 HD)

Resist Honor-Bound

Fort +9, **Ref** +2, **Will** +3

Spd 20 ft.

Melee mwk bastard sword +9/+4 (1d10+2/19-20) or

Ranged mwk heavy crossbow +6 (1d10/19-20)

Base Atk +6; **Grp** +8

Atk Options Combat Expertise, Mounted Combat, Power Attack, Ride-By Attack, take him down

Abilities Str 14, Dex 9, Con 13, Int 15, Wis 10, Cha 12

SQ law of Istar

Feats Negotiator^B, Power Attack^B, Honor-Bound, Mounted Combat^B, Exotic Weapon Proficiency (bastard sword), Ride-By Attack^B, Combat Expertise

Skills Diplomacy +10, Handle Animal +4, Intimidate +9, Knowledge (religion) +7, Ride +6, Sense Motive +7

Possessions mwk full plate, mwk heavy steel shield, mwk bastard sword, mwk heavy crossbow with 10 crossbow bolts, *cloak of resistance* +2

Law of Istar (Ex): The Divine Hammer has lawful authority within the Holy Empire of Istar, and members of the order can expect assistance when performing their duties. Tallguard gains a +2 circumstance bonus to Diplomacy and Gather Information checks when acting on official Istarian business.

Take Him Down (Ex): Tallguard can deal nonlethal damage instead of normal damage with no penalty to his attack roll. He must announce his intent to cause nonlethal damage before rolling his attack.

Sir Mikal Tallguard is a Child of the Hammer who was knighted less than a year ago. A fellow knight has seen someone who bears a strong resemblance to Mikal working at a Karthayan tinkery, and Mikal is on his way to discover the truth behind the rumor.

ARTHUR MARQUIST CR 13 Male civilized human fighter 4/rogue 3/Knight of the Divine Hammer 6

LN Medium humanoid

Init +8; **Senses** Listen +0, Spot +0; trapfinding

Languages Common, Istarian, Khur, Solamnic

AC 25*, touch 18*, flat-footed 19; Dodge, Mobility

hp 94 (13 HD)

Resist Honor-Bound, valor of Istar

Fort +11, **Ref** +10, **Will** +4; evasion

*Includes 2 points of Combat Expertise

Spd 30 ft.

Melee +2 *keen longsword* +13/+8/+3* (1d8+3/17-20) or

Ranged throwing dagger +16/+11/+6 (1d4+1/19-20)

*Includes 2 points of Combat Expertise

Base Atk +12; **Grp** +13

Atk Options Combat Expertise, Improved Feint, Quick Draw, smite infidel 1/day (goblinoids, outsiders, and spellcasters; +1 to attack; +6 damage), sneak attack +2d6, Spring Attack, take him down

Combat Gear *potion of cat's grace* (2), *potion of heroism*

Abilities Str 13, Dex 18, Con 12, Int 14, Wis 10, Cha 12

SQ coordinate +2, favor +2, trap sense +1

Feats Combat Expertise, Dodge^B, Honor-Bound^B, Improved Feint, Improved Initiative, Mobility^B, Negotiator, Quick Draw, Spring Attack

Skills Bluff +11, Diplomacy +26, Gather Information +7, Handle Animal +3, Intimidate +10, Knowledge (arcana) +5, Knowledge (nobility & royalty) +8, Knowledge (religion) +6, Ride +15, Sense Motive +11, Tumble +11

Possessions combat gear plus +4 *studded leather armor*, +2 *keen longsword*, mwk dagger, throwing daggers (3), *ring of protection* +2

Coordinate (Ex): This ability functions just like the noble ability of the same name, but the knight is able to use it to assist an ally in combat.

Favor (Ex): This ability works like the noble class ability of the same name.

Law of Istar (Ex): The Divine Hammer has lawful authority within the Holy Empire of Istar, and members of the order can expect assistance when performing their duties. MarQuist gains a +2 circumstance bonus to Diplomacy and Gather Information checks when acting on official Istarian business.

Smite Infidel (Su): Once per day, MarQuist may attempt to smite an infidel with one normal melee attack. He adds his Charisma bonus (if any) to his attack roll and deals an additional 1 point of damage per Knight of the Divine Hammer level. If a knight accidentally smites a creature that is not a chosen infidel, the smite has no effect but is still used up for that day.

Take Him Down (Ex): MarQuist can deal nonlethal damage instead of normal damage with no penalty to his attack roll. He must announce his intent to cause nonlethal damage before rolling his attack.

Valor of Istar (Su): MarQuist's strength of conviction grants him a +4 morale bonus to resist all fear effects, and once per day as a free action the knight may steel his resolve and gain immunity to fear for a number of rounds equal to his Charisma bonus (if any).

The self-styled Dervish of Yandol, Senior Marshal MarQuist holds a tournament so that he can display his prowess in the Zaladhi fighting style. In reality, he is in need of skilled adventurers who are willing to search the ruins of Losarcum for signs of wizardly activity.



Bryce



WEB ENHANCEMENT KNIGHTLY ORDERS OF ANSALON

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This d20 System® game accessory utilizes mechanics developed for the new Dungeons & Dragons® game by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, and Peter Adkison.

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