



RACES OF ANSALON



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FOREWORD

I thought I knew what a half-elf was.

I'd read the manual, you see. A half-elf was like a low-calorie version of an elf, with some of the powers, and a few more class options. He could pass for either, and often did. He was friends with elves and humans alike – in fact, he got along with most races. Everyone liked him, more or less. Even dwarves.

So then this new series comes along, and the lead character is a half-elf. Some guy named Tanis. And ... well, hold on a second. Most people *don't* like him, at least on sight. He's an outsider to humans, a mixed-blood mongrel to elves. He's in love with an elf, so her brother hates him, and he leaves home. He grows a beard to fit in among humans – and to stand out from elves. He has to fight for every bit of trust he can get. Instead of being *both* a human and an elf, he's neither.

What the heck was going on?

For me, *Dragonlance* was an eye-opener: the first time a game I played really challenged the genre's norms. There were elves, yes, but there were different nations of them and they didn't get along. There were dwarves, both hill- and mountain-flavored, and they'd fought a war that nearly wiped out both nations. There were humans, of course, but not just the standard, wandered-in-from-the-Middle-Ages guys I'd always envisioned in fantasy. There were tribes of barbarians similar to native Americans; there were swarthy seafarers descended from an ancient, ruined kingdom; there was an empire like Rome that the gods smashed. Even the Solamnians, with their strict code of knightly honor, were new to me.

And there were the others, too, the kinds I'd never seen before. Instead of halflings, there were kender: a race of light-fingered, irrepressible, frequently irritating thieves – but don't call *them* that. Gnomes who liked to invent things: big, dangerous, impractical things with a tendency to explode. And minotaurs – you could actually *play* a minotaur as your character, instead of wandering around a maze waiting to be eaten by one!

Plus gully dwarves. Good grief, the gully dwarves.

Even before the magic, the gods, the knightly orders and strange locations, it was the races that drew me into *Krynn*. For the first time in my young life (I was 12), I saw the different races in a game as *people*, with different outlooks and philosophies, rather than just attributes and combat bonuses. It's the races that still stand out for me.

Picking a character's race immediately gives you a mindset, and helps you work out how you're going to associate with other characters in the game. If you're a dark elf, you're going to have a much different outlook from a wild Kagonesti or a high-and-mighty Silvanesti. If you're a human from Solamnia, you'll interact with the local peasants much differently than if you're a Qué-shu warrior ... or a kender.

By choosing a race, you're choosing a culture where you're welcome, or at least tolerated. You're picking your friends and your enemies ... at least until you give people a reason of your own to like you (or hate you). It's much more than just deciding whether you have a beard or pointy ears (or both). It's *who you are* – or, at least, who people think you are.

So read on. If you have a favorite race in *Ansalon*, you'll find it here: Qualinesti or Neidar, centaur, draconian, Ergothian human or tinker gnome. And, of course, the half-elf. And if you don't have a favorite, you'll have one by the time you're done.

— *Chris Pierson*

Chapter 1: HUMANS

A BRIEF HISTORY

According to the folklore of humans, their origins lie with the gods of balance, who set them upon the face of Krynn in the Age of Dreams to stand between the elves of Paladine and the ogres of Takhisis. The last of the three to be created, they were likewise the last race to claim a homeland. The elves had already taken the primal forests of the Elderwild, and the ogres had seized the mighty Khalkist Mountains. Humans, therefore, took the plains and hills that were left. Nevertheless, this mythical land of humanity, known as Mara, had its own riches, and the humans felt blessed.

Of course, nothing can last forever. When the ogres learned of the men and women of Mara, they swept out of their mountains and enslaved them. Humanity was put to work in the mines of the ogres, forced to labor for generations, until the rise of the human slave Eadamm. The property of Governor Igrane, a high ogre of considerable importance among his kind, Eadamm saved the Governor's daughter during a mining accident despite being ordered to leave. This was the turning point in the history of both the ogres and humans; as Igrane learned of human compassion—and free will—Eadamm learned of ogre ambition. Freed by Igrane, who was later forced out of the high ogre empire and fled with his cohorts to avoid reprisals, Eadamm led a successful uprising. Even though he was later captured, publicly tortured, and executed by the vile ogre Jyrbian, Eadamm's inspirational leadership instilled his people with the tools of revolt.

The human tribes of the plains of Mara grew in number as more and more humans shook free from the tyranny of the ogres over the next hundred years. With the collapse of ogre civilization, the elves took their place as Krynn's civilized race; humanity continued to live in barbarism and savagery, albeit emboldened by their memory of slavery. During this time, Reorx took the first of many groups of humans to his mountain forges, teaching them the secrets of metal and stone. Over the course of several generations, these humans became known as the Smiths, the Chosen of Reorx. Their possession of Reorx's great secrets of craft filled them with pride, setting them apart from their uneducated brethren; eventually, this hubris so angered Reorx that in 5000 PC, he cursed them with short stature and an obsession to create to distract them from their vanity.

In 4350 PC, the Graygem was released on Krynn. Reorx's Smiths pursued the erratic gemstone, chasing it across the face of Krynn, capturing it, and then accidentally releasing it again, a progression of Chaos of which all of Ansalon's races tell their own tales. Reorx's Smiths become the dwarves, gnomes, and kender, and many other transformations took place in the path of the Graygem. As this unlocked the world's primal magic, the dragons of Ansalon began to interact with the plains humans, and the first of humanity's arcane traditions began to emerge. The story of the siblings Amero and

The Plainsmen arrived in a body, for they had not been able to agree on a delegate—a bad sign. Riverwind was grimmer and more morose than usual. Goldmoon stood at his side, her face flush with anger. Members of the Plainsmen mingled with the other former slaves but regarded the main body of refugees with a suspicion that was whole-heartedly returned.

The refugees were also divided. Elistan came with his group of followers. Hederick arrived with his. Tanis and his friends formed yet another group.

Tanis hoped Elistan's wise counsel would prevail this day, convincing the refugees that they were not safe here. Unfortunately, before Elistan had a chance to speak, Hederick raised his arms.

"...There are those among us who have been talking of leaving this valley," Hederick was saying. "This valley—that is safe, teeming with game, sheltered from the winter winds, hidden from our enemies—"


"...Some place where humans can reside in peace," Hederick concluded, laying emphasis on that word. "Some place far from those sorts of people known to cause trouble and strife in the world."

Dragons of the Dwarven Depths
Margaret Weis & Tracy Hickman

Humans are by far the most populous race on Ansalon. They are also the most adaptive and ambitious, dominating whatever land in which they live through sheer numbers and collective force of will. Much of this stems from a deep-seated desire to experience and accomplish as much as possible during their comparatively brief lives. Being the children of the gods of balance, humans fully embrace the gift of free will. Humans run the gamut from the purest, shining example of good to the most debased, vile specimen of evil, in contrast to the elves and ogres who tend towards either end of the moral spectrum.

Humans can be divided into two distinctly different, yet still physically similar, groups. Civilized humans are the men and women who have chosen towns and cities over the wilderness, while the nomads remain close to nature, living and dying at the whims of the land. Neither group is inherently better than the other, but both look at life in very different ways. Both groups tend to look at the other with disdain; the city dwellers considering their nomadic cousins to be ignorant savages, while the different tribes tend to think of city folk as pampered and weak.

Humans have also developed cultures in other lands beyond the oceans surrounding Ansalon. The three human cultures on the small continent of Ithincarthia, the Tarmak, Damjatt, and Keena, have made new homes on Ansalon's shores through the invitation of Ariakan. Although outwardly quite different from other humans, they are nonetheless a prime example of the varied and diverse nature of humanity.



Nianki, later known as Karada, takes place at this time; as a result of their interaction with dragons of good and evil, the elves, and the fallen ogres of the Khalkists, humanity learns to build cities and their numbers swell. By the First Dragon War, Karada's tribe had splintered into many smaller tribes and spread out across Ansalon, while Amero's people become the first civilized humans.

Over the course of the next thousand years, as the races of Ansalon grew and encroached upon each other's lands, conflicts continued. The humans fought amongst themselves as often as they fought against the ogres, goblins, elves, and minotaurs; plains tribes warred with each other over precious resources, and the fortified towns rose and fell as warlords and leaders brought together armies to invade and conquer. No nation formed, however, despite the growing move toward forming alliances between tribes, until a horselord nomad named Ackal Ergot came out of the foothills of the Khalkists, fresh from warring against the ogres, to gather the plains people to his banner. He headed westward, seizing territory with the spoils of his ogre victories and swelling the numbers of his army. Finally, after defeating the last of his major opponents in other tribes, the Lord of the Western Hundred faced off against his brother Bazan for supremacy of the united tribes and won.

The newly founded Empire of Ergoth was the first of Ansalon's great human nations. Although Ackal died soon after his coronation, his legacy persevered. His line, occasionally broken by rivals only to rise again from the flames like the Blue Phoenix they revered, continues into the modern era. Ergoth was foremost of the human nations for centuries, although its reach was not as great as its Emperors would have wanted. Wars against the warrior queens of Tarsis, the ongoing problem of barbaric tribes, such as the Dom-Shu in the woodlands at the Empire's border, and the rebellion of Vinas Solamnius kept Ergoth largely in check.

Solamnius, whose Rose Rebellion during the War of Ice Tears led to the creation of the mighty republic of Solamnia, began the next great era of humanity. His Knights of Solamnia eclipsed the Cavaliers of Ergoth as opponents of evil in the world. Alliances with elves and dwarves, and even with the Ergothians, represented a shift from what was once merely an age of bronze and iron to an age of steel. In less than 500 years from Solamnia's founding, many other human nations grew to prominence, and the dominance of Ergoth ended.

The next challenge to human advancement came with the Third Dragon War in 1060 PC. Takhisis's dragons had risen from slumber, and brutal ogre warlords allied with renegade wizards to threaten all of Ansalon, with the Knights of Solamnia at the forefront of the conflict. This was a time of great deeds and heroics, although bards and storytellers later embellished much of it. Takhisis's plot to take over the world was thwarted by Paladine and Huma of Eldor. Huma, astride his beloved silver dragon Heart, confronted Takhisis's mighty five-headed dragon aspect and exacted her oath of banishment. The Dark Queen and all of her wyrms left the mortal realm and would not return for over a thousand years. The Age of Might had begun.

In the wake of the Third Dragon War, a revival of nobility and honor began within the Knights of Solamnia, and their ranks grew. Other nations accepted Knights within their cities, including Kharolis and far Istar. Istar, a small merchant nation slowly becoming a major influence, forged a strong alliance with Solamnia that would usher in hundreds of years of prosperity. Istar's rulers became corrupt, however, and were overthrown by the priesthood; in their place, the Kingpriests were installed as the supreme authority in the Istaran Empire. The currency, trade, and politics of Istar replaced those of other nations, which were slowly absorbed into the Empire under the watchful and beneficial eye of the Kingpriests. Despite occasional border clashes, trade disputes, and nomadic revolts, it was a period of great peace and unity.

Istar's fall began with the growing change in its policies toward other races, the zealots who assumed the mantle of Kingpriest, and the steady decline in equal trade standards with independent nations such as Solamnia and Kharolis. Challenges to the rule of the Kingpriest were met with harsh diplomacy and the sharp end of the sword. With the ascension of Beldinas Pilofiro to the throne, a man whose life was foretold in prophecies, Istar entered its last years. Omens and signs from the gods, ignored by the Kingpriest, warned of a great disaster to strike Ansalon unless Istar reversed its actions. A war with the Orders of High Sorcery resulted in the destruction of two of their towers, the loss of two others, and an enduring rift between wizards and the rest of the world. The Lord Knight of the Rose, Loren Soth of Knightlund, was tasked by the gods to ride to Istar and stop the Kingpriest from challenging the gods for dominance. He failed and was punished; Istar also failed, and the rest of the world was punished likewise.

The Cataclysm was a fiery movement of change for the humans of Ansalon. The widespread geological changes that came about as a result of the impact of the "fiery mountain" upon Istar plunged the continent into plague and ruin. Ergoth, only a shadow of a once great nation, was split in two and separated from the mainland by rushing waters and earthquakes. Solamnia gained a coastline where none was before. Thousands of lives were lost as cities crumbled, fell into the sea, or were consumed by fire and plague. Paranoia, fear, and the absence of the gods made this the Age of Despair, one in which the glorious days and glittering spires of human civilization were over. The nomad humans of Ansalon managed to thrive in the Cataclysm's wake, reliant as they were on the natural world; civilization remained only in small pockets, however, such as Palanthas and a scattering of cities like Haven and now-landlocked Tarsis. Solamnia's aristocracy was overthrown, as the Knights were blamed for the horrors of the Cataclysm and chased from their manors. Most Lord Knights fled to the western islands, leaving Solamnia to the merchants, commoners, and those few nobles who held on to cities like Caergoth and Thelgaard.

In the east, humanity took a decidedly more sinister turn. In response to summons from the Dark Queen, who had retrieved the ruins of Istar's Temple of Light from the Abyss and placed it in the mountains of the Taman Busuk, large numbers of nomadic humans flocked to the Valley of

Neraka. They were joined by ogres and goblins, but Takhisis knew humanity held the greatest promise for her new plans of conquest. Humans comprised the greatest percentage of her Dragonarmy officers and were lead by Duulket Ariakas, a brilliant strategist and former Black Robe wizard who was given supreme control over Takhisis's armies. By 337 AC, as Ansalon struggled to rise from the ashes of the Cataclysm, Ariakas's five Dragonarmies launched a series of invasions that surged across the eastern half of the continent and laid waste to all resistance. The War of the Lance had begun.

It took time for organized resistance to build against the Dragonarmies. Humans, elves, and dwarves were divided after hundreds of years of great mistrust and isolation. A handful of heroes, including a pair of nomads from the Abanasinian plains, the son of a Solamnic knight, a young wizard, and his warrior brother, set out from the tiny village of Solace to restore faith and hope to the people of Ansalon and oppose the onslaught of the Dark Queen and her dragons. Once again, an alliance with the good dragons, as well as the alliance of feuding cultures in the spirit of free will and opposition to tyranny, emphasized the power of the human spirit to resist that which seeks to destroy it. Although the elves, dwarves, kender, and even ogres and goblins had their own lessons to learn from the War of the Lance, the lesson humanity embraced was that unity, even among diverse groups, was the only path toward a peaceful and lasting future.

Ansalon was blessed with at least one generation of peace before it was once again shattered by a human carrying out Takhisis's wishes. Ariakan, the offspring of the late Ariakas and an aspect of the goddess Zeboim, had spent many years in secret, raising an army of fanatical knights modeled on the Knights of Solamnia. These knights, including an order of priests and one of renegade mages, took a relatively peaceful continent by surprise. Although some warnings and rumors had already spread about the Dark Knights, most were dismissed. The regimented brilliance of Ariakan, which drew upon traditions of honor and discipline previously only known to the Solamnics, exacted a successful conquest of the free realms of Ansalon in less than a year. Part of their success lay in the decision by the gods to allow Takhisis's plans to come to fruition; they foresaw an even greater threat, the release of the mad god Chaos, and agreed that a continent united under one leader stood a better chance of battling with the so-called Father of All and Nothing than a divided and weak one.

The Chaos War was fought, and at its end, the message of unity was once again reinforced. Both Solamnic Knights and Dark Knights were called upon to stand together against Chaos, and although Ansalon was once again divided by disaster and catastrophe, there was some measure of hope in this unified struggle. However, plots and feuds sprang up soon after the defeat of Chaos, and the armistice between the good nations and the Dark Knights was not an easy one. Some parts of the continent, notably the east, were not even given time to recover from the war before the arrival of the Dragon Overlords and the ensuing Dragon Purge brought about a new era of tyranny and opposition.

Of the first forty years of this new Age of Mortals, the most notable developments among the humans were the creation of the Legion of Steel, largely led by former Dark Knights and Solamnic Knights who lost faith in their Orders; the emergence of the Academy of Sorcery and the Citadel of Light, two centers of magical learning and knowledge in an age that keenly felt the loss of the gods; the arrival, beginning in the Chaos War but increasingly so in the decades after it, of the Tarmak Brutes from the small continent of Ithin'carthia; and the gathering power of Ergoth, a nation virtually untouched by all of the major wars in the past century. Ergoth was not only home for many of the Solamnic nobles in exile by the Dark Knights or the Dragonarmies many years before that, but it held on to the strongest centers of academic learning, fostered a growing mercantile trade network, and became a leader in the incorporation of mysticism and sorcery in its upper classes as a tool for just government.

The current era began with the War of Souls. This conflict, which brought together the feuding Dark Knight factions under one charismatic, young dark paladin of Takhisis, also saw the expulsion of the elves from their homelands, the end of Dragon Overlord supremacy in Ansalon, and the return of the gods. At the war's end, the Dark Queen was killed, Paladine was made mortal, and the reins of destiny were handed over to the humans and their allies. As Solamnia is reclaimed, Ergoth emerges as a major power once again, the nomadic tribes of Ansalon look to new and younger leaders, and the Dark Knights bicker and feud with each other, it appears that the humans are perhaps the only race on Ansalon which can lay claim to an optimistic future.

COMMON TRAITS

Humans are the most diverse of all the races of Ansalon. They are often incapable of seeing the other races as more than humans with additional traits or extremes of personality, perhaps because of their own incredibly varied physical appearance, cultural diversity, and sheer numbers. Humans are tall or short, dark-skinned or light-skinned, slender or stocky. Those physical characteristics they do have in common with one another are, as a result, characteristics they share with all other humanoid races.

As a general rule, humans are Medium-sized, usually between five and six feet in height, although there are significant examples of taller or shorter individuals. Their average weight falls between 115 and 225 pounds. Women are usually shorter and lighter than men, but in some cultures, this may be reversed. Humans have no inherent extraordinary or supernatural abilities, such as enhanced vision; however, their ability to learn, grow, and acquire extraordinary talents is well known. Indeed, some of Krynn's greatest mages, priests, warriors, and artisans have been human.





CIVILIZED HUMANS

Civilized humans make up the largest racial group on Ansalon. They can be found almost everywhere, whether they truly belong there or not. This widespread population also makes for great diversity in culture and attitude. Civilized humans cannot truly be defined as a unified group because each country, city, or town has its own appearance and personality. Rude innkeepers, benevolent priests, pitiful beggars, hardened mercenaries, and cunning pickpockets can be found in most every village, town, or city on Ansalon.

Being so prolific and successful, nations of civilized humans often come into conflict with each other and other races. However, despite these conflicts, many humans have worked hard to live peacefully with the other races—even as other humans have worked to subjugate or war with them.

CIVILIZED HUMAN RACIAL TRAITS

Civilized humans in *DRAGONLANCE* are identical to humans as described in the *Player's Handbook*. Each civilized human culture description below includes information on automatic languages and bonus languages. Each entry also lists an associated class, associated feats, an associated skill, and bonus equipment:

Associated Class is the character class that best represents the culture.

Associated Feats are feats most closely related to that culture and might be chosen with the human bonus feat at 1st level.

Associated Skill is the skill for which the culture is known.

- *Optional Rule:* You may choose this skill at character generation as being considered a class skill for that character regardless of character class, but all four bonus human skill points must be spent on that skill. The character must always have more skill ranks in this skill than his character level. If the character doesn't maintain this requirement, he suffers a -2 penalty to all Charisma-based skill checks with others from his culture until he does.

Bonus Equipment is provided to a character who takes his first level in his culture's associated class.

CIVILIZED HUMAN CULTURES

Most civilized humans in the current era can trace their origins to three distinct ethnic groups: Ergothians, which includes the people of Solamnia; Istarans, or the Kalinese as they are now more properly known, which includes all those humans whose families survived the destruction of Istar; and Kharolians, which includes Tarsis and much of Abanasinia. All three groups could theoretically trace their origin to Amero's people from the Age of Dreams, who built the first civilized human city of Yala-tene. The impact of the Cataclysm upon the spread and diversity of these three civilized human groups cannot be understated, however. Few humans in the Age of Mortals can truly claim to descend from only one of these three or solely from civilized humans; many will find that even as few as

two or three generations ago, their family lived a nomad life on the plains, in the mountains, or on the seas of Ansalon.

What follows are brief descriptions of the major civilized human cultures of Ansalon, together with additional information on those humans who hail from the area, the culture in which they were raised, and character suggestions.

ABANASINIANS

Despite the attention it has received in the past 70 years, or perhaps because of the attention, Abanasinia is still a frontier region. Bandits roam the woods and mountains, and goblins are moving into Qualinesti to the south. The region is not lawless, however. Each of the towns and cities has a militia or hired soldiers. The Knights of Solamnia and the Legion of Steel each have a strong presence. The people have endured much since the War of the Lance, but most will say they are stronger for it. Then they'll immediately tell you they're about due for some peace and quiet.

The city and townsfolk of Abanasinia are generally a practical, independent, and hard-working lot. The frontier mindset has been ingrained into their being after many generations of living in sometimes-hostile territory. With the number of travelers and drifters flowing through the area, and the number of people fleeing lives elsewhere, Abanasinians tend not to ask questions or pry into people's past. They are content to take people at face value, though there is always a certain amount of wariness when dealing with strangers.

The everyday life of a civilized human in Abanasinia varies depending on where they live. In a bigger city, such as Haven, life is much the same as in any city. The rich and privileged rule over those who are not; the common folk work for them. In smaller towns and villages, everyone works, regardless of station. This isn't to say that life is constant drudgery—it isn't—but in the smaller towns and villages, many residents have roles vital to the continued survival of the community. Even in Solace, the Lord Mayor Palin Majere will lend a hand where he can.

Few of the civilized humans who live in the towns and cities of Abanasinia can trace their roots to the region. Most came to the region after the Cataclysm or during the War of the Lance, fleeing the chaos and destruction that reigned in many other places. As the different people from different lands mingled over the years, they created a culture all their own. These customs will vary from town to town, depending on the backgrounds of the residents. More than most other places, the cities and towns of Abanasinia truly are a melting pot of the various human cultures of Ansalon.

Associated Class: Master (from *War of the Lance Sourcebook*); alternately rogue).

Associated Feats: Persuasive, Skill Focus, Toughness.

Associated Skill: Profession.

Automatic Languages: Abanasinian, Common.

Bonus Languages: Camptalk, Dwarven, Elven, Kharolian, Solamnic.

Bonus Equipment: Masterwork studded leather armor or masterwork artisan's tools.

ERGOTHIANS

For almost one thousand years, Ergoth was the dominant human nation on Ansalon. Ergothians ruled from the northern and western shores of the continent to the Kharolis Mountains in the south and the forest of Silvanesti in the east. Through mismanagement and rebellion, Ergoth was slowly whittled down in size. The final blow came with the Cataclysm; Ergoth was torn asunder with the rest of Ansalon, much of it sinking into the sea. Only two islands were left of the once mighty empire, Northern and Southern Ergoth. Since the Cataclysm, when one speaks of Ergothians, they are referring to the dark-skinned, sea-faring folk from Northern Ergoth, even though close to a fifth of the population are light-skinned. Most other vestiges of the old empire and its people have been lost to time.

While there is obviously no one alive in the Empire who experienced the glory days of Ergoth, there is a sense that they are something less than they once were. Stemming from that feeling, most Ergothians approach life as though it is something to be conquered, both for the betterment of themselves and Ergoth as a whole.

Much of everyday life for Ergothians is geared toward the sea and the trade it generates. Even if their occupation does not put them in contact with water, almost every Ergothian somehow contributes to this driving force in the nation's economy. The few who don't, innkeepers and other service jobs, still benefit from the sea trade. For the sailors, life is a mix of the exciting and boring. Boring are the days out at sea with no land in sight. Exciting are the port calls all over Ansalon. Exciting and dangerous are the

clashes with pirates, minotaurs, and creatures of the sea. To Ergothians, the sea is life, and their mastery of it will restore them to the forefront of Ansalonian politics.

The culture and customs of Ergothians today are little like the Ergoth of old. While some things may be similar, such as the Emperor and the Imperial Senate, many of the every day customs have changed. Many customs, like most everything else in an Ergothian's life, revolve around the sea. The churches of the Blue Phoenix (Habbakuk) and Rann (Zeboim) each have great influence in the lives of Ergothians. However, Zeboim tends to be worshiped just enough to placate the tempestuous goddess, while Habbakuk is genuinely revered. Ergoth's aristocratic warrior class, the Cavaliers, keep faith in Corij (Kiri-Jolith) strong, but his congregation is much smaller than in earlier eras.

With the influx of Solamnics in the past 40 years, some of their traditions are beginning to take root amongst the people of Ergoth. While the Emperor doesn't seem too concerned, some Ergothian nobles are looking for any excuse to oust the Solamnics and their traditions from their empire.

Associated Class: Mariner (from *Age of Mortals* or *Legends of the Twins Sourcebook*; alternately fighter).

Associated Feats: Athletic, Combat Reflexes, Weapon Finesse.

Associated Skill: Swim.

Automatic Languages: Common, Ergot.

Bonus Languages: Goblin, Kenderspeak, Kothian, Solamnic.

Bonus Equipment: Masterwork scale mail or masterwork rapier.





KHAROLIANS

When most outsiders think of Kharolis, they think of the Lordcity of Tarsis, though this betrays an ignorance of the region's long and diverse history. Kharolis extends west of Tarsis to the Southern Sirrion Sea; Tarsis proper, the heavily forested lands to the south of the Kharolis Mountains, is sparsely populated by humans, but the lands further west and beneath Qualinesti are home to thousands of people living a fairly rustic existence in woodland villages and seaside fishing towns. There were larger towns there once, though the Cataclysm and years of war with Ergoth wiped many of them off the map. A majority of ethnic Kharolians makes up a good percentage of the populations of Abanasinia and southern Solamnia and Lemish. However, in Tarsis, the ability to trace one's bloodline back a hundred generations is an affirmation of the importance of a pure Kharolian heritage, and no one in the region will ever admit to sharing this heritage with the rest of the continent.

Kharolians are light-skinned, slender, and dark-haired people, with a fondness for bright colors, jewelry, and, in Tarsis, masks. Kharolians with blond hair or blue eyes are mixed-race descendants of the Highlanders of Icereach and typically occupy a lower rung in society. Half-elves are quite common in the rural areas and woodlands, and many of the villagers and townfolk of Kharolis betray some elven ancestry in their facial features. These people will generally avoid the Lordcity for fear of being accused of racial impropriety, which never reaches the level of bigotry but remains a cause of much social awkwardness. Some sages outside of Kharolis will point out most Kharolians, even the purebred nobles of Tarsis, have elven blood; they have merely chosen to ignore the signs.

Associated Class: Ranger.

Associated Feats: Alertness, Diligent, Self-Sufficient.

Associated Skill: Appraise.

Automatic Languages: Common, Kharolian.

Bonus Languages: Abanasinian, Camptalk, Dwarven, Elven, Ergot, Goblin, Ice Folk.

Bonus Equipment: Masterwork short sword or masterwork light crossbow.

NERAKANS

The Nerakese people take their name from the Valley of Neraka and the city of the same name, although which holds true for each Nerakan depends on the current political climate. Most are ethnically Kalinese, a mixture of mountain nomad and Istaran survivors. Adult men are generally shorter on average for humans, though they are swarthier, stockier, and typically harder than their neighbors to the west. Nerakan women are often taller than the men, widely known for their exotic looks and razor-sharp temperament. As a group, civilized Nerakans embody the brutal, backstabbing, cutthroat, and mercenary approach to daily life of their distant Istaran ancestors before the Holy Orders took over. With a century of cults to Takhisis and other dark gods playing a major role in Neraka, these traits have returned vigorously in the Age of Mortals.

Jelek, Neraka, Telvan, and Kortal are the major population centers of Neraka and the Taman Busuk region. Civilized Nerakans live entirely within the walls of these settlements or in extensive fortified compounds nearby. Nomads, ogres, and worse have taken the rest of the mountainous region. The Dark Knights and their various factions dominate Nerakan life, though in the years after the War of Souls, the faction aligned with Baltasar Rennold and Galen Nemedi seized political power. Every wealthy Nerakan has one or more family members in the Dark Knights, though typically the head of the household is not one of them. Since even conducting an everyday business transaction carries with it the threat of a knife, Nerakans of all social classes are known as paranoid, mistrustful, opportunistic, and cunning.

Although they are no longer a part of Neraka, the people of Sanction may be considered Nerakan.

Associated Class: Fighter.

Associated Feats: Endurance, Power Attack, Toughness.

Associated Skill: Gather Information.

Automatic Languages: Common, Nerakese.

Bonus Languages: Draconic, Dwarven, Estwilde, Goblin, Khurish, Nordmaarian, Ogre, Solamnic.

Bonus Equipment: Masterwork bastard sword or masterwork chain shirt with light steel shield.

NORDMEN

The people of Nordmaar have seen more than their fair share of trials and tribulations. The upheaval of the Cataclysm changed their homes, but until the War of the Lance, they prospered where many others suffered. However, the War of the Lance was the beginning of a string of misfortunes. The Dragonarmies occupied Nordmaar's cities during the war, and the occupying forces weren't driven out until some years later. The Knights of Takhisis conquered Nordmaar just prior to the Chaos War. That war brought shadow wights down on the land like a great swarm, erasing whole families from existence. Their losses in the Chaos War caused the Dark Knights to withdraw from Nordmaar in the early Age of Mortals, leaving the Nordmen to fend for themselves.

The outlook of the city dwellers and their nomadic cousins is both similar and vastly different. The Nordmen, as the more civilized people of Nordmaar are generally known, have no problems with—and indeed embrace—the trappings of society that come with living in an urban environment. While still a somewhat suspicious and insular people, the Nordmen have begun to look outside their city walls and are opening their eyes to the lands of Ansalon beyond their immediate borders, as indicated by their recent acceptance of the Solamnic Knights in most of their cities and towns. Regardless of how they seem at outsiders, Nordmen are a fierce, independent lot who feel they are capable of standing against any threat.

While their lives may not be as free and unbridled as their Horselord cousins, the men and women of Nordmaar's towns and cities still love their freedom. They do not shirk their duties and jobs; they are hard workers. However, they feel that only one of their own has the right to lead them. As the Dragonarmies and Knights of

Takhisis found, it takes a powerful army to hold the cities of Nordmaar. Being subjected to those powerful armies in the past has led to the Nordmen's fierce love of freedom today. The new king, Nacon II, is a Horselord nomad, but he is coming to understand and appreciate the lives of the city dwellers and how to rule them effectively.

The Solamnics once described Nordmaar as the last stronghold of good in the north. The Nordmen of the cities and towns are included in that statement. Since the Solamnics deal mostly with the Nordmen, not the Horselords, some Nordmen even say it is a statement about them and not their nomadic cousins. Regardless of who is referred to, Nordmen take great pride in the rough, but good, nature that is generally attributed to them. This overall goodness combined with a culture in love with freedom makes the inhabitants of the cities and towns of Nordmaar a people worthy of the trust and respect of any ally.

Nordmen are of mixed Solamnic and Kalinese ancestry. They are tall and fair-skinned, with hair ranging in color from reddish-brown to pale blond. A number of darker-complexioned Nordmen, whose ancestors were inhabitants of the island archipelago which rose from the sea after the Cataclysm to become modern Nordmaar, populate the coastal towns of the region. There is no prejudice or thought given to differences in skin tone, complexion, or background in Nordmaar, although the life one chooses—city or steppes—says a great deal. King Nacon II is looked upon by some Horselord nomads and cityfolk alike as being an aberration, a nomad who has chosen to live in the big city.

Associated Class: Fighter.

Associated Feats: Honor-bound (*DRAGONLANCE Campaign Setting*), Iron Will, Negotiator.

Associated Skill: Listen.

Automatic Languages: Common, Nordmaarian.

Bonus Languages: Camptalk, Kalinese, Khurish, Kothian, Nerakese, Ogre, Solamnic.

Bonus Equipment: masterwork breastplate or masterwork longsword.

SOLAMNICS

For centuries, the people of Solamnia were known for their relationship with the Knights of Solamnia. While some Solamnics would argue, most people not of Solamnia said the people of the region were just extensions of the Knighthood. In many ways, those people were right. Living with the Solamnic Knights instilled much of the knightly honor and way of life into the Solamnic people, making them generally hard working and trustworthy. They remained as such even through the years of hardship after the Cataclysm, though a bit of cynicism crept into their psyche. Now that their country has been freed from Khellendros and they have united under Emperor Jaymes Markham, the Solamnic people can see great things on the horizon.

The average Solamnic citizen is steadfast, loyal, and hard working. Centuries of living under the rule of the Knights of Solamnia reinforced these traits in most of the population. The Cataclysm left much of the population

cynical and bitter, though still good under the surface. In aftermath of the Chaos War, the Solamnic people began to change.

Those who stayed in the north after Khellendros claimed it for his own were forced to live under the rule of the Knights of Neraka. While the Dark Knights treated those who followed the laws fairly, this changed the generation born under their rule in subtle ways. No longer was the virtue of good upheld in their lives, only those of order and subservience. Young adults who grew up in this way are still proud of their nationality, and most have no love for the Dark Knights, but they also don't automatically cling to the old ways of honor taught by the Solamnic Knights. These people welcomed Shinare into Solamnia and believe in a more practical approach to life.

The people of southern Solamnia changed little in the aftermath of the Chaos War. They clung to the Knights of Solamnia and their views of loyalty and honor. The Knighthood depend on this as they support Jaymes Markham as he drives the army of the half-giant Ankhar out of Solamnia.

Life for many Solamnics is in turmoil. There is war in the southern regions of the country, which has all of Solamnia working to support Emperor Jaymes Markham's armies of knights. While for some life continues as always, most of Solamnia has a war mindset. Many places also see the return of some of the families who fled Khellendros for other areas of Ansalon.

For most of Solamnia, the culture of the people and the culture of the Solamnic Knights is the same. Holidays, customs, and naming conventions are all shared between the Knighthood and the people they protect. The Solamnic Knights embody the principles and the culture of the people of Solamnia, for it is said all Knights are sons and daughters of Solamnia. Thus, the Order grows and changes as its members grow and change, sometimes for the worse but usually for the better.

Solamnics are light-skinned people of Ergothian and Kharolian stock, although they are essentially an ethnicity all their own after 1,500 years of independence. Their hair color ranges from black to light brown and occasionally blonde, with redheads more common in the western isles such as Sancrist. Although the Solamnic Knights are famous for their distinctive moustaches, few Solamnic men outside of the Orders affect one.

Associated Class: Noble.

Associated Feats: Honor-Bound, Mounted Combat, Power Attack.

Associated Skill: Diplomacy.

Automatic Languages: Common, Solamnic.

Bonus Languages: Dwarven, Ergot, Goblin, Nerakese, Ogre.

Bonus Equipment: Masterwork lance and heavy warhorse or masterwork longsword and chain shirt.

CIVILIZED HUMANS AS CHARACTERS

Creating a civilized human is an exercise in choices. There are many options; it can be hard to settle on a single character concept. The optional rules for human cultures offer a method of streamlining these choices; simply



choose a culture, take a level in the associated class, and browse the associated feat and skill options. Let the setting provide some ideas instead of trying to come up with a character concept.

ADVENTURING CIVILIZED HUMANS

Although they make up only a small percentage of the adult civilized human population, characters from human backgrounds make up the largest percentage of adventurers. In the civilized regions of Ansalon, from large cities such as Kalaman and Solanthus to smaller regional towns like Pentar and Alsip, the motivation towards adventure is often one of desire or ambition rather than necessity. Adventurers seek fame, the thrill of being caught up in major events, or riches. Others are simply bored or curious. A fair amount of civilized human adventurers are unwilling, dragged from their normal lives by the River of Time and swept into legend. One of the more interesting backgrounds for civilized human adventurers is the family business; the hero comes from a line of adventurers, like the Majere family of Abanasinia.

Those civilized humans who are not adventurers look upon those who are with no small amount of curiosity, admiration, and concern. It's good to have a hero in one's city, just in case the dragons, ogres, or shadow wights show up to wreak havoc. On the other hand, too many adventurers in a single town can cause no end of trouble. In the largest cities, the city watch will often keep an eye on visiting adventurers, well aware that a tavern brawl, street riot, or attack from random assassins or cultists could happen at any moment. Of course, once a human adventurer overcomes such a challenge in an urban location, the crowd almost always cheers them on.

CHARACTER DEVELOPMENT

With almost every option open, you should settle on a theme or a specific advancement track and stick with it. Resist the urge to multiclass too often or choose feats that have nothing to do with one another. With a bonus feat at 1st level and bonus skill points at every level, civilized humans have the resources to establish a strong focus. In addition, while too many classes can spread you thin and accumulate XP penalties, the civilized human's broad favored class selection affords a much greater possibility of combining two classes for the greatest benefit.

ROLEPLAYING A CIVILIZED HUMAN

Humans are less about roleplaying a new or different kind of race and more about focus on the character's other features, such as classes, ability scores, feats, skills, and membership in organizations and groups. A character's background is still important, however, so the information provided above for the various civilized human cultures may be a starting point for exploring this heritage.

PSYCHOLOGY

Overall, civilized humans are dynamic, adaptable, ambitious, and exercise their free will at every opportunity. However, not every human is dynamic, likes to change, looks ahead, or makes up his own mind. Indeed, the

hallmark of humanity is their enormous range of personalities. Possibly, this is the gift of free will so strong in humans; it may also be a racial memory of their time in slavery, when they were bred to adopt any number of roles as slaves, so the ogres could grow indolent and lazy. Most have one or two personality quirks that define them as a human, as opposed to a member of another race.

A civilized human's culture and environment determines the types of behaviors that define him. Humans raised in Ergoth value fidelity, the male principle as dominant social force, the feminine principle as source of life, the call of the ocean, and other virtues. Humans raised in Abanasinia value hard work, a decent living doing the thing at which you excel, getting along with others, and putting a brave face on tragedy. The sole human of a mixed race group will attempt to represent their race and particular culture with an almost obnoxious pride; humility is not a strong trait among civilized humans.

LANGUAGE

Human language is incredibly diverse—more so than any other race. The many regional and cultural dialects can be traced back to a handful of root languages, most of which have produced the much-maligned Common tongue. Ergothian and Istarian are the two most prominent ancient languages, with Ergothian developing into Ergot, and Kalinese the result of mixing Istaran with handful of nearby smaller nations.



These are good languages for scholars, bards, and wizards, for the ability to understand the old and antiquated systems of signage and cartography can make finding the way around ruins and ancient sites more successful.

A DC 10 Sense Motive check will allow a character to tell where another human is from after talking with them for 10 minutes. Add 10 to the DC if there are only a few rounds of conversation; add 5 to the DC if the human is nomadic.

CIVILIZED HUMAN ADVENTURES

When used as NPCs, civilized humans are likely to be the subject of adventures based in large towns or cities. Alternatively, encountering civilized humans in the wilderness is always a good start to an adventure, especially when wild beasts, savage humanoids, and honorless bandits are lurking in the woods or mountains.

- The heroes are attached to a large army or fleet and given the task of recruiting a number of city-dwelling humans for their services. The city-dwellers are afraid of or angry with the heroes' military allies, however, and a handful of ne'er-do-wells decide to make trouble for them.
- A wealthy merchant needs guards for his cross-country caravan, which takes about a week or two to get to the next major market. The merchant's family is along with the caravan, including his wife, three daughters, and elderly parents. The heroes are forced to



deal with the civilized human approach to wild and untamed lands while keeping the wilderness as far away from them as possible.

NOMADIC HUMANS

For hundreds of years before the first permanent dwellings were erected and their ancestors decided to stay in one place, humans roamed the length and breadth of Ansalon. These nomads lived off the land, existing in harmony with nature. Today these people are thought of as primitive, barbarian, and savage. However, regardless of how others think of them, nomads take fierce pride in the ability of their people to exist, and even thrive, in lands others shun as inhospitable. Mountains, forests, plains, tundra, and deserts are places nomads have conquered and still call home today.

Though every tribe differs, most nomads harbor a deeply ingrained distrust of other races, including city-dwelling humans and other nomads. Even in the best of times, relations between nomadic tribes and outsiders are strained. However, despite their generalizations of other races, nomads tend to give individual members a chance to prove themselves worthy of respect. Once respect is won, outsiders usually discover that no one is a more steadfast ally than a nomad.

NOMADIC HUMAN RACIAL TRAITS

Nomad humans in *DRAGONLANCE* are identical to humans as described in the *Player's Handbook*. Each nomadic human culture description below includes information on automatic languages and bonus languages. Each entry also lists an associated class, associated feats, an associated skill, and bonus equipment:

Associated Class is the character class that best represents the culture.

Associated Feats are feats most closely related to that culture and might be chosen with the human bonus feat at 1st level.

Associated Skill is the skill for which the culture is known.


- *Optional Rule:* You may choose this skill at character generation as being considered a class skill for that character regardless of character class, but all four bonus human skill points must be spent on that skill. The character must always have more skill ranks in this skill than his character level. If the character doesn't maintain this requirement, he suffers a -2 penalty to all Charisma-based skill checks with others from his culture until he does.

Bonus Equipment is provided to a character who takes his first level in his culture's associated class.

NOMADIC HUMAN CULTURES

Like civilized humans, nomadic human cultures can usually trace their tribal origins to the Age of Dreams as one of the many splintered human tribes of Karada: the





mythical nomads Pakito and Samtu; the legendary hero Bahco's tribe; and the semi-mythical raider Harak and his wife Beramun.

What follows are brief descriptions of the major nomad human cultures of Ansalon, with additional information on those humans who live there, the culture in which they were raised, and character suggestions.

ABANASINIAN PLAINSFOLK

The Plains nomads of Abanasinia are descended from the nomads who roamed Ergoth in the years prior to the Cataclysm. Four large tribes found themselves isolated on the Abanasinian Plain after the fiery mountain fell. The Qué-Shu, Qué-Kiri, Qué-Teh, and Qué-Nal tribes had to adapt to this new wilderness, though the Qué-Nal tribe was driven from the plains to the island of Schallsea shortly after the Cataclysm. The War of the Lance had a devastating effect on the tribes of the Plains, greatly reducing their numbers and sending thousands into forced exile.

For decades following the war, Abanasinian Plainsfolk held what few nomadic tribes ever have—a place on the political stage of Ansalon. This was due entirely to Riverwind and his wife Goldmoon, Prophet of Mishakal, both Heroes of the Lance. The effect on the daily lives of most Plainsfolk was minimal, but it did result in their leaders being called away for various reasons over the years. When Riverwind died and Goldmoon permanently moved to the Citadel of Light, the issue largely disappeared. The united tribes are now ruled by Riverwind and Goldmoon's aging daughter, Moonsong, who keeps the tribes as far from civilized human politics as possible.

For most of the time, the Plainsfolk, like most nomads, were very xenophobic, even attacking those not of their tribe on sight. This mindset faded after the tribes were united. Riverwind and Goldmoon were very cosmopolitan for nomads, and they taught the tribes to give strangers a chance. There is still a small measure of the old xenophobia among the tribes, but not nearly to the extreme prior to the War of the Lance.

The nomads of the Plains of Dust, led by Riverwind's son Wanderer and his grandson, Cloudhawk, are essentially the same culture, merely displaced. This cultural background may also be used with some minor changes to represent other plains tribes elsewhere in Ansalon.

Plainsfolk have tanned complexions from years spent outdoors, which can make some of them look older than they truly are. Their hair and eyes are usually dark, although a rare individual has honey-colored or platinum-blond hair.

Associated Class: Ranger.

Associated Feats: Alertness, Great Fortitude, Run.

Associated Skill: Survival.

Automatic Languages: Abanasinian.

Bonus Languages: Common, Elven, Goblin, Kharolian, Solamnic.

Bonus Equipment: Masterwork longbow and 20 arrows or masterwork leather armor and masterwork spear.

ICE FOLK

The nomadic tribes of Icereach are a synthesis of two distinct pre-Cataclysm cultures—the nomadic Arktos tribes and the somewhat more civilized Highlanders. For hundreds of years before the Cataclysm, the two cultures thrived in harmony with the more enlightened ogres of Winterheim in Icereach, which was separated from continental Ansalon by the sea. After the Cataclysm, the Icewall Glacier surged northward over the course of only a decade, altering the region forever. Those humans who survived the upheaval formed a single, unified tribe, which became the Ice Folk. A few formed permanent settlements on the edge of the Plains of Dust, such as Zeriak, but most lived as the Arktos always had—wandering from camp to camp, following the wild elk herds, and battling the vicious thanoi tribes who had become their immediate neighbors.

Ice Folk have a strong mystical tradition. Their fabled *frostreavers*, battleaxes carved from magically hardened ice, have allowed them to stave off the monstrous threats that have sought to overwhelm them, from the Dragonarmies, the thanoi, the Dark Knights (who largely avoided Icereach) to the ongoing dominance of the region by the twin dragons Ice and Freeze. The Winternorns, arcane oracles with a mastery of the magic of Icereach (see *Towers of High Sorcery*), guide and advise the Ice Folk alongside representatives of the Holy Orders of Habbakuk, Zivilyn, and Chislev. Paladine's followers, such as Raggart the Elder during the War of the Lance, continue to foster the Platinum Dragon's ideals as mystics.

Physically, Ice Folk are a tall, hale, blond or red-haired people. The men are usually bearded, and the women wear their long hair in braids. Furs and skins feature prominently in their dress, and while the *frostreavers* are rare and held only by the greatest of warriors, most Ice Folk own a well-crafted axe of steel.

Associated Class: Barbarian.

Associated Feats: Athletic, Endurance, Self-Sufficient.

Associated Skill: Balance.

Automatic Languages: Ice Folk.

Bonus Languages: Common, Elven, Kothian, Nerakese, Ogre, Thanoi.

Bonus Equipment: Masterwork battleaxe and light wooden shield or masterwork greataxe.

NOMADS OF KHUR

The fiercely independent and proud people of the deserts of Khur are renowned for their ability to weather even the most inhospitable climates and the most tyrannical oppressors. Like the Ice Folk, the nomads of Khur were once many different groups; tribal folk from the region of Dravinaar united with stragglers and survivors from the impact of the fiery mountain under the leadership of the great khan Kaja. His seven sons, Garmac, Weya-Lu, Mayakhur, Hachakee, Mikku, Tondoan, and Fin-Maskar, inherited their father's khanate but divided the tribes among them. Garmac's tribe, the Khur, swiftly rose to prominence and gave the region its name. The other sons sided with or against Garmac, and their inter-tribal battles characterized much of the first three centuries of the Age of Despair.

The Dragonarmies invaded Khur during the War of the Lance, but it was the brutal warlord of the Khur tribe, Salah, who truly locked Khur into a future of insurrection and violence. Salah and his family have maintained control of Khur ever since, using their alliances with evil forces, such as the Dark Knights, to oppose resistance within their domain. Most nomads of the desert consider this to be the fault of civilization; each tribe now has a nomadic population and a civilized one, further complicating the politics of the region.

The nomads of Khur believe very strongly in fate, or maita, which enables them to deal with tragedy and misfortune stoically. They see everything as having a purpose, and while the gods govern the world, it is up to each individual to understand his maita, and live accordingly. Khurish law is harsh and strict, yet the nomads live lives full of adventure, laughter, and faith. The Khurish people who have settled in the coastal cities of the region have lost much after years of Dragonarmy or Dark Knight rule; the nomads believe that one day, their cousins will abandon the cities to the sirocco winds and return to the desert.

Within the past ten years, many events of note have taken place within Khurish lands, from the passage of the Heroes of the Heart through Ak-Khurman and the blockage of Dark Knight ships to the role the Mikku nomads played in aiding a small band of heroes pursuing the mystery of the Key of Destiny. Most recently, with the influx of elven refugees around Khuri-Khan and the growing frustration of the Dark Knight-supported Khurish ruler, Sahim-Khan, the Weya-Lu tribe rose to power under the leadership of the influential matriarch, Adala. She has united the various nomadic tribes of Khur together to oppose what she sees as the corrupt rule of Sahim-Khan and, more importantly, the alien presence of the elves.

The Khurish olive skin and distinctive hawkish features come from the Dravinaar people, although some intermarriage of Solamnic and Nerakese bloodlines has produced occasional fair-skinned or dark-skinned individuals.

Associated Class: Fighter.

Associated Feats: Alertness, Iron Will, Mounted Combat.

Associated Skills: Intimidate (Khur), Spot (Weya-Lu), Bluff (Mayakhur), Ride (Hachakee), Sleight of Hand (Mikku), Appraise (Tondoon), Search (Fin-Maskar).

Automatic Languages: Common, Khurish.

Bonus Languages: Camptalk, Elven, Kalinese, Kothian, Nerakese, Ogre.

Bonus Equipment: Light riding horse and masterwork lance or masterwork chain shirt and masterwork scimitar.

NORDMAARIAN HORSELORDS

The broad, grassy prairies of western Nordmaar are home to nomadic riders, members of the Huitzitic tribe and cousins to both the Xocnalic of the Great Moors and the tribes of Khur. The nomads have only one fixed city, Wulfgar, built with the assistance of the Solamnic Knights. The Khan of the Wastes holds his winter court there, while his people spend the cooler part of the year in the lowlands

near the Great Moors and the jungles. In the spring and summer, the Huitzitic move westwards to the slopes of the Khalkists, where their horses foal, and the nomads avoid the worst of the sweltering temperatures.

The Horseland people have spent the better part of the last few hundred years fighting occupying forces, invading dragons, and hordes of shadow wights boiling forth from the mad will of Chaos. Although ties to Solamnia have recently been reforged, the Huitzitic are still a suspicious people. The King of Nordmaar, Nacon II, is also Khan of the Wastes, so for the first time in a hundred or more years, the Horselords have a sovereign to whom they are unshakably loyal. The previous king, Shredder Kerian, was a civilized human and too soft for the fierce tribes of the prairies.

The riders of the Wastes are tall and well muscled, with olive-colored skin and black hair. Occasionally, a child is born with bright green eyes and blond hair; such a child spends most of her youth being looked down upon, but those who live to adulthood are often the most talented warriors. Gold, leather, and semi-precious stones, like onyx, jacinth, and turquoise, are common in Horselord clothing and equipment; the riders themselves favor scale mail armor crafted by Nordmaarian smiths in the foothills of the Khalkists.

Associated Class: Barbarian.

Associated Feats: Mounted Combat, Power Attack, Weapon Focus.

Associated Skill: Ride.

Automatic Languages: Common, Nordmaarian.

Bonus Languages: Estwilde, Kalinese, Ogre, Solamnic.

Bonus Equipment: Masterwork scimitar and light warhorse or masterwork scale mail and masterwork shortspear.


SEA NOMADS

The people known as Sea Nomads, or Saifumi, are descendants of the remnants of Istar's maritime population and Ergothian buccaneers. Dark-skinned and born to a life aboard ship, the Sea Nomads number in the thousands, living on great floating family vessels, fleets of smaller caravels, or in coastal enclaves, such as Sea Reach on the island of Saifhum. Sea Nomad society is as volatile as the sea; pirate kings and chieftains come and go, usually only lasting as long as they can maintain their wealth and pay their crews. Saifumi value their family before any larger group, and blood feuds are common if a family member is wronged or killed.

With their dominance of the northern oceans, Sea Nomads come into conflict frequently with both the Ergothians, who seek to bring the Saifumi back into their culture, and the Minotaur Empire. Because the Saifumi have no respect for what the minotaurs call honor, their tactics infuriate minotaur captains, and sea battles between the two races can be bloodthirsty and savage.

Saifumi men and women alike keep their lustrous curly black hair cropped close to the scalp. They dress in bright, flamboyant clothing made from silks and expensive cloth and wear gold earrings, bracelets, and other trinkets.





When Saifumi go into battle, they often strip to the waist and brandish a cutlass or trident; the sight of such a fearless pirate is enough to send most opponents running.

The Sea Nomad culture includes a significant percentage of mixed-race individuals, such as half-elves, half-ogres, and half-kender. These Saifumi are given just as much opportunity as their fully human kin, although many make an effort to pass as human when consorting with drylanders.

Associated Class: Mariner (from *Age of Mortals* or *Legends of the Twins Sourcebook*; alternately rogue).

Associated Feats: Athletic, Improved Initiative, Weapon Finesse.

Associated Skill: Swim.

Automatic Languages: Common, choice of Ergot, Kalinese, or Saifhum.

Bonus Languages: Ergot, Estwilde, Kalinese, Kothian, Nordmaarian, Saifhum, Solamnic.

Bonus Equipment: Masterwork cutlass (or scimitar) and masterwork leather armor or masterwork trident and masterwork dagger.

TAMAN BUSUK NOMADS

The mountain folk of the Taman Busuk region comprise the greater proportion of humans living in the Khalkists and the valleys snaking through them. The civilized Nerakans have good reason to fear their savage cousins, for while the two groups share a common ancestry, the mountain nomads of the Taman Busuk have no patience for those who do not respect the land nor live directly upon it. Although the Queen of Darkness recruited most of these bloodthirsty people for her armies in the War of

the Lance, alongside the men of Jelek and Sanction, the Dragonarmy officers soon learned to keep them as separate as possible from their city-dwelling neighbors.

Mountain life is rough, and the Khalkists are home to a host of terrible and fierce creatures. Ogres, goblins, and trolls are the least of a nomad's worries. Even before the Cataclysm, when the natives of the region were ignored provincial subjects of the Kingpriest, each nomad lived and died in the basalt spires of his homeland, and each generation has grown progressively stronger. Death is quick and sudden for the Taman Busuk nomads, but the nomads across the plateaus and peaks have survived tremendous challenges already.

Ethnically, the Taman Busuk nomads are related to the Abanasinian Plainsfolk and the Ergothians; Ackal Ergot was from this region. They are rugged, swarthy folk with skin ranging from light to dark, depending on the individual tribe. Nomads organize themselves into extended family tribes with individual totems, icons, ancestor spirits, or other quasi-religious trappings; those who live near the ancient ruins of Godshome adopt one of the true gods as a tribal patron, assigning the deity a measure of ancestral honor. Therefore, it is common for outsiders to find extraordinarily detailed shrines and temples in the middle of nomadic settlements.

Associated Class: Barbarian.

Associated Feats: Athletic, Persuasive, Power Attack.

Associated Skill: Climb.

Automatic Languages: Common, Nerakese.

Bonus Languages: Dwarven, Estwilde, Goblin, Khurish, Nordmaarian, Ogre.

Bonus Equipment: Masterwork chain shirt and greatsword, or pair of masterwork spiked gauntlets and masterwork climber's kit.

HALF-HUMANS: BRIDGES BETWEEN WORLDS

An interesting fact of Krynnish biology is that most mortal races are reproductively compatible with one another. Humans seem to be best represented in this circumstance; almost every mortal race has at one time or another successfully produced a mixed-blood child with a human. The most common are half-elves, half-ogres, and half-kender; half-dwarves, half-gnomes, and others have also been known to exist, though they are very rare.

Many cultures have a taboo against diluting their bloodlines, causing the mixed-blood child, sometimes along with his parents, to be cast out of most communities. Additionally, mixed-race individuals serve to remind people that the mortal races have a great deal more in common than some like to think, which often awakens feelings of xenophobia and irrational rage.

Thus, mixed-blood people tend to lead lives of isolation and rootlessness. They move from place to place, unable to find anywhere to make a true home. Despair often follows; mixed-race individuals seldom

lead happy lives. Sometimes, it is only these people from two worlds who can, if only for a moment, bring two disparate cultures together. Without Tanis Half-Elven, for example, the elves of Qualinesti would not have entrusted their safety to a band of humans from Abanasinia in the early War of the Lance.

Humans are not the only race able to have children with members of others. There are records of ogre-elf mixes, such as Grand Lord Golgren, and there are also rumors of dwarf-elf pairings. However, the union of two Graygem-altered races (dwarves, kender, and gnomes, in particular) usually produces children with major defects. According to many anthropological scholars and Gileanite archivists, dwarf-gnome couplings many centuries ago produced the gully dwarves, though most dwarves and gnomes will deny it. The handfuls of known gnome-kender children have almost universally been frail and sickly; most die in childhood. There have been few known dwarf-kender children; most have been mentally unstable and prone to violence.

NOMADIC HUMANS AS CHARACTERS

Just as with civilized humans, creating a nomad human character involves sorting through so many options that it can be hard to settle on a single idea for a character. Using the optional rules for human cultures, you can narrow the focus to better represent the character's tribal heritage without sacrificing most of the choices open to you.

Nomad humans are more likely to take classes like ranger, druid, mystic, and barbarian, though even civilized classes, such as wizard or noble, are flexible enough to work well with nomadic human backgrounds.

ADVENTURING NOMADIC HUMANS

The nomadic life of the people of the plains, mountains, deserts, and tundra is dangerous enough that adventurers are not as common among them; a nomadic human can spend his whole life dealing with challenges that many civilized humans spend their lives avoiding. Nevertheless, there are a number of good reasons for a nomad to leave his tribe and seek adventure in the wider world.

As evidenced in the War of the Lance, when a conquering army or evil invasion sweeps across a nomadic human community's homeland, the result can be devastating. Whole tribes can be slaughtered, leaving only a handful of vengeful survivors behind. Adults may stop at nothing to avenge their tribe, joining other heroes in opposing the forces of darkness. Orphan children might be taken and raised within another tribe or even a civilized settlement, growing up with a strong need to belong and thus taking up an adventurous life. Invasions aren't the only cause of tribal dissolution, of course; natural disasters, rampaging dragons, inter-tribal conflict, or even the decision by a tribe to settle permanently could give a nomad the impetus to seek an adventuring career.

Nomadic humans look upon adventurers with some suspicion. If a party of adventurers arrives in nomadic human lands, the initial reaction ranges from Indifferent to Hostile. Unless the adventurers quickly prove their worth or make it plain that their stay will be brief, the nomadic community's attitude will grow progressively worse. If they do manage to win the hearts of the nomads, however, the heroes will find their new allies to be fiercely loyal and supportive of their quest, whatever it may be.

CHARACTER DEVELOPMENT

Advancing a nomadic human character may follow one of two paths. You may decide to continue to build on the character's nomadic heritage, choosing feats and skills embracing the wilderness or outdoors. Alternately, you can decide that spending time in the world outside of the nomad's homeland is slowly changing their outlook, in which case you can justify taking levels in a new class, acquiring new regional languages, or adding ranks in atypical skills, such as Decipher Script, Forgery, or Open Lock. Regardless of the path you take as a human character, you are far less likely to be penalized by broadening your character's talents than other races.

ROLEPLAYING A NOMADIC HUMAN

Nomadic humans are sufficiently different in outlook and tone from civilized humans that they can provide a strong and flavorful contrast to their urban and rural cousins without worrying about racial statistics, special racial abilities, or other features of non-human races. They have a somewhat alien view, which can be a great deal of fun to explore over the course of a character's adventuring career; the key to playing a nomadic human is to emphasize his cultural background and how it shapes and influences the other elements of the character.

PSYCHOLOGY

Overall, nomadic humans are vigorous, honorable, and determined, exercising their free will at every opportunity. However, not every human is active, pays respect to his foes, follows through on promises, or knows how to make good choices. Just like civilized humans, nomadic human personalities are difficult to define, because the tribal upbringing, independent and traditional, may be different from culture to culture and tribe to tribe. Some may be passionate and fiery, while others are stoic and taciturn. The sneaky and alert have their places in nomadic society as well.

The tribe and location of a nomadic human's upbringing often dictate his comfort zones around non-clan members and how he acts in general. Nomads near Ergoth witnessed to a great series of events during and throughout the reclamation of Solamnia. An individual nomadic human in a group will represent his tribe appropriately. However, he won't reveal everything about his tribe, unless to not do so will bring disaster and ruin upon his people—or the party of adventurers.

LANGUAGE


More than that of any other race, human language is incredibly diverse. The many cultural dialects of nomadic humans can be traced back to a handful of root languages, but the spread and growth of the tribal groups has led to countless regional dialects and the blending of other racial terms and phrases together.

A DC 10 Sense Motive check will allow a character to tell where another human is from after talking with them for 10 minutes. Add 10 to the DC if there are only have a few rounds of conversation; add 5 to the DC if the human is civilized. Those wishing to conceal their accents can attempt a Bluff check opposed by the listener's Sense Motive skill checks of anyone listening.

NOMADIC HUMAN ADVENTURES

Nomadic humans are usually encountered outside cities and towns while traveling through wild or untamed regions. They can be potential allies or yet another challenge to overcome on the road to adventure. In some campaigns, the conflict centers on the encroachment of a civilized region upon a nomadic one; this theme brings out all of the differences between the two kinds of human culture. Ideally, it can end in an understanding of what makes the two cultures human, as common ground





is discovered. If you decide to run a more savage or barbarian-centered campaign, the roles are reversed, and the nomadic human heroes can come face-to-face with a civilized world that doesn't understand them.

- The heroes discover a lost tribe of nomadic humans in an inhospitable region, such as the Desolation, the Taman Busuk, or the Plains of Dust. The tribe holds something the heroes need in order to defeat a major villain; therefore, they must negotiate to retrieve it before the villain's own forces make a move upon the tribe.
- A nomadic chieftain arrives in the heroes' city or camp, near death and exhausted, to warn them of some great danger. A new and dangerous army, a renegade dragon, or even the inexorable approach of something like a wildfire or magical storm has already threatened the nomad's tribe and possibly even wiped it out. The heroes may attempt to stage a rescue of the chieftain's people, recruit him in a vengeful strike against the threat, or make plans to evacuate their own lands. As a nasty twist to this hook, perhaps the chieftain is not who he says he is; he could be a shapechanged dragon or sivak draconian, an agent of an evil warlord or wizard, or an imposter chieftain, seeking allies against the true chieftain.

ITHIN'CARTHIANS

Before the Chaos War, only a handful of people on Ansalon even knew of the existence of the continent of Ithin'carthia and its inhabitants. Ansalon's first introduction to the Ithin'carthians was the arrival of the Tarmak, or Brutes, Lord Ariakan's fierce blue-painted shock troops. Said to have come from an equatorial island across the Courrain Ocean, the Tarmak were incredibly loyal, skilled in battle, and their blue body paint had magical properties enabling them to turn aside blades and recover quickly from wounds. Even after the war ended, the Tarmak remained on Ansalon in small numbers, serving as bodyguards, elite warriors, and mercenaries in the pay of the Dark Knight factions that came in Lord Ariakan's wake.

In 421 AC, more was revealed about the Brutes from across the sea. An invasion force from Ithin'carthia, aided by the renegade Legionnaire Lanther Darthassian, was not only responsible for the death of the brass dragonlord Iyesta but the conquest of much of the eastern Plains of Dust. Linsha Majere, disgraced Knight of the Rose and daughter of Palin Majere, was kidnapped by Lanther and taken back to the Tarmak homeland. There, in the course of escaping from a forced marriage and uncovering a greater plot to use dragon eggs for unholy purposes, Linsha learned that the Tarmak were one of three distinct human cultures on the continent: the Damjatt, legendary for their horsemanship and reduced to slavery; the Keena, sorcerer-priests who made up the Ithin'carthians' religious caste; and the Tarmak themselves, who had subjugated the other two cultures and incorporated them fully into their own.

Discovered by Lord Ariakan years before the Dark Knights invaded Ansalon, the Ithin'carthians thought the Lord of the Night was their Promised One, Amarrel, the Warrior-Cleric of prophesy. The Ithin'carthians have established a beachhead on Ansalon, and their numbers are far greater than they were during Ariakan's day. Although Linsha and her allies threw a number of obstacles in the path of the Tarmak and rescued the brass dragon eggs from the Keena's grip, there is no doubt the Ithin'carthians are here to stay.

PHYSICAL APPEARANCE

All Ithin'carthians are human, but their isolation and development independently of other humans has led to some physical features uncommon to standard humans. Male and female Tarmaks are typically very tall, averaging six feet, and weigh between 150 and 250 pounds. Damjatts tend to be shorter, while Keena are more slender. All three races have ears with points, with the Tarmak being the most pronounced and the Damjatt least obvious. All have skin ranging from milk-white to a coppery tan. Ithin'carthian hair color is likewise quite variable, although the Tarmak tend toward lighter hair, and the Keena toward darker hair. Damjatts and Keena who do not occupy positions of any power or influence, which is the majority of them, have their heads shaven to indicate their lower status. Male Tarmaks grow thick beards, but the others do not favor facial hair.

PSYCHOLOGY

Tarmaks despise weakness, infirmity, birth defects, and anything in the way of their ambition. Ithin'carthia's other races follow suit, as they are able, for they are as much a part of the warrior culture as the dominant race. The Keena and Damjatt are not held to as high a set of standards because of their social status, and indeed, they tend to express disgust for failure and weakness in their own way. Keena priests are constantly quoting the Book of Amarrel's teachings at their fellow Ithin'carthians, for example, and Damjatt smiths and weavers have been known to slip in the occasional insult when they see a Tarmak make a mistake. For a renegade or rogue Ithin'carthian, this may manifest as a form of self-loathing or a tendency to force others to measure up to his standards.

The Tarmak fall naturally into constant readiness for battle. Adventuring Tarmaks seek out new challenges and threats to better hone their skills at arms. The Tarmaks, who have lived longest on Ansalon, have cultivated a healthy appreciation for the sheer variety of opposition they face; younger Tarmaks are often surprised by it. For the Keena, the spiritual dimensions of the world outside of Ithin'carthia can be overwhelming. With the death of Lanther Darthassian and the disruption of the Akkad-Dar's plans to conquer Ansalon, many of the Keena are lost and find status matters little in the Plains of Dust. The Damjatt caste of servants, slaves, and secret-keepers, on the other hand, are now more confident and self-assured than ever, watching the constant Tarmak sovereignty over their kindred showing signs of fading.

SOCIAL STRUCTURE

The Tarmaks have absolute control over Ithin'carthian society, which is why it is dedicated to war, conquest, and personal glory. In most cases, their Damjatt and Keena subjects have been raised under this harsh and ascetic semblance of order and believe it to be their lot in life. While they are not nomadic, the Ithin'carthians have adapted to a hunter/gatherer society now that they have established a foothold on Ansalon.

NAMES

Ithin'carthians have names making use of harsh, guttural sounds. Children are given a single syllable name when born and add syllables to their names as they grow older or gain status. An older Damjatt or Keena may never have more than two or three syllables to their name, although high-ranking Keena priests are not subject to these limitations. Specific feminine and masculine syllables have been noted, and most female names end in a vowel, such as Malawaitha, Pecsima, Taikuwima, and Udutheema. Amuwic, Hedzvir, Kamfur, Manithemeh, and Tyrinoc are examples of male names.

EVERYDAY ACTIVITY

The small continent of Ithin'carthia was once occupied by three warring tribes of humans, but the Tarmaks conquered the other two and integrated them into their own society. Ithin'carthia is a subtropical microcontinent, about a third the size of Ansalon, with a warm climate year-round and sparse jungle, hills, and mountain terrain. Due to overpopulation and centuries of war, much of the jungle has been deforested and turned to semi-arable land. Ithin'carthia was once home to many strange and exotic creatures. It still boasts a dizzying variety of birds, insects, and small mammals, but the dragons, fey, and other extraordinary forms of intelligent life have long been hunted to extinction by the Tarmak.

The new home of the Ithin'carthians is the southeastern corner of the Plains of Dust, with the Missing City as their capital and chief port. Although Linsha and the Legion of Steel were able to destroy the Tarmakian fleet in the harbor at Ithin'carthia's capital city of Sarczatha, there are still a considerable number of Tarmak in Ansalon. Travel to and from Ithin'carthia is a certainty in the future for this belligerent race.

The city of Sarczatha is ancient, and its paved streets are crowded with marketplaces; throngs of Tarmak warriors, Damjatt craftsmen, and Keena priests pass under awnings and alongside brightly painted murals on the stucco walls. Flowering trees, crawling vines, and the heady scent of pollen in the warm air make a visit to Sarczatha a memorable experience. The buildings have flattened roofs and are never more than three stories tall. The exception is the great Palace of the Emperor, Khanwelak, with its high walls, mysterious and forbidden chambers, and truly magnificent parade grounds.

The Tarmaks live in much smaller settlements elsewhere. Hundreds of smaller towns and villages dot the continent, many of them impoverished and not

expected to survive through another winter. On Ansalon, outside of the captive Missing City, the small pockets of Ithin'carthians who remained after the Dark Knight recruitment of two generations ago have begun to migrate to the southeast and connect with the Tarmak army there. On their way, these bands, numbering only ten or twenty Tarmaks with perhaps a Keena priest or two, have been making temporary camps throughout the Taman Busuk, Blöde, and the outskirts of minotaur-controlled Silvanesti.

RELIGION

Ithin'carthian religion has been practiced by the three races of the continent for thousands of years. Although the Ithin'carthians believe in the gods, they also believe in an array of minor demigods, heroes, spirit guides, and demons who occasionally intervene in mortal affairs, bless Tarmakian weapons, inhabit the bodies of meditating Keena, and impose their wills upon scribes. Foremost among all was Kadulawa'ah, the Tarmakian name for Takhisis; it was she who blessed the Emperors and gave the Keena the words of the Book of Amarrel.

Amarrel himself was the Warrior-Cleric and Champion of the White Fire who the Tarmak confused Lord Ariakan for when he arrived at Ithin'carthia. Although this was not the case, the belief and conviction of the Ithin'carthians in Ariakan's identity was solely responsible for his ability to dominate the Tarmaks and bring them to Ansalon. Amarrel has yet to reveal himself, and the holy text describing the prophecy of his arrival vanished from Sarczatha when Linsha Majere escaped; however, it is certain that whoever he is, he will bring great change to the people of Ithin'carthia.

Among other gods and goddesses known to the Ithin'carthians are Berkrath, a goddess of fertility who may be synonymous with Mishakal, and Mata-Tafri, a god of the sea and resurrection who may be Habbakuk. Oddly, none of these lesser gods have active priesthoods; they are sent honors and offerings, but the Keena maintain a strict spiritual tradition that places Kadulawa'ah and Amarrel foremost in worship.

In the current era, all Keena are mystics. Renegade Keena, including some on Ansalon, have turned away from the brutal and bloodthirsty cult of Takhisis and forged a covenant with one of the other gods of Krynn. These Keena face death at the hands of their people if their heretical faith is ever discovered.

LANGUAGE

All three Ithin'carthian races speak Tarmakian, the language of the victors. Damjatts and Keena use their own limited dialects of Tarmakian when working or spending time with their own kind. Tarmakian and the languages of the Damjatt and Keena are all guttural and harsh, filled with hard-sounding consonants and glottal stops. The differences between the languages are largely a matter of vocabulary—the Keena speak the Ithin'carthian language of faith for example—so fluency in one language is sufficient to make out the intent, key phrases, and basic comprehension of the other two related languages. Most Ithin'carthians will pretend to not understand Common in order to unbalance any outsiders.



RACIAL RELATIONS

The Tarmaks made such a singular impression upon the people of Ansalon both during the Chaos War and in the recent invasion during the War of Souls that any relations the Ithin'carthians have with Ansalonians is Unfriendly, if not Hostile. Even the Dark Knights have stopped using the Brutes as warriors, as after Lord Ariakan's death, the new leadership of the Knighthood has always had trouble convincing the Tarmaks to stay. Those scattered remnants from the Chaos War eventually turned to mercenary life, banditry, or ritual suicide before the War of Souls brought their kindred to Ansalon. Along the way, some inroads have been made by the Ithin'carthians of the current era towards a tentative relationship with the minotaurs of Ambeon (Silvanesti), the dwarves of Thoradin, and the ogres of Blöde.

Renegade Tarmak, Keena, and Damjatt may form their own relationships with others on a case-by-case basis.

ITHIN'CARTHIANS AS CHARACTERS

Strong and tough, Tarmaks make excellent barbarians and fighters. In the current era, the mystic makes an excellent choice for a Keena character, although cleric is ideal for non-traditional Keena or those from before the Chaos War. Damjatts are most effective as rogues and masters (from *War of the Lance* sourcebook).

ADVENTURING ITHIN'CARTHIANS

Ithin'carthians adventure because they are, for some reason, unable to live satisfying lives in their own culture. The Tarmaks are the most common Ithin'carthian adventurers, especially those who have spent more than ten years on Ansalon already and have grown apart from their culture. Keena characters may have found religion in the new age, while a Damjatt may have escaped servitude and sought a new use for his apothecary and herbalist skills.

The Tarmaks love to hear tales of high adventure. Great acts of bravery, physical prowess, skill in battle, and cunning are just as exciting when they happen to their family members. Of course, if an adventurer has abandoned his station or his family to become a tomb-explorer or freebooter, this fame can swiftly turn against him.

Damjatt and Keena adventurers are more likely to be outcasts, so their people do not react well to them. If they are encountered, no quarter is spared by a Tarmak warband, and any Damjatt or Keena accompanying the army will deliberately look away as justice is done.

CHARACTER DEVELOPMENT

Although it can be enjoyable to create a character against type, the Ithin'carthians are strongly weighted toward specific professions and going against this can prove more challenging than a player may wish. From a game standpoint, the three castes are given the same freedom to choose as humans, but a Tarmak must focus on his combat prowess and feats that enhance it; a Keena must dedicate at least some energy towards the healing or mystic arts;

and a Damjatt is limited to non-combat physical skills. Experimenting with a Tarmak rogue, a Keena ranger, or a Damjatt druid may look fun on paper but could soon grow frustrating in play.

However, adventurers are one-of-a-kind individuals whose careers can take them almost anywhere. An adventuring Ithin'carthian's class, feat choices, and skill ranks should reinforce this path of discovery and individualism. Note that the Tarmaks can acquire the Hulking Brute feat from the *DRAGONLANCE Campaign Setting*, which makes them formidable opponents. Keena and Damjatt are not as fortunate, but their bonus feats at 1st level and additional skill points at every level are every bit as strong.

ITHIN'CARTHIAN RACIAL TRAITS

Because they are slaves, most of the male Damjatt and Keena are castrated at a young age and cannot father children. The Tarmak allow a small minority to remain intact for the purposes of breeding, although many of the last generation of Damjatt and Keena children are actually mixed-race in origin with Tarmak fathers. These young Ithin'carthians retain their mother's racial characteristics.

TARMAKS

Tarmaks possess the following racial traits:

- +2 Strength, -2 Intelligence, -2 Charisma. The Tarmak focus almost entirely on physical development at the expense of intellectual pursuits. Their arrogance and aggressive natures hinder their ability to get along with others.
- **Humanoid (human):** Tarmaks are humanoids with the human type.
- **Medium:** Many of the Tarmak are so large and muscular that they possess some of the benefits of being Large. Tarmaks may take the Hulking Brute feat detailed in the *DRAGONLANCE Campaign Setting*.
- A Tarmak's base land speed is 30 feet.
- Tarmaks gain an extra feat at 1st level. Unlike humans, the Tarmak may only choose their extra feat from the list of fighter bonus feats.
- 4 extra skill points at 1st level and 1 extra skill point at each level thereafter. These bonus skill points may only be spent on Strength, Dexterity, or Constitution-based skills.
- **Automatic Languages:** Tarmakian. **Bonus Languages:** Common, Damjatt, Keena, Nerakese.
- **Favored Class:** Barbarian.

DAMJATTS

Damjatts possess the following racial traits:

- +2 Dexterity, -2 Intelligence. The Damjatt were once renowned for their graceful fighting style and their skill at horsemanship. Half a century in slavery has dulled their mental acuity, however.
- **Humanoid (human):** Damjatts are humanoids with the human type.
- Medium size.
- A Damjatt's base land speed is 30 feet.

- Damjatts gain an extra feat at 1st level. Unlike humans, the Damjatt are prohibited from taking any feat that is included on the list of fighter bonus feats as their extra feat.
- 4 extra skill points at 1st level and 1 extra skill point at each level thereafter. These bonus skill points may only be spent on Strength, Dexterity, or Constitution-based skills.
- **Automatic Languages:** Damjatt, Tarmakian. **Bonus Languages:** Common, Keena, Nerakese.
- **Favored Class:** Master (from *War of the Lance Sourcebook*; alternately rogue).

KEENA

Keena possess the following racial traits:

- -2 Strength, +2 Wisdom. The Keena are taught to be perceptive and open to spiritual matters from childhood, but they lack any kind of physical training.
- **Humanoid (human):** Keena are humanoids with the human subtype.
- Medium size.
- A Keena's base land speed is 30 feet.
- Keena gain an extra feat at 1st level. Unlike humans, the Keena may only choose their extra feat from the list of metamagic, item creation, or skill bonus feats.
- 4 extra skill points at 1st level and 1 extra skill point at each level thereafter. These bonus skill points may only be spent on Intelligence, Wisdom, or Charisma-based skills.
- **Automatic Languages:** Keena, Tarmakian. **Bonus Languages:** Abyssal, Common, Damjatt, Draconic, Infernal, Nerakese.
- **Favored Class:** Mystic.

ITHIN'CARTHIAN ADVENTURES

Just as there are two lands of adventure for the Ithin'carthians—Ansalon and Ithin'carthia—so too are there two kinds of Ithin'carthian adventurer. The first is the Ansalonian-raised child of one of the original Brutes, his people's greatest warriors and berserks. He has never seen his homeland and knows only what his close-knit tribe of other mercenaries' sons has shared with him. Adventures surrounding this kind of character can be varied and exciting, involving a lot of travel. The other side is the invader or new arrival who seeks adventure at every turn, blundering once or twice into dangerous situations.

NPC Ithin'carthians who come across a party of adventurers will act suspicious, even unfriendly or hostile. The appropriate show of force, such as rescuing one of them from savage doom or siding with the Ithin'carthians against a third obstacle, is more likely to earn respect than hours of diplomacy.

- The heroes learn of the fabled Isle of the Brutes and set sail, perhaps with a number of skilled Ithin'carthians as crew. When they finally reach Sarczatha, they are introduced to a society with more than just blue-painted warriors. However, they overhear plans to strike at the heroes' homeland. What plans can they

make to stop the invasion? Can they discover the disenfranchised Damjatt and Keena members of society and convince them to help?

- The Brutes are getting ambitious. A trio of Tarmakian warships has traveled north around the coast and threatens Port Balifor and other cities on the cusp of Dark Knight territory. Who are these Ithin'carthians? Are they part of a smaller military force, eager to deliver vengeance on behalf of their masked Tarmak? Or are they a splinter group?

HUMANS in OTHER ERAS

This chapter describes humans roughly at the time of *The Crown and the Sword* and *The Measure and the Truth*, the 2nd and 3rd installments of Douglas Niles' *Rise of Solamnia* trilogy, five years after the end of the War of Souls. Jaymes Markham is in Solamnia, Sahim-Khan in Khur, Nacon II in Nordmaar, Mercador Redic VI in Ergoth, and Baltasar Rennold is competing with other faction leaders of the former Knights of Neraka in order to recoup the losses of the War of Souls. After the loss of Akkad-Dar in the Plains of Dust, the Ithin'carthians are poised to resume their migration toward Ansalon; what happens next shall be told in future novels. For those who wish to use this chapter's information in earlier eras, however, the following summaries may help.

EARLY AGE OF DREAMS

(APPROX. 9000 - 4000 PC)

In the earliest half of this period, the first humans populate the vast trans-Ansalonian plains of Mara. They are enslaved by the high ogres and spend two thousand years in their thrall. Eadam's revolt and Igrane's heresy take place near the end of this period, which is marked by the slow degeneration of the ogres and the rise of elvenkind. To play a human character in this time is to explore life as a slave under the might of the ogres at their height; such a campaign may involve following in Eadam's footsteps, for even after the revolt of the slaves it takes hundreds of years to finally throw off the ogre's yoke.

LATE AGE OF DREAMS

(APPROX. 4000 - 1018 PC)

This is the era of the Graygem, the First and Second Dragon Wars, and the creation of the gnomes, dwarves, and kender. The nomad warlord Ackal Ergot founds the Empire of Ergoth in 2600 PC on the blood of his enemies, and the Swordsheath Scroll is signed with the elves and dwarves five hundred years after. In this era, high adventure is the theme. Magic is wild and uncontrollable, although the mighty Orders of High Sorcery erect their Towers and help to tame it. It is a time of ogres, dragons, and armies, a precursor to later periods of war and strife. A campaign set in this time demands true swords and sorcery action. Near the end of this period, bloodthirst and glory give way to honor and justice as the Knights of Solamnia are founded by Vinas Solamnus.



AGE OF MIGHT (APPROX 1018 - 1 PC)

Although the Age of Might truly begins in 1000 PC with the defeat of Takhisis at the end of a dragonlance, the years leading up to it are also notable for humanity. The stage is set for the rise of Istar, while Ansalon squabbles over territory and trade. Istar's mercantile expertise settles numerous disputes, and in time, the nation becomes the largest nation on Ansalon. The Kingpriests take the throne from the emperor, deposing him in the name of righteousness; to the west, Ergoth begins its sharp decline. The Age of Might is an age without the dragons and other powerful entities of the previous age, where heroes are born to simple families and humanity becomes dominant for the first time in Ansalonian history. It ends with the Cataclysm.

AGE OF DESPAIR (1 AC - 383 AC)

These are the years of ruin and plague, in which humankind struggles to free itself from the bitter harvest its own hubris sowed in the Age of Might. The key to this era of play is the lack of the gods, the fading light of faith, and the battle to recover even as war begins to brew in the mountains of the Taman Busuk. The last century is an excellent time for gritty, low-powered campaigns, where mercenaries, renegade mages, xenophobic nomads, and zealotry are the cornerstones of adventure.

HUMAN ALTERNATIVE CLASS FEATURES

By many standards, humans are the baseline for all other racial variants, but even they have their predispositions and quirks. What follows is a list of classes for which this chapter provides a new way to look at their class features when played by a human.

CIVILIZED HUMAN BARBARIAN

The memory of barbarism remains in the heart of even the most civilized human. In urban environments, desperate men and women turn to primal instincts to survive among the squalor; some even learn to use these talents for professional gain. Cities and towns can be just as wild and dangerous as any wilderness, and some of their inhabitants have discovered how to make the best of it.

Class Skills: If you choose to follow the path of the civilized human barbarian, you may replace Handle Animal and Survival on your class skill list with Gather Information and Knowledge (local). You may do this at any level you take one of the following alternative class features; this change is fixed from that point.

IMPROVISED BRAWLER

Civilized human barbarians don't always have a weapon on their person in the city, so they learn to make the best of what's available.

Level: 1st.

Replaces: If you select this class feature, you do not get the fast movement class feature at 1st level.

Benefit: A 1st level civilized human barbarian may add his Wisdom modifier, if positive, to attack rolls made with improvised weapons. This helps to offset the -4 penalty to attack rolls that applies when using improvised weapons.

CITY SENSE

The civilized human barbarian knows the streets and alleys and how to use them to his advantage when he's in a tight spot or facing down an opponent with a knife.

Level: 3rd.

Replaces: If you select this class feature, you do not get the trap sense ability at 3rd and later levels.

Benefit: You gain an insight bonus to initiative checks, Spot checks, and Reflex saves when you are in an urban environment (including cities, towns, villages, but not farms, underground, etc). The bonus is +1 at 3rd level and increases by +1 every 3 levels afterward (6th, 9th, 12th, 15th, and 18th). You lose the benefits of this class feature when in heavy armor.

DAMJATT ROGUE

Even after fifty years of subjugation by the Tarmak, the Damjatt continue to pass on their traditions of craft and skill taken to almost mystical levels. The Damjatt rogue sacrifices some of the mundane features of the class in order to weave threads of magic into his larcenous activity.

ELDRITCH INTUITION

You have an uncanny sense of the magical nature of objects in the world around you.

Level: 1st.

Replaces: If you select this class feature, you do not gain trapfinding.

Benefit: At 1st level, you can sense the presence of magic within objects, including magic items and traps. An Appraise check (for items) or Search check (for locations and traps) will reveal the auras of magic used to create or empower an object. The DC for either of these checks is 20 + highest spell level of the object. Success means you have determined the aura of the object or the school of magic to which a spell or spell-like effect belongs. If you gain a result of 10 more than the DC, you may also determine which spells they are.

Special: You may use your rogue skills to detect and disable magical traps, much like trapfinding allows, but non-magical traps are just as difficult for you to disable or detect as for non-rogue characters.

ELDRITCH SKILL ADEPT

Your ability to weave magic into the use of skills in which you have trained allows you to exceed your normal limits.

Level: 3rd.

Replaces: If you select this class feature, you do not gain trap sense.

Benefit: At 3rd level, you can imbue your skill attempts with magic. You may add a +1 enhancement bonus to a check using a skill on your class skill list. This increases to +2 at 6th level, +4 at 9th level, +6 at 12th level, +8 at 15th level, and +10 at 18th level.

You may use this ability a number of times a day equal to 3 + your Charisma modifier. This is a supernatural ability that does not provoke an attack of opportunity, although the skill check itself may, depending on the nature of the check.

KEENA MYSTIC

The Keena priests of Ithin'carthia draw upon centuries of spiritual insight and adherence to the prophecy of the White Fire. In the Age of Mortals, without the patronage of Kadulawa'ah, the Keena have learned to apply this tradition to the practice of dark mysticism.

WHITE FIRE

You eschew the usual powers and themes of mysticism in order to direct the White Fire of prophecy at those whom you judge fit to be punished.

Level: 1st.

Replaces: If you select this class feature, you do not choose a domain. You do not get bonus spells known from a domain or a granted power.

Benefit: As a standard action, provoking an attack of opportunity, you may convert one of your daily spell slots into a mental assault upon a single target within close range. The target is allowed a Will saving throw against a DC of 10 + the level of the spell slot expended + your Wisdom modifier to avoid taking 1d6 points of nonlethal damage + 1 point of ability damage (ability score determined by you) per level of the spell slot expended. Thus, a 4th-level spell slot might cause 4d6 points of nonlethal damage and 4 points of Strength damage on a failed saving throw. A successful save halves the nonlethal damage and negates the ability damage.

This ability is the equivalent of a mind-affecting necromantic spell of the level of the spell slot expended.

Special: You may use metamagic feats on this ability, although such use increases it to a full-round action and requires the expenditure of a higher-level spell slot. If you have Spell Focus (necromancy), or any other feat or ability that enhances or modifies necromantic spells, it also applies to this ability's effects.

NOMADIC HUMAN NOBLE

Among the nomadic tribes of Ansalon, the burden of leadership is carried by only a few. These nobles are chieftains, khans, warlords, and thanes; they ride with their people, fight battles with them, and replace courtly speeches and diplomatic envoys with rousing war cries and savage hordes.

Class Skills: If you choose to follow the path of the nomad human noble, you may replace both Gather Information and Knowledge on your class skill list with Handle Animal and Survival. You must do this at 1st level. You may still choose to add Gather Information or a Knowledge skill as your bonus class skill at 1st level.

SWORN SWORDS

In order to properly rise to the challenge, nomadic human nobles quickly learn to surround themselves with loyal and dependable warriors.

Level: 1st.

Replaces: If you select this class feature, you do not gain the favor ability.

Benefit: At 1st level, you gain some of the benefits of the Leadership feat. You acquire one or more loyal cohorts who serve as your sworn swords. You must provide these individuals with weapons, armor, and other equipment; you are responsible for their upkeep and must treat them fairly and with respect. In return, your sworn swords will fight on your behalf; they will even give up their lives to protect you.

This ability functions exactly like the Leadership feat with the following exceptions. At 3rd level, 7th level, 12th level, and 16th level, you may add another sworn sword. You take a -1 penalty to your leadership score for each additional cohort you acquire in this way.

Until you reach 3rd level, because of the rules regarding cohort level, your sworn swords must be 1st-level warriors. At 3rd level, you are sufficiently experienced that your sworn swords may be 1st-level fighters or barbarians.

If one of your sworn swords dies, your leadership score is reduced by one, and you cannot replace your cohort until you earn sufficient XP to advance to a new noble level.

Special: If you gain the Leadership feat at a later time, you may also gain the services of followers as usual, and your Leadership bonus increases by +1.

TARMAK FIGHTER

Although the Brutes of Ariakan are known for their size, strength, and the blue body paint that provides them with a measure of invulnerability, the Tarmaks adhere to a form of martial discipline that belies their reputation on Ansalon.

UNFETTERED DEFENSE

You abandon both armor and the esoteric training of other warriors in favor of a strict and rigid application of speed and defense in battle.

Level: 1st.

Replaces: If you select this class feature, you do not gain bonus fighter feats at 1st, 4th, 8th, 12th, 16th, and 20th levels.

Benefit: Beginning at 1st level, you gain the AC bonus, Wisdom bonus to AC, and unarmored speed bonus of a monk of your fighter level. You lose these benefits if you wear armor or become encumbered.

In addition, you gain a +1 bonus to all melee weapon damage rolls when you are unarmored. This increases to +2 at 4th level, +3 at 8th level, +4 at 12th level, +5 at 16th level, and +6 at 20th level.

Special: If you take levels in the monk class, your monk levels and Tarmak fighter levels stack to determine AC bonus and unarmored speed bonus.



Chapter 2: DWARVES

The true race—the masterpiece of the life-giver—was all that any god could have wanted in a chosen people. Not as tall and awkward as humans, and neither as short-lived as humans nor as indecently long-lived as elves, the new race was equipped with all the skills people needed. They made fine tools and excelled in using them. Sturdy and strong of limb, they could hew stone as other races might hew soft wood. They had the imagination and inventiveness that ogres lacked, the sense of progress and stubborn determination that elves lacked, and the continuity of purpose that humans lacked.

Through trial and error, Reorx in his wisdom had finally created the proper people for the world of Krynn—the race of dwarves.

The Covenant of the Forge
Dan Parkinson

The dwarves of Krynn, favored of Reorx, are among the most industrious and resilient races of Ansalon. Unwilling to give up in the face of adversity and raised in a culture steeped in tradition, the dwarves of Ansalon appear to the outside world to have remained as tough and solid as their mountain homes. Most ancient buildings still standing thousands of years after their construction are products of skilled dwarven craftsmanship. The dwarves' patience, hard work, and passion for their craft are evident in their monumental accomplishments.

From the outside, it often appears the dwarven race is one of solidarity; it is evident to every dwarf that life among the separate clans is quite the opposite. When confronted with a common enemy, the dwarven clans can pull together and create a formidable front. Yet, when left to their own devices, they often find themselves at odds with one another. Past transgressions are not forgotten or easily forgiven, and this stubborn refusal to let go of the past can cause fissures in the solid veneer of dwarven society. While dwarves have faced the threats of war against other races, it has always been the threat of civil unrest that has been the most dangerous. While this division exists, the dwarven race will continue to erode. It will take monumental events to rebuild the dwarves of Ansalon to the prosperous, united race they once were.

A BRIEF HISTORY

The earliest legends and myths of the dwarves are a clutter of conflicting stories. To most of Krynn, the commonly accepted origin myth for dwarves is their creation from gnomes through the power of the Graygem. Of course, the dwarves vehemently deny this tale. Whatever the true origin the dwarves, it is apparent they arrived on Ansalon during the years following the passing of the Graygem. To escape the magical chaos, the dwarves fled to all corners of the continent. They established new communities known as kal-thax, or cold forges, all along the coasts of Ansalon. The largest, formally known as Kal-Thax, was located somewhere along the northern reaches of the continent.

After the passing of the Graygem, the warrior-lord Agate Thorwallen took his people into the Khalkist Mountains. It was here they established the second nation of dwarves, known as Thorin. Around this time, distressing accounts of a great darkness issuing from the grand civilization of Kal-Thax in the north began to

circulate. Shortly thereafter, all the entrances to the city were sealed and eventually the entire city disappeared.

Thorin was known as a hiel-thax, or hot forge, by the dwarves. Its magma-rich passages were lined with iron ore and coal, which the dwarves found much more satisfying to delve. At the center of the realm was the miracle of Thorin, the Firewell. The heat of this natural magma pool was instrumental in forging the first iron weapons.

In 2710 PC, during the expansion of their city, the dwarves uncovered five magical stones buried deep within the earth of which they quickly rid themselves. Decades later, they discovered the stones were in fact the trapped spirits of the first five chromatic dragons. Their release into the world began the Second Dragon War. Due to their part in the cause of the Second Dragon War and a growing prejudice against them, the dwarves closed themselves within their underground homes for the next few centuries.

Over four hundred years after the Second Dragon War, the doors of Thorin re-opened and the dwarves, now calling themselves the Calnar, had refined their skills as smiths and craftsmen. Eventually rumors of their prosperity and tales of hidden wealth became too great a lure for the greed of humans, and in 2150 PC, an army of human barbarians attacked the dwarven stronghold. The battle became known as the Last Balladine. In order to prevent the invasion, the dwarves destroyed the fortress and most of the lower levels of Thorin.

Resolving never to trust humans again, the Calnar left Thorin, led by Colin Stonetooth. Thorin was renamed Thoradin, the past tense of the name. The dwarves traveled to the west looking for Everbardin—Dwarfhome. They renamed their tribe the Hylar, a dwarven term meaning “the highest,” for they came from the high peaks of the Khalkists. Over the next decade, the Hylar traveled west to the Kharolis Mountains, where they believed another kal-thax existed.

Construction of Thorbardin began in 2148 PC. Dwarven influence in this region expanded until it clashed with the Ergothian Empire in 2128 PC. A series of skirmishes between humans, dwarves, and elves of Silvanesti ensued. In a peace effort led by Kith-Kanan and the first dwarven king Derkin Lawgiver, Ergoth signed the Swordsheath Scroll, a peace pact between the humans, elves, and dwarves of Thorbardin. In a gesture of goodwill, the dwarves crafted a replica of the Hammer of Reorx, which they named the Hammer of Honor, and presented it to Ergoth. The hammer passed to each nation annually as a reminder of their treaty. Later, Kith-Kanan urged the nations to erect Pax Tharkas as a fortress monument to their lasting peace.

In the following centuries, the dwarves of Thorbardin explored the extensive mountain ranges to the west. Far to the north, a Hylar colony discovered a wealth of minerals beneath the Garnet Mountains, and they invited the Daewar clan to delve the riches with them. During the Third Dragon War, the dwarves of the Garnet Mountains assisted the Knights of Solamnia against the dark forces invading their land. For their assistance, Solamnia rewarded the dwarves with ownership of the entire mountain realm, and the dwarves named their new home Kayolin in 980 PC.

In the relative peace following the Third Dragon War, a number of dwarves from different clans traveled east to reestablish Thoradin. Because of its location central to Istar, Solamnia, and Silvanesti, Thoradin became a major hub of trade. Seven dwarven cities flourished beneath the mountains until 118 PC, when the Kingpriest of Istar issued the Proclamation of Manifest Virtue. The dwarves closed their borders, cutting off all human trade through their mountains.

Thoradin, the closer of the two dwarven kingdoms to Istar, was devastated by the Cataclysm. Of the seven cities under the mountain, only one survived. Zhakar, the city of the Theiwar clan, was dug the deepest into the bedrock and did not collapse like the others. The dwarves trapped in Zhakar became infected with a terrible mold plague which developed from run off from the newly-changed mountains. Terribly disfigured and driven insane, the Zhakar dwarves nevertheless survived.

Although the kingdom under the Kharolis Mountains suffered far less damage, Thorbardin had become increasingly dependant on trade for its food. The Cataclysm destroyed this trade, as the dwarves' trading partners suddenly had other issues which were more important. It was evident to King Duncan that Thorbardin's food supply would not support all of the dwarves who lived within the mountain as well as those who lived in the nearby countryside, so he made the decision to close the doors of the dwarven kingdom. He reasoned the dwarves outside could continue farming to support themselves.

This decision became known as The Great Betrayal by the surface dwarves. Above the underground kingdom, famine and plague ran rampant. The survivors of Xak Tsaroth joined with the surrounding dwarven refugees to demand access to Thorbardin's food stores. The mountain dwarves formed an army and marched upon the encroaching enemy, which had been joined by Black Robe archmage Fistantilus. When it appeared the surface dwarves would lose the battle, Fistantilus called down powerful magic that destroyed not only the army of the mountain dwarves but also his own army.

The Dwarfgate War, as it was later called, had huge ramifications; it split the dwarven nation in two. Ever since that war, the hill dwarves from this area have harbored a deep resentment towards Thorbardin's mountain dwarves for their betrayal.

In the aftermath of the war, the dwarven king and his sons died, and the dwarves were left without a sovereign ruler. Internal strife erupted beneath the mountain as the dwarves fought both for food and the supremacy of their clan. The lack of a king set the clans against one other. Most manufacturing was soon forgotten, and the clans of Thorbardin spent their time plotting and warring against one another.

In the winter of 351 AC, a request was made by a group of companions, asking for safe haven for eight hundred human refugees. The dwarves agreed to provide sanctuary if the companions could find the Hammer of Honor, which had been renamed the Hammer of Kharas to honor the dwarven hero who was the last to wield it. To the dwarves' great surprise, they did. The companions gave the Hammer to the Hylar Thane, Glade Hornfel, making him the first King of Thorbardin since the Dwarfgate War.

Following the War of the Lance, the mountain dwarves reestablished trade with Qualinesti and Abanasinia while continuing to deal with occasional internal strife between the various dwarven clans. During the Anvil

Summer, the dwarves' name for the Summer of Chaos, Dark Knights marched into every portion of Ansalon. The Hylar army responded to a call from Solamnia for aid in Palanthas. While the army was away, some of the other clans attempted to usurp the rulership of Thorbardin, throwing the kingdom into civil war. The insurgents may have succeeded if not for the intervention of Chaos. Fire dragons, coal-skinned daemons, and shadow wights attacked Thorbardin, forcing the dwarves to put aside their differences and band together.

Tarn Bellowgranite, a hero of the bloody civil war and battles with Chaos, brought the warring clans together, becoming the King of Thorbardin. Twenty years later, the Dragon Overlord Beryl claimed Qualinesti and all the lands leading up to Thorbardin's front door. Gilthas, the Qualinesti ruler, sought aid from Thorbardin in evacuating his people. Secretly, King Bellowgranite agreed, but the majority of the dwarves decided to break the Swordsheath Scroll. They did not want to trade dwarven lives for elven. Unfortunately for Tarn Bellowgranite, the evacuation of Qualinesti did not go well. The Green Overlord was pulled from the sky, destroying the city and the extensive tunnel system the dwarves had dug beneath it. Thousands of Tarn's faithful followers were killed.

In the aftermath of Qualinesti's destruction, the Hylar King returned to Thorbardin. Seeing his king's power greatly weakened, a power hungry Hylar by the name of Jungor Stonesinger kidnapped Tarn's son and demanded the Hammer of Kharas in exchange. Tarn accepted the offer, making Jungor the king, and was exiled from Thorbardin along with what was left of his followers.

COMMON TRAITS

There are several different dwarven clans scattered across Ansalon; however, all dwarves share a set of common traits, which place them apart from other races. Most folk would agree that, in general, dwarves seem to be dour and grumpy. They can be amiable enough when making a deal and coins are exchanging hands, or when they have drunk enough dwarven spirits, but on the whole, they usually appear agitated with the world. Close friends and family know this is an act. The complaining and boisterous bluster is a dwarf's natural defense against unwanted contact. It's often difficult to gain a close friendship with a dwarf, but those who have discover that the bond of friendship is stronger than steel.

Dwarves are a passionate people. Every dwarf and clan expresses this in a different way, but it is an underlying current in the nature of all dwarves. Whether it is a passion for life, a passion for their profession, or a passion for power, every dwarf has something or someone to which they are devoted. They invest their entire life and being into this enterprise, which makes the wrath incurred from a personal loss truly frightening.

One trait all dwarves are known for is their industrious nature. A person will encounter a lazy dwarf about as often as they cross paths with a timid kender. To a dwarf, hard work is the key to a healthy and fulfilling life. It makes the rewards obtained for their work all the more sweet.

HILL DWARVES

To the other races of Ansalon, when referring to a dwarf, the dwarf in question is mostly likely of the Neidar clan. The term Neidar was first coined in Thorbardin to describe a clan of dwarves who dwelt above ground. Since that time,



the term has been used to refer to nearly all dwarves who prefer to live on the surface of Krynn rather than beneath it. They are the most well known of all dwarves, because they interact with the outside world more than their mountain dwelling brethren. Known to most races simply as hill dwarves, the Neidar are sturdy fighters, shrewd merchants, and master craftsmen.

More curious about the world around them than their mountain-dwelling cousins, hill dwarves have traveled far and wide, spreading their culture and plying their trade in every nation of Ansalon. Nearly every mountain in Ansalon has a settlement of hill dwarves somewhere along its base. Dwarven adventurers will most often be Neidar, as they are usually the only dwarves willing to leave their homes in search of greater fortune. In their dealings, Neidar tend to be fair and honest, but will haggle for every last copper. Hill dwarves are loyal friends if one can penetrate their grumbling manners and gruff exterior.



PHYSICAL APPEARANCE

Hill dwarves tend to be short and stocky. They stand between 4 and 4 ½ feet tall. While not tall, their girth still makes them physically imposing. Male hill dwarves tend to weigh anywhere between 150 and 200 pounds; females usually weigh slightly less. They have a dense bone structure that lends to this added weight and makes them less buoyant than other creatures. As such, dwarves sink, rather than float, in deep waters. Of course, this only adds to their natural aversion of large bodies of water.

The Neidar often have darkly tanned skin from years spent outdoors working fields, harvesting lumber, and traveling to and from nearby settlements for trade. Wrinkles are common, beginning around the early age of forty, making hill dwarves appear older than they truly are.

Neidar eye colors are predominantly dark brown with the occasional exception of green or hazel. Many hill dwarves tend to be nearsighted. Their heavy eyebrows hang over their eyes, giving them a natural scowl when tired or preoccupied. This is a large reason why non-dwarves believe they are always cross.

A dwarf's hair is a source of pride and occasionally a sign of their social status. Dwarven males love their facial hair. "You can tell a lot about a dwarf by the way he keeps his beard," is a common dwarven saying. It is common practice for a dwarf to keep his beard tucked into his belt, provided it's long enough; this way, the beard stays out of the way while he are working. Beards are occasionally braided and tied. While this is functional, additional ornamentation is considered gaudy for males.

Keeping a beard clean and healthy is the general accepted practice.

Hair color ranges from family to family. As a rule, hill dwarves have the widest spectrum of hair color, ranging from blonde to black and everything in between. Their hair will begin to turn a silver-grey as they reach adulthood and white as they reach old age. Many male hill dwarves tend to go bald while they are still young. Females, however, often enjoy thick heads of hair their whole life. They take as much pride in their hair as their men. While they do not have beards, they do have long hair, often tied up in a bun to keep it out of the way when performing the day-to-day tasks; they let down it at night and for special occasions. Ornamental hairnets, jeweled pins, and fashionable hair clips are brought out during festivals or community get-togethers.

PSYCHOLOGY

Hill Dwarves believe in hard work and commitment. A good life is comprised of a day of hard labor followed by a mug of spirits and the satisfaction that you have done something worthwhile for your family and community. Creature comforts are important once work is complete. "A good chair can outlast a good friend!" is an old dwarven saying. Though many more hill dwarves than mountain dwarves are adventurers, the majority prefer to remain dedicated to their family and community. Dwellings are often adorned with trappings to make the house more comfortable.

While all dwarves covet gems and precious metals, hill dwarves do not usually feel a need to flaunt their wealth.

Like all dwarves, if an individual can establish a bond with a hill dwarf, that person can always depend on them. Rock solid and never wavering, a Neidar will defend his friends and family to the death. Their stubborn nature, which keeps them from returning to the mountains or forgetting any slight against them, can be a powerful force when it is used to protect a loved one.

SOCIAL STRUCTURE

Most hill dwarf villages have a mayor or elected official who passes judgment on internal conflicts and oversees the local laws and customs in the village. If it is ever discovered that the official is working against the good of the community as a whole, he is quickly and often ruthlessly removed from office. A number of dwarves also work as local law enforcement, helping settle disputes and patrolling the borders of the hill dwarf territory.

Since most dwarves are trained for combat, everyone is expected to be involved in the militia. Most dwarves have their own weapon and suit of armor; sometimes handed down from one generation to the next, antique armor is not unusual among the hill dwarves. Female dwarves often take on tasks behind the front line, such as protecting children or gathering supplies, but this doesn't prevent a determine female fighter from joining the men. When confronted with a threat to the community, every dwarf who can wield a weapon is welcome to join the fight.

There are two primary concentrations of hill dwarves on Ansalon. The first is the in foothills of the Kharolis Mountains. These are the dwarves who joined forces with humans to attack Thorbardin in the Dwarfgate War. They can still be found there, farming, hunting, and continuing their lives much as they have since that dark time. The second settlement is among the hills surrounding the Garnet Mountain Range. The prosperous dwarven province of Kayolin, located deep beneath the Garnet Mountains, has long been a shining jewel among the dwarven kingdoms. It has never known great civil unrest like Thorbardin or destruction and disease like Thoradin. Even during the dark times following the Cataclysm, Kayolin left its doors open to the hill dwarves in the surrounding territory, easing tensions and saving lives.

Hill dwarves are not exclusive to these regions, however. They have found homes all across Ansalon; small clans of dwarves have settled in nearly every corner. The Emerald Peaks of Nordmaar are home to the Stonedrum clan of wild Klar who picked up and fled far from Thorbardin after the Dwarfgate War. Among the cliffs of Port Balifor, the Stonesplitter clan has settled and even assisted the citizens against the dangers of dragons by building escape tunnels and cliff-side residences. In Khur among the desert tribes, the Shalecutter dwarves are renowned for their metal and stoneworks. With the possible exception of the Minotaur Isles, hill dwarves can be found nearly anywhere on Ansalon.

FAMILY LIFE

Elders within dwarven communities are highly respected and often referred to as grandfather by all dwarves, regardless of their true family affiliation. Families often work together, lending their talents to the good of the community. It is not unusual to find some Neidar villages where everyone is related to everyone else by blood. Unlike the Theiwar, however, inbreeding is frowned upon and not very common.

It is common for family grudges to be passed down from one generation to the next, grandchildren willingly taking up arms against another family for a slight committed against their family hundreds of years ago. More often than not, disputes between families boil down to a perceived offense that occurred decades before the combatants were even alive.

Among hill dwarf society, love and relationships are rarely spoken of, except perhaps by the whispers of young dwarf maids or serious discussions between two families, determining if the young dwarves are right for one another. While love happens in one form or another for nearly all races, the hill dwarves are usually guarded about their feelings. Overt displays of love and affection are not common. Young lovers will occasionally sneak away to be alone or make excuses to spend time with one another. When a young couple decides they would like to be married, they must always ask their parents first. As long as there is no feud or past offense, the heads of the respective families will confer and decide if the couple may wed. Often times there is little problem, but occasionally, young lovers will be denied the opportunity to marry and must decide if they abide their families wishes or leave their family and clan to forge a new future on their own.

After a long life of hard work and comfortable living, many hill dwarves look to the time they will no longer be part of the world. All dwarves take death very seriously. The deceased are buried in simple cairns or within family crypts. All dwarves who pass are considered part of the Kingdom of the Dead. The old dwarven saying "More of our kind dwell among the dead than the living," honors their beliefs in their ancestors and their place in the afterlife. They consider this kingdom to be a real place, and they honor those who have passed into that realm in song and memory.

NAMES

All hill dwarves have a family name of which they are extremely proud, and they always do their best to increase the prestige associated with their family name in all tasks they perform. Some examples of Neidar clan family names are: Fireforge, Coal fist, Greeneyes, Winterseed, and Broadland. Hill dwarf children are given individual names at birth. Often times, they are named after previous relatives as a method of honoring that ancestor. Common males names include Amos, Aylmar, Cale, Flint, Garth, Holden, Ruberick, and Tybalt, while Fidelia, Glynnis, Helta, Jetta, Mica, Mileen, Ruby, and Tuilen are usual among women.

EVERYDAY ACTIVITY

In the warmer months of the year, farming, hunting, harvesting lumber, and craftworking are in full production. The industrious dwarves can usually produce nearly twice as many goods as any equivalent human population. Hill dwarf merchants load wagons and take their wares to nearby villages for sale and trade. Younger dwarves work the fields and assist at the forges as older dwarves oversee projects and plan out new strategies for increasing productivity.

Reading, writing, and the art of combat are usually taught in the winter months when fields are bare and the weather too inhospitable to spend much time outside.





ARTS AND INDUSTRY

Life among the hill dwarves is comprised of hard work, expert craftsmanship, and simple creature comforts. Among the Neidar, the art of smithing is as prevalent as it is among the clans under the mountains. There are blacksmiths who have refined their skills over literally hundreds of years. This expert craftsmanship also extends to stonemasonry and shaping. Generations of dwarves have studied the art of crafting stone and best ways to apply that craft awe-inspiring works of architecture. The Citadel of Light is a recent, shining example of hill dwarf engineering.

Unique among all dwarves is the hill dwarf natural talent of crafting wood. It is common for a hill dwarf to want to keep busy. While stone and metals take heavy tools and lengthy processes to mold, a solid piece of wood can be worked to produce a finished product in a matter of hours. Small wooden carvings can often be found in most hill dwarf homes.

When at home or traveling about, most hill dwarves wear simple clothing spun of cotton or wool. They require clothing that is durable enough to work in and rugged enough to handle traveling. Animal hides are often used for vests or the trim of certain articles of clothing. Most male hill dwarves prefer subdued colors of white, brown, or gray. Bright colors are occasionally worn during festivals or special occasions. Colorful clothing is usually reserved for female dwarves. Olive greens, subdued yellows, purple, and blues are common colors for blouses and skirts. Hats and helms are occasionally worn, depending on the work being done. Wide brim hats are worn while tending the fields or working the garden. More fashionable, colorful hats are worn for celebrations. Lighter fabrics that are damaged easily, such as silks, are only worn by women and usually only during weddings or funerals.

The Neidar harbor a love of history. They can tell you of their great grandfather's exploits in great detail and with a good bit of exaggeration. Although the details of the tale grow, the moral usually remains the same. Many of the stories handed down from parent to child are morality tales or teaching tools. Not surprisingly, most of them tend to teach young dwarves that no one but hill dwarves can be trusted. However, not every tale is a lesson. Some are told for sheer entertainment or to pass down the history of the family. Dwarves have an innate need to understand where they came from and how their family acted and was treated before they arrived. For a dwarf, to lose his memory is an unsettling prospect.

Songs are a large part of the lessons of tradition and history among the hill dwarves. Although most hill dwarves would vehemently refuse to sing in public, it is common at festivals and get-togethers in dwarven communities to belt out a familiar tune or two.

MAGICAL PRACTICES

Arcane magic is, in the words of many Neidar, "just plain unnatural." Few hill dwarves have ever attempted to become sorcerers or wizards, and those who have quickly found themselves outcasts among their people. Divine magic is accepted and rationalized by hill dwarves; clerics are respected, although it is still common for them to be regarded with some trepidation by many hill dwarves. Mysticism is also becoming widely accepted among hill dwarves, since the hill dwarf Jasper Fireforge was such an instrumental part of establishing the Citadel of Light.

RELIGION

The Neidar tend to be a spiritual people. They venerate Reorx as the highest of all gods. Incredibly stubborn and not willing to take things at face value, most Neidar believed Reorx was teaching them a lesson after the Cataclysm and never stopped worshiping him. When their prayers had seemingly stopped being answered and the clerical worship of Reorx drastically fell into decline, the dwarves refused to believe Reorx would abandon them. After the Dwarfgate War, however, many families took a different view. They began to believe that Reorx, like the mountain dwarves, had forsaken them and turned away from him. Conflicts over religion fractured the Neidar; it was only after the War of the Lance and the return of their god that these wounds began to heal, and the Neidar came together as one again.

After the Anvil Summer, the Chaos War, and the passing of the gods, the hill dwarves stubbornly held on to the belief that their god would not again be silenced. Reorx had tamed Chaos once, and he would do it again. The one moon, the changing constellations, and the lack of magic only meant that things had changed, but it did not mean Reorx had been defeated. When mysticism and the Power of the Heart were discovered, many hill dwarves believed it was Reorx's parting gift to them and explored this new power. Later, when the gods returned once more, many rejoiced and worshiped Reorx and the other gods, but a few held on to the dear gift of the Power of the Heart.

While Reorx is venerated as the highest god among the pantheon, the Silver Mistress (Shinare) and Mesalax (Mishakal) are both highly respected among the Neidar—the Silver Mistress for her dedication to industry and Mesalax for her healing arts. Stories of the famine and disease that followed the Cataclysm are still told to younger generations of dwarves as a reminder of that terrible time. They also tell how it was Reorx who defeated Chaos and the god of the One Moon, as he smashed that grey moon from the sky with his great hammer and returned the moons and the stars of the past to their proper locations.

Every dwarven village has at least one chapel dedicated to Reorx, Mesalax, or the Silver Mistress. While organized worship is not mandatory, it is encouraged, and it is not uncommon for many dwarves to visit their town's temple on holy days to pay their respects, assist in maintaining the temple, or donating supplies for the priests and the poor of the community.

FOLKLORE

Hill dwarves have a long oral history in which they pass down tales of their ancestors and the trials of the dwarven race. Among the most common tales is the story of the Smiths—the dwarven creation myth.

Reorx, beloved of all the Gods, was given the task of crafting the most important item in the entire universe, Krynn itself. He grabbed his hammer and wrestled with Chaos. With an iron will and the strength of a hundred dwarves, he placed Chaos upon his anvil and pounded the beast into the form he wished it to take. As he smote Chaos with his immortal hammer, pieces of his weapon fell away; the hot and fiery sparks from his creation became stars and the cinders formed the moons.

The Smiths were also born from the very substance of Hammer of Reorx. Pieces of the immortal hammer broke away and landed on the world. They formed a people who were strong of mind and sturdy of body with lustrous

beards. As the Smiths awoke, they discovered the world in progress around them. A world populated by dragons and magical beasts of all kinds. So the Smiths chose to hide away until Reorx, the Tamer of Chaos, was done with his creation. They excavated homes out of the earth for protection against the hostile world. Wars between dragons and gods waged across the face of the world, and the wise Smiths kept themselves safe below ground.

When peace arrived, Reorx called upon his people, and they came out of the earth. They joined the elves of Thak the Hammer (Paladine), the ogres of Tamex (Takhisis), and the humans of Gilean in populating the world of Reorx's creation. But the races of the other gods were jealous of the Smiths. The ogres invaded their mountain homes and drove them into the forests of the elves. The elves were jealous of the Smiths and drove them from the forests. The Smiths made their way to the grassy plains and built their homes there among the humans. However, the humans were a warlike race, and they fought with the other races and with one another. The Smiths tried their best to stay apart from these wars, but were inevitably involved.

When Reorx saw the way the other races treated his people, he made plans to move them to a new land, a land where they could be safe and worship him. He gathered all his people together. These were not humans as some might think, but the descendants of the original Smiths. He set them in great ships upon the turbulent ocean. With the guiding hand of Reorx the Creator at the helm, the ships arrived in the new land and founded Kal-Thax, the first dwarven settlement of Ansalon.

LANGUAGE

From time to time, scholars have debated the origins of the dwarven language. If it is true that both dwarves and kender are descended from gnomes, might it stand to reason they would all share the same language? This certainly does not seem to hold true; gnomes and kender both have adopted new standards for communication over the years, while the dwarven language seems to have changed only slightly. Ancient dwarven texts still require some skill and knowledge to unravel, but the basic structure of the current language remain largely unchanged.

The dwarven language is comprised of a primary base set of words that are either defined by context or modifiers, such as prefixes or suffixes. Dwarves do not use an alphabet; instead, they use a set of dwarven runes depicting these different words. The runes are straight, angular, and easy to reproduce. Many times, these symbols can be found etched into stone or metal. Each family and clan also has its own distinctive symbol.

The dwarven language is one of many hard consonants and few vowels. It is a rough language and difficult for non-dwarves to speak properly. Kender say it sounds like an avalanche coming out of the dwarf's mouth. Lots of grumbling and harsh clicks do indeed make it sound like rocks knocked together.

Hill dwarves rely primarily on an oral tradition to pass along their history from one generation to the next, so they have very few actual written texts. Those texts that do exist are often discovered in ancient caves and ruined dwarven fortresses.

The dwarves have a number of different phrases and sayings. The following phrases and meanings are a few of the more common in hill dwarf culture.

"Eyes High!" This phrase is common among dwarven scouts to bring attention to something they have spotted or to remind a companion to stay alert.

"Sometimes a stone is just a rock." This is a phrase used by dwarves to warn another not to get their hopes up about some event.

"The gods look after fools, children, and drunks, and kender count for two out of those three." This a common phrase that often comes up when dealing with kender. It is especially pertinent after a kender has escaped some disaster... usually one he produced.

RACIAL RELATIONS

While hill dwarves are seemingly intolerant of nearly everyone, it has never stopped them from dealing and trading with nearly every race at one point or another through the ages.

Despite their differences, hill dwarves have generally gotten along with Qualinesti elves. It was mainly the hill dwarves of Thorbardin who assisted in the creation of the elven kingdom. Since the Cataclysm, much of that camaraderie has faded. Contrarily, since the fall of the elven kingdom, it is not uncommon to find the odd group of elves living among dwarven communities who opened their homes to the refugees of the fallen nation. Outside of the region around Thorbardin, meetings between elves and hill dwarves can be uncomfortable affairs.

Hill dwarves regard gnomes with some trepidation and annoyance. This may be because the dwarves can see something of themselves in the hardworking gnomes. However, the gnomish drive to go far beyond what any sensible dwarf would consider and their knack for failure scare hill dwarves. Dwarves and gnomes can work well together, however, as long as the dwarf can establish the leadership role.

Hill dwarves seem to understand half-elves. A race of outcasts from not one, but two different societies reminds the many hill dwarves of their estrangement from the clans beneath the mountains. Not as hot headed as humans and not as pretentious as elves, the personalities of most half-elves appeal to hill dwarves.


Humans have interacted with hill dwarves for longer than either race can remember. To the dwarves, humans are warlike, over-eager, and greedy, but at the same time can show compassion and respect for tradition. One thing all humans tend to do, at least in the eyes of the hill dwarves, is recklessly spend their wealth and personal gain. Hill dwarves are more than happy to oblige in taking it from them if it means an honest day's work for them.

If there is any race on the face of Ansalon that totally mystifies and frustrates hill dwarves, it's kender. How the kender race has managed to survive is as baffling to hill dwarves as how gully dwarves remain in the world. Kender are foolish, careless, and lazy. They are also clearly a race of thieves, lawless bandits, and compulsive liars. They can't be trusted any farther than they can be thrown, no matter how many times you throw them.

The Neidar see minotaurs as an honorable race, even if they are evil. Occasionally, hill dwarves have been known to trade with minotaurs, but just as often, they have fought against them. When dealing with minotaurs, hill dwarves come armed with a good bit of suspicion and a hand on their axe.

Hill dwarves detest draconians on general principle. They consider a race of magically deformed dragon children crafted from dark magic to be unnatural and twisted. Hill dwarves have little to no contact with them





that isn't violent. There is a nasty rumor circulating that it was a hill dwarf who gave the draconians instructions on how to find the dwarven ruins of Teyr. However, it's generally believed that any self-respecting hill dwarf would never do such a thing.

The ogre race has been at odds with the dwarves since the dwarves' creation. The only dwarves known to interact with ogres have been the Zhakar, who traded with the ogres of Blöde. Even some of those meetings ended in bloodshed. Unlike half-elves, half-ogres are not treated with the same respect from hill dwarves. The taint of their ogre parentage is hard for any hill dwarf to ignore.

A DAY IN THE LIFE

Cerra Forgeheart opens her eyes at the sound of the rooster crowing. The break of dawn is upon the village of Fairfield, and her mother is already in the kitchen mixing porridge. Cerra can smell the freshly baked darkloaf her mother just pulled from the stone oven. Cerra looks around her small room and searches through a chest of drawers her grandfather had constructed for her clothes. She knows today will be a busy one, but there is nothing unusual about that. She pulls a simple cotton tunic over her head and a long billowy skirt made of the same fabric. Then she dons a colorful vest her mother decorated with simple stitchwork of flowers and vines. With practiced hands, she loops her sandy-brown hair into a quick bun and ties it off with a strip of leather cord.

The young dwarf maid joins her mother in the kitchen, eating the bowl of porridge her mother gives her. She finishes the meal and grabs a piece of darkloaf before picking up some buckets and heading down to the nearby stream.

Outside the house, the cold mountain air is revitalizing, and Cerra hums to herself as she walks past other homes carved into the hillside as hers is. Neighbors wave as she passes by. She hears the sounds of her father's hammer ringing on metal echoing across the village. The morning drum of the village signals a new day.

At the stream, Cerra chats with other young maidens about some of the local boys. The latest rumors say Ferrous Stonecrafter has had his eye on her. With a blush, Cerra blusters and gripes that Ferrous is a pompous, preening fool. She finishes filling her pails and heads back into town.

As she re-enters her house, her mother is pulling fresh pastries out of the oven. Without a word, she sets down the pails and grabs an empty basket. She loads the pastries into the basket and is out the door again. The first stop is her father's forge, located in a three-sided stone shed near the house. As she passes by a round window, she can see her father and older brother Harl hard at work crafting some new tools. She stops in to deliver the pastries. Her brother and father take a handful of pastries, giving gruff thanks.

Next, she makes her way to the village fields where her brother Jasper is plowing. Cerra waves to him and waits for him to come over. Jasper mops his brow under his straw hat and sits by a nearby tree to eat his pastries. She inquires of Jasper where Burl, her youngest brother, is and he points to the nearby woods, mumbling about rabbits. Cerra nods and heads out in the direction Jasper pointed. Soon she finds Burl resetting a trap. Next to him lies a brace of hares. Cerra hails him, and he bounds over to her, excited to show off his catch. The two siblings enjoy some pastries and water from Burl's water skin. Before returning home, Cerra searches for berry bushes and finds a blueberry cluster. She collects a basketful and makes her way back home.

With the morning over, midday has arrived, and Cerra enters her house with the fresh berries she's picked to find a basket laden with jugs of milk, wheels of cheese, and the darkloaf baked that morning. Her mother is in a side room gathering clothes to take down to the stream for washing. Cerra takes the basket and heads toward the front door again to deliver the food to her family. Before she leaves, her mother instructs her to deliver a box of pastries to the Hammertoe family when she gets back. With a sigh, Cerra turns and leaves the house with lunch. After delivering the midday meal, Cerra returns to find Burl and his friends outside, practicing fighting techniques with her father. Her father tells her to pick up a stick and join them for a bit. The dwarf maid is ecstatic and picks up one of the short wooden swords, and joins them.

Later, her mother arrives home to find a sweaty, dirty daughter and a box of cold pastries on the table. Cerra drops her wooden sword and sprints into the house. She grabs the box and hurries into town. She arrives at the Hammertoes just before evening meal and delivers the box. Hana Hammertoe gives Cerra a bolt of finely woven cloth, and the young dwarf maid makes her way back home again. As she enters, her mother is in the midst of preparing dinner. Looking at all the food, Cerra asks if there is a celebration tonight, and her mother reminds her that tonight the Stonecrafters are coming over. Cerra completely forgot! She helps her mother prepare a meal of rabbit pie with spiced cabbage, buttered carrots, leather-cap mushrooms, and Dog Rose tea.

Cerra rushes into her room to freshen up. She changes her skirt, dusty and stained from the day's activities. She takes some time to braid her hair and tie the braids with ribbons. Just as she finishes, the Stonecrafters arrive. She sees Ferrous watching her and blushes. The two families gather around the table with the younger dwarves sitting on the floor. They mutter a quick prayer to Reorx before they begin to eat. After the meal, they gather around the hearth to drink ale and tell tales. Cerra keeps her eye on Ferrous throughout it all as he jokes with her brothers. The young dwarf smiles at her, and Cerra makes her way toward him. Maybe she was wrong; maybe Ferrous isn't so bad after all.

HILL DWARVES AS CHARACTERS

The dwarven stereotype is so well known, it is often easy to pick up on certain traits that make dwarves fun to play. Hill dwarves should be more open to other races, which makes them easy to integrate into any party. Hill dwarves have had a wide variety of exposure to the outside world, allowing them to take on non-typical dwarven classes. Dwarven rogues, bards, and mystics are classes that would make a dwarven character interesting without straying too far from the realm of possibility. One thing, which should be kept in mind while playing, hill dwarves consider their way the right way. There may be other ways of accomplishing a task, but if it is to be done right, have a hill dwarf do it.

ADVENTURING HILL DWARVES

Hill dwarves adventure for a number of reasons. Most often, they go out into the world on some type of family business. Sometimes these trips abroad unexpectedly turn into adventures that take the dwarf far away from home and hearth. Occasionally, it is family troubles that cause young dwarves to leave home and take up a life of adventuring. These dwarves are often reluctant to talk about their home

and will rarely share details of why they left. Young hill dwarf warriors will sometimes hire themselves out as mercenaries, looking for excitement and experience.

CHARACTER DEVELOPMENT

Typically hill dwarves find that they often become the one character in the party on which everyone can rely. This flexibility allows the play of support classes as well as core classes.

Barbarian: Hill dwarves are not known for being barbarians, but the concept is not unknown. A hill dwarf barbarian is probably from some of the more wild reaches of Ansalon, such as Khur, Taman Busuk, or Nordmaar.

Bard: Hill dwarf bards who use sorcery are extremely rare. Those who make a habit of using sorcery would gain a bad reputation among their clan rather quickly and possibly face being outcast from dwarven society.

Cleric: Hill dwarf clerics of Reorx and Shinare are common among the Neidar clans. However, they are open to worship nearly every god.

Druid: Druidry is a rare choice for hill dwarves. Those who do follow this path tend to dwell in isolation, though they may watch over a village from a distance. Hill dwarf druids who find a reason for adventuring are even less common.

Fighter: This is the most common class for hill dwarves. Every dwarven community is in need of hardy warriors to help protect them from outside threats. Almost every hill dwarf is taught some form of fighting starting at an early age. The hill dwarf's high constitution and innate resistance make them formidable warriors.

Mariner: To say hill dwarves don't like water would be an understatement. Most do their best to stay far away from any bodies of water, but of all the dwarves of Krynn, if any dwarf took up the sea-life, it would be a hill dwarf.

Master: There are nearly as many dwarven masters as there are dwarven fighters. Craftsman and Professionals are the most common. Dwarven Master Sages often take the place of the traditional bard.

Monk: Monks are rare and dwarven monks even more so. Even though hill dwarves have a lawful tendency, few find little use for meditating or spending their days in quiet contemplation. Hill dwarves tend to enjoy creature comforts too much to give up worldly ways. If a hill dwarf did take up the monastic life, it would probably be because of some tragedy in his younger years that drove him to isolation.

Mystic: Given their strong inner sense of self, the Power of the Heart is a natural fit for hill dwarves. Spellcasting based on Wisdom instead of Charisma makes this class that much more appealing.

Noble: In larger cities and in Kayolin, hill dwarf nobles are fairly common. Those in cities are usually part of a family who have instituted themselves as prosperous merchants. In Kayolin, the children of thanes and elders who follow in their parents' footsteps will often take on the Noble class.

Paladin: Hill dwarf paladins are rare and only manifest in times of great need. As honorable warriors, the class is a natural fit for hill dwarves, but their lowered Charisma can hurt their paladin abilities.

Ranger: Hill dwarf rangers are fairly common. The dwarves' rustic lifestyle leads some to revere nature. Their lowered Charisma hampers interactions with animals, but this is somewhat expected when dealing with dwarves in general.

Rogue: Neidar rogues are not entirely common, since most hill dwarves are usually respectful of others' possessions. Those who do become rogues tend to focus on the Disable Device, Open Locks, and Appraisal skills, and are more useful for breaking and entering than hiding and sneaking.

Sorcerer: Due to their innate revulsion of the arcane arts, hill dwarf sorcerers are few and far between. Any hill dwarf sorcerer who displays their skills would be shunned by his people. The penalty to Charisma also makes this class a tough choice.

Wizard: Hill dwarf wizards are extremely rare. The few who do choose this path immediately become outcasts from dwarven society. The rare dwarves who do take up wizardry often focus on item creation.

HILL DWARF RACIAL TRAITS

Hill dwarves have all the racial traits listed in Chapter 2 of the *Player's Handbook* except as follows:

- **Automatic Languages:** Common, Dwarven. **Bonus Languages:** Elven, Goblin, Ogre.

MOUNTAIN DWARVES

While hill dwarves are most commonly encountered by other races, they are only a small percentage of the entire dwarven race. The mountain dwarves of Ansalon consider themselves the true dwarves of Krynn. Among the mountain dwarves are the noble clans that were established thousands of years ago. In the depths of Thorbardin dwell the royal clan of the Hylar, the spiritual Daewar, the erratic Klar, the treacherous Theiwar, and the ruthless Daergar. At the height of their glory, mountain dwarves controlled three kingdoms and were considered a major force of trade on the continent, forging trade agreements with the nations of Solamnia, Ergoth, Qualinesti, and Istar. It wasn't until the Kingpriests of Istar began to impose their laws upon all the people of Ansalon that the dwarves closed their doors to the world. However, nothing could save them from the Cataclysm.


With the fall of the fiery mountain from the heavens, the kingdom of Thoradin was destroyed, leaving the Theiwar clan to suffer alone. Under Thorbardin, the mountain clans remained safe from the hazards of the Cataclysm, but they could not escape each other. Civil war erupted between the clans, lasting decades. Even the peace following the War of the Lance only lasted until the Chaos War. Then the kingdom under the mountain erupted into a war that destroyed the ancient cities of the dwarves and reduced the population to a fraction of what it once was. The only mountain dwarf kingdom to survive relatively unscathed is the kingdom of Kayolin beneath the Garnet Mountains of Solamnia.

PHYSICAL APPEARANCE

Mountain dwarves typically stand between 4 and 4 ½ feet tall and nearly as wide. The dwarves of the Daewar clan are among the tallest, some even standing over 5 feet in height. Daewar dwarves often have golden hair and lustrous braided beards. Of all the dwarves, they are the most vain and prefer to wear fine clothes of bright colors.

The Hylar also prefer to where fine clothes to demonstrate their noble status among their people, but colors are muted compared to the flashy Daewar. Typically, Hylar hair color ranges from sandy-blonde to dark brown. They often style their hair into complex patterns and keep it clean and brushed.





This is in stark contrast to the Klar clan that prefers to let their hair rest where it may in wild tufts. The Klar have been known to tie trinkets into their beards, such as beads or even the bones of enemies. The dwarves of the Klar clan wear tough, simple wool clothing that can resist the wear and tear of the physical labor they often perform.

PSYCHOLOGY

Mountain dwarves are generally gruff and possess shrewd minds. When it comes to their people, they are fiercely devoted to clan first and then to all mountain dwarves. They are willing to defend their homes to the death and are some are literally raised with hammers in their hands. They see the world as a creation of the god Reorx—something to be revered and crafted into shape by skilled hands. To outsiders, mountain dwarves appear introverted. Most prefer to dwell apart from the world, below the surface, never seeing the light of day. Although they can make steadfast trading partners, mountain dwarves rarely stray far from their mountain home. Among the Hylar and Daewar, a good day's work should yield riches and wealth. They work hard, so they deserve the best. Mountain dwarves appreciate the finer things in life and are not ashamed to flaunt it. Unlike hill dwarves, they are not modest and dress as regally as they can afford. This display of wealth, their success in industry, and secrecy of their mountain home are reasons many folk believe dwarves hide mountains of gold in their underground kingdoms.

The Hylar are the most outgoing of the mountain dwarf clans. They and the Daewar have more experience with the surface world than other clans. Honor, respect, and tradition are the tools by which a Hylar views the world. If a nation fails to respect its people or fails to honor its pledges, they are unworthy of trade or association. Among their own kind, the Hylar can be bit self-righteous, but other races find them to be rough and no-nonsense. The Hylar are considered the most noble of the dwarven clans.

When they are not suffering from problems within their own clan or withdrawn into their mountain city, the Daewar dwarves are actively seeking trade with all who will trade with them. Worship of their gods and industry are indistinguishable. The Daewar live to give shape and purpose from raw substance and further the concepts of trade and engineering. Daewar priests work the forges day and night, showing their faith by the hours spent working. Warriors sing dwarven chants to the gods as they meet their enemy on the battlefield. "May their hearts and pockets be rich," is a prayer many Daewar merchants often utter before every sale. They are a spiritual people and honor those who respect them and their beliefs. Intense and loud, the golden-haired Daewar are often easy to recognize.

The wild Klar are natural explorers. Unlike many other dwarves, Klar have a knack for dealing with the natural wonders of the world, especially plants and animals. Even so, few Klar are willing travel far beyond their mountain home, preferring instead to explore the details of their own mountains before looking to the world beyond. However, a touch of insanity is prevalent in the Klar clan, and has produced some odd dwarves. Some have willingly left to make their fortune in the surface world or even taken up the art of wizardry.

SOCIAL STRUCTURE

A mountain dwarf's life revolves around his clan and his place within it. Each clan is led by a Thane who represents his clan's interests on the Council of Thaness. The original

Council was established to be the ruling body of all dwarves upon Ansalon, but now each dwarven kingdom has its own Council.

In Thorbardin, there are nine chairs on the Council of Thaness, one for each clan of seven clans, a chair for the Kingdom of the Dead—a nation of honored ancestors who have passed on before and the adopted clan of all dwarven clerics—and a chair for the High King of the dwarves. The High King of Thorbardin is the dwarf who rightfully claims the Hammer of Kharas. Without it, a dwarf may claim sovereignty, but he will never be accepted by all the clans as the true ruler.

Hylar ("Highest"): The Hylar clan has long been considered the ruling clan of the dwarves. They are noble in stature and commanding in nature. Hylar dwarves are expert architects and engineers, and are responsible for many of the great wonders found in the underground dwarven kingdoms. In Thorbardin, the Hylar have been reduced to a fraction of the power they once held. Many of their members were killed in Palanthas during the Chaos War and even more beneath the elven city of Qualinost when it collapsed. Also during the Chaos War, the entire stalactite city of Hybardin was destroyed, crashing into the Urkhan Sea. Jungor Stonesinger now claims the throne of the sealed off kingdom of Thorbardin, while exiled former king Tarn Bellowgranite resides in Pax Tharkas with his followers. The largest concentration of Hylar is now in the kingdom of Kayolin.

Daewar ("Dearest"): The mountain dwarves of the Daewar clan have long been allies with the Hylar clan. They are a zealous clan with a love of religion. Unfortunately, their frevent nature has often led to conflicts within the clan. Daewar warriors are often hailed for their wisdom and respect for the law. Daewar can often be found in positions of public safety and public works, and as healers. They are also instrumental in keeping safe a number of traditional dwarven ceremonies and sacred texts. During the Chaos War, the Daewar clan was too busy with dealing with civil unrest to assist the Hylar. Consequently, when the forces of Chaos attacked their city, they were unprepared and many lost their lives. In Thorbardin, the current Thane Granite Glitterstone represents the clan. In Pax Tharkas, General Otaxx Shortbeard speaks for the Daewar. In the ancient kingdom of Thoradin, Severus Stonehand rules over the Daewar and all the dwarves of that realm.

Klar ("Crazed"): The Klar clan has long existed to serve the Hylar. They are the most unpredictable of the dwarven clans. Since the arrival of the Hylar to Thorbardin thousands of years ago, the Klar have served both above and below the mountain. Some factions left Thorbardin after the Cataclysm and can be found in small enclaves across Ansalon. During the Chaos War, they were persuaded to turn against the Hylar and assisted in that clan's downfall. Currently, Smeargash Splintershield speaks for the Klar in Thorbardin.

Neidar ("Nearest"): The hill dwarf clan of the Neidar consists of any dwarf who chooses to dwell above ground rather than beneath it (see **Hill Dwarves**). It is the largest and most widespread of all clans. Neidar representation on Thorbardin's Council of Thaness has been sparse, and Neidar Thaness have come and gone. Currently, the Neidar chair has been removed completely since the kingdom has been closed off to the outside again, and relations have become strained between the mountain dwarves and hill dwarves in that region. In Kayolin, there is no single voice

for all Neidar; instead, hill dwarf village elders express their concerns on behalf of their village.

Theiwar (“Thankless”): The Theiwar are dark dwarves, a sadistic and cunning people. Unlike other mountain dwarves, they prefer secrecy and subterfuge to outright honesty. They are allergic to sunlight, and generations of inbreeding and isolation have given them distinct physical attributes that differ from other dwarves. They are also the only clan that has ever shown an interest in the arcane arts, which has set them apart from other clans. Currently, the female Theiwar Thane Brecha Quickspring represents the Theiwar in Thorbardin.

Daergar (“Deepest”): The dark dwarf clan of the Daergar has always been composed of deep dwellers, or dwarves who prefer the depths of the earth to the light of day. They are a physically strong and brutal folk, many of them do nothing other than working at the forge their entire lives. In the past, the Daergar supported the Hylar, but generations of bitterness about the Hylar hold of power in Thorbardin created a great resentment against the light-loving dwarves. The Daergar and Theiwar have often intermingled. Those dwarves known as Dewar represent parentage from both clans. In Thorbardin, Sleram Axedelver leads the Daergar.

Aghar (“Anquished”): The Aghar clan, better known as gully dwarves, has been an embarrassment to the dwarven race for thousands of years. They are small, disgusting creatures who scurry about like rats, living off gods know what and producing nothing of real value. Now that Thorbardin has fallen, the gully dwarves have spread into many of the ruined cities, running from teams of feral Klar and other more dangerous creatures that have made their lairs among the ruins. In Thorbardin, the current Thane of the Aghar is Grumple Nagfar. Thorbardin is not the only place they are found, however. Communities of gully dwarves can be found all over Ansalon.

Zhakar (“Accursed”): The only clan not currently represented on Thorbardin’s Council of Thanes, other than the Neidar, is the Zhakar. This clan was formerly a part of the Theiwar stranded within their city beneath Thoradin after the Cataclysm, where a mold plague took root in the city and nearly killed everyone. Yet enough folk fought off the disease and the clan remained. However, the disease afflicted the dwarves and all their descendants. Their bodies are disfigured, and sunlight burns their skin. In the recent past, the Daewar Severus Stonehand traveled to Thoradin and proposed to cure them of their affliction for their servitude. Many agreed and were cured; others refused and were driven from the mountain. Now they live in various locations in the Khalkists Mountains, plotting their revenge. The last known leader of the Zhakar was Lord Brule Vaportwist, a cunning and ruthless dark dwarf.

FAMILY LIFE

Most mountain dwarves will spend their entire lives beneath the earth. For hundreds of years, dwarves toil at the forge for family and clan, growing up, finding a mate, raising families, and retiring in wealth or dying honorably in battle. While mountain dwarves frequently seem commanding in nature, they can often become defensive when matters of a personal nature are brought up. Although dwarves are open about many aspects of life, true love is a private matter. Most dwarves find a suitable mate between the ages of forty and sixty. Male dwarves must impress the female dwarf and her family before declaring any intention of marriage. Dwarves mate for life; once married, they stay with their spouse until death. Even

after one spouse has passed, it is considered immoral and distasteful for the widow or widower to marry again, as they consider doing so a dishonor the dead.

“From earth to earth and stone to stone, we give back what Reorx has delivered unto us.” This common phrase is uttered at many dwarven funerals. Mountain dwarf tradition dictates that honored dwarves must be buried in the earth upon their death. In the kingdom of Thorbardin, that tradition is upheld by placing the dead in a sacred valley above the underground kingdom known as the Valley of the Thanes. Thanes and dwarven nobility are given locations along the edges of the valley in the rock walls. Giant burial chambers with circular stone plugs house their bodies and, in some cases, the bodies of their honored ancestors. All other dwarves are given plots within different locations around the valley based on their clan affiliation.

When a dwarf is laid to rest, he is often buried with personal effects, such as weapons, armor, jewels, and tokens of respect from their family and friends. When the burial ceremony is complete, the tomb is closed or the grave covered with small boulders. In Thorbardin and Kayolin, each city also houses a great collection of stone burial chambers expertly crafted to hold thousands of dwarven dead. Following the Chaos War, the Life Tree of the Hylar collapsed into the Urkhan Sea and was renamed to the Isle of the Dead. Once a year, the mountain dwarves hold a ceremony known as the Festival of Lights, where thousands of lights are lit on the island and are marked with the symbol of a family that perished when the city fell. Lanterns are lit and songs are sung in honor of those who perished.

NAMES

Mountain dwarves use family names, such as Bonecutter, Hammerstand, Ironmaul, Longslate, and Thornwallen, with each family belonging to a larger clan. Individual names are given at birth; these often reflect an aspect of their clan values or the name of an honored ancestor. Male names include Blaxter, Handil, Hopton, Jerem, Shard, and Tarn, while common female names are Amelista, Andean, Girasol, Jett, Nebba, and Tera. Hylar dwarves pick names that are strong or commanding in nature. Often times, these names are related to the earth, such as Granite Stonesinger or Jade Stonetooth. Daewar dwarves prefer flashy names such as Olim Goldbuckle or Crystal Truesilver. In the Klar clan, they prefer names that are warrior-like in nature, such as Rilt Smeargash or Fara Greenblood.

EVERYDAY ACTIVITY


Among the dwarves, the Hylar are known as inventors; they are responsible for a number of innovations such as aqueducts, pulleys, lifts, and underground cart systems that link together many of the sprawling dwarven cities. Their feats of engineering made it possible to build a city within a massive stalactite in Thorbardin.

For the Daewar, religion is ingrained in everyday lives. From the time they are young, Daewar are taught the importance of steadfast worship of the gods. Their lives are filled with rituals, birthing sacraments, naming ceremonies, and rites of passage all before adulthood.

Children are educated in the way of the forge and receive religious instruction from an early age. The dwarven saying “He was born with a hammer in his hand” is an apt expression regarding the early years of the majority of Daewar. Most children are visiting the forge by



SEVERUS TAKES THORADIN



In 412 AC, Severus Stonehand and his followers, who were cast out of Thorbardin, arrived at the gates of Zhakar, the dwarven kingdom that had originally been Thoradin. The self-proclaimed Prophet of Reorx traveled to the ancient dwarven stronghold with the intent of driving out the evil he believed dwelled within. First, he tried to convince the Zhakar that he could remove the disease from their bodies. He believed once he could prove this, it would also drive the evil from their hearts; he was wrong. Even though he magically cured the disease with his mysticism, the majority of the Zhakar resented him and his teachings. His arrival split the Zhakar and sent them spiraling into a civil war, half thinking Severus a savior and half a tyrant. By the end of 413 AC, Severus Stonehand had proclaimed himself king and all the Zhakar who opposed him sent into exile. Severus accomplished his dream of reuniting the dwarven people under his rule, and Thoradin was reborn.

In 415 AC, dwarven scouts reported to King Stonehand that they had discovered an entire valley covered in crystals. When the dwarves returned, they found ogres within the valley; they quickly went to work destroying them and securing the valley for themselves. The dwarves of Thoradin claimed the Valley of Crystals as their own and have since protected it against invasion from the ogres in the neighboring realm of Blode.

By 417 AC, the Zhakar had been working under the leadership of Lord Brule Vaportwist to find a way to infiltrate their former homeland. The way in was finally shown to them by a dwarf calling himself the Bringer of the Black Flame. He told the Zhakar that he knew of a cavern system which extended deep below Thoradin into the bowels of the earth, where his master, a great worm-like god known as the Black Flame, gave him the knowledge. Lord Vaportwist and the rest of the Zhakar agreed to follow this dark dwarf to the lair of the Black Flame.

By 419 AC, Thoradin had gained a great amount of wealth from the valley and fired up their forges again. The interior of Thoradin, which had been neglected by the Zhakar, was once again being restored to its full grandeur. King Stonehand attempted to make business dealings with the knights of Solamnia in Sanction but was refused, so instead, he turned his attention to the Knights of Takhisis. General Abrena, head of the Dark Knights at the time, saw a great opportunity in dealing with Thoradin; however, negotiations were taking a long time, and she was spending much of her time dealing with internal issues as her knighthood was falling apart around her. This all changed in 420 AC when General Abrena was assassinated and Sir Morham Targonne took the reigns. He opened up trade with Thoradin, and

the dwarven kingdom began to supply arms and armor to the Dark Knights. It was also at this time that Severus Stonehand came to the realization that his powers were beginning to fail. The dwarven king took precautions to hide this fact from his fanatical followers, fearing to show any sign of weakness.

In 421 AC, on the night of the great storm, King Stonehand collapsed while preaching to his people and was bedridden for days. He claimed he had a vision from Reorx in which the god told him a great evil was coming and he and his flock must be prepared. Thoradin worked to strengthen their defenses against the world outside. Unfortunately, they didn't anticipate an invasion from within. The Zhakar Black Flame followers traveled through the deepest halls of Thoradin and infiltrated the kingdom. They attacked the dwarves of Thoradin and killed many of them before hiding in the darkness. For many months, this continued, and the dwarves of Thoradin were helpless to prevent the Zhakar from finding ways into the kingdom. It was only after the gods returned that the attacks mysteriously stopped. The dwarves called it a blessing and a sign that the gods were now protecting them again.

By 423 AC, dwarven clerics began to emerge in Thoradin, but King Severus was not one of them. For all his talk of being the Word of Reorx while the dwarven god was absent from the world, Severus realized Reorx was back, the new clerics of Reorx were insinuating that his word and the Word of Reorx were not one in the same. Over the next couple years, it became obvious that while King Stonehand was a powerful and charismatic figure, he was not the emissary of Reorx he once claimed to be. This caused some internal conflicts within the once rock solid kingdom.

In 424 AC, Thoradin set up an alliance with the nation of Khur, and the kingdom focused on protecting its southern borders against an influx of ogres moving into their territory and attacking Thoradin's outlying mines.

In 426 AC, dwarves working in the lower levels of Thoradin began to report encounters with creatures wreathed in black flames. Shortly thereafter, dwarves begin disappearing. By the end of the year, it was obvious the Zhakar had returned and found some new, deadlier threat to bring with them. Even more disturbing, King Stonehand's mysticism appeared unable to affect them. This news only divided his people further, causing small internal conflicts. Now King Stonehand must deal with conflicts among his own people and the returning threat of the Black Flame.

the time they can walk and hefting a hammer soon after. Stone masonry and architecture are also part of a young dwarf's training. Instruction in the use of a hammer for building and warfare is tradition. Adults in the clan are charged with increasing the honor of their family within the community. Daewar often feel that appearance equals status, so the more flamboyantly a dwarf dresses or the more ostentatious his home, the greater his status in the community.

The dwarves of the Klar clan endure lives of servitude under the mountain. They are a clan of laborers and warriors, serving the most powerful clan under the mountain. Once they were a content clan of hill dwarves who lived above ground, but generations of mining quicksilver poisoned the minds of their people. Since they refused to give up the practice, their insanity continues. When the Hylar arrived in Thorbardin, they were given a city beneath the mountain for their assistance in building the kingdom. Now they live below Thorbardin, serving the king and occasionally siding with the dark dwarf clans if it serves their purpose.

Klar are born into their trade. Oftentimes, young dwarves are sent to work with their mother or father to learn their place in dwarven hierarchy. Since the Klar have a natural affinity for plants, they are often put in charge of maintaining the food warrens of Thorbardin and Kayolin.

The most well known territory belonging to the mountain dwarves is Thorbardin, located in the Kharolis Mountains south of Abanasinia. It was the first place all clans of dwarves joined together on Ansalon to create a massive underground kingdom. A great underground lake supplied fresh water, and a massive stalactite hanging from the cavernous ceiling allowed the Hylar to construct an entire city within it. Around the edges of the lake, the other dwarven clans established their own cities. Unfortunately, the kingdom was mostly destroyed during the Chaos War, and the surviving dwarves moved into the Northgate Complex, renaming it Nobardin.

In the Garnet Mountains of Solamnia, the dwarven province of Kayolin was constructed as the Age of Might was beginning. This dwarven realm, established by the Hylar and Daewar clans, has seen nothing but prosperity since its founding. The effect of having two clans so close in alliance with one another and the lack of the dark dwarf clans has allowed Kayolin to prosper where the other kingdoms have faltered.

The most recent addition to the lands of the mountain dwarves has been the recovery of the kingdom of Thoradin. The Daewar Severus Stonehand took many of the Daewar clan and dwarven refugees from the Chaos War, and traveled to Zhakar to reclaim the ancient halls of Thoradin from the dark and twisted dwarves who had laid claim to it. Severus Stonehand and his followers descended upon Zhakar and offered to heal the dark dwarves in exchange for their allegiance. Most of the dwarves refused and were cast from their homes. Severus declared himself king of Thoradin and claimed the realm for his people.

ARTS AND INDUSTRY

While the gnomish race often claims to be masters of technology, anyone who has ever visited the underground kingdoms of the dwarves would be quick to disagree. The mountain dwarves of Ansalon have accomplished feats of architecture and engineering at which many non-dwarves can only marvel. In Thorbardin, crystal suntunnels descend from the surface hundreds of feet through solid stone, allowing sunlight to reach the cities below ground.

This allows the mountain dwarves to determine night from day, even though few actually experience the passing of the seasons outside.

To travel between cities in Thorbardin, massive tunnels large enough to allow for marching armies were constructed. To ascend and descend between the various levels of the kingdom, great lift-and-pulley systems were designed. One of these lifts was instrumental to travel in the stalactite city of Hybardin before its fall. Thousands of expertly hidden ventilation shafts allow the air of the underground kingdoms to circulate and allow the escape of smoke from thousands of burning hot forges which are constantly in operation.

MAGICAL PRACTICES

Mountain dwarves believe divine magic to be a gift from the gods, and arcane magic is a curse. Mysticism has been widely accepted as dwarves can understand tapping into the power of their own being; thus, mystics are permitted and even encouraged. Arcane magic, however, was born of the Graygem; therefore, it can't be trusted. In ancient times, dwarven craftsmen would take their work to clerics to be blessed and imbued with divine powers. This practice was common until the Cataclysm. Powerful dwarven magic items have not been made since that time. Even now, as dwarven clerics are returning to the world, generations will pass until the dwarves can produce weapons and armor to match the best of what they could do in the Age of Might.

The only clan that tolerates arcane magic is the Theiwar. Ever since the arrival of the Wizards of High Sorcery in Thorbardin thousands of years ago, the Theiwar began to look to arcane magic as a way to garner more power within the dwarven clans. They experimented with magic; eventually, this experimentation began to taint the dwarves and change their appearance. Over generations, the Theiwar's skin turned yellow and their hair turned white. They accepted these changes, knowing it unnerved the other dwarves of the mountain.


Up until the War of the Lance, all dwarven wizards were renegades. They cared nothing for the Orders of High Sorcery and practiced wizardry by handing down the knowledge from one dwarven mage to another. Just before the War of the Lance, a dwarven wizard by the name of Vosil Grudgeback made contact with and joined the Orders of High Sorcery. Within the next decade, the dark dwarf founded an organization known as the Obsidian Circle, which worked to establish the Orders of High Sorcery within Thorbardin. This organization was short lived, as it fell apart when the Chaos War descended upon the dwarven realm and High Sorcery disappeared along with the gods of magic.

RELIGION

Mountain dwarves respect religious traditions and incorporate them in their daily lives. Even in those ages when the gods have been silent, some dwarves continued their veneration. However, in the centuries following the Cataclysm, many dwarves gave up hope, believing the gods had abandoned them. Some temples to Reorx were converted into places of learning, while others were abandoned entirely.

Following the War of the Lance, the dwarves were reunited with Reorx once again, and the forge fires at the heart of each temple were reignited. The sounds of hammers ringing against steel, and the comforting chant of the dwarven clerics echoed through the underground





halls. After the Chaos War, many dwarves turned to the Power of the Heart in order to keep their traditions alive, although this practice did not come without a price; the use of mysticism brought its own problems. Some dwarves believed it was a betrayal to use this new magic.

In the Daewar clans, the use of this magic brought civil unrest as the dwarves hotly debated the use of magic. Severus Stonehand made the use of mysticism even more questionable by using his magic to persuade many of the Daewar clan to follow him out of Thorbardin, an act that fractured the already unstable Daewar clan. The eventual return of Reorx and the rest of the gods following the War of Souls helped ease that tension. Now with the return of the clerics, the use of mysticism is being reconsidered as a gift from their god.

Most mountain dwarves observe religious holidays and ceremonies. Among the more common rituals are naming ceremonies of newborns, weddings, and blessings of artifacts.

While Reorx is considered the high god of the dwarves, he is not the only one worshiped. The Hylar traditionally prefer to remain true to Reorx, although Shinare also has a small following. The Daewar generally feel open to worship any of the good or neutral gods. Among the favored are Thak the Hammer (Paladine), Kijo the Blade (Kiri-Jolith), the Silver Mistress (Shinare), and Sirrion the Firemaster. Among the Klar clan, many dwarves venerate Reorx, but a fair number also worship Chislev, who they often refer to as the Living Earth. The Klar are the only mountain dwarf clan known to have druids among their people.

FOLKLORE

Mountain dwarves love folktales and use them to instruct younger generations. One of the oldest folktales describes the account of Kitlin Fishtaker and his encounter with the Graygem. The story teaches young dwarves the dangers of meddling with magic and the general incompetence of other races.

THE LEGEND OF KITLIN FISHTAKER

Reorx, Master of the Forge, was led astray. The gods in the heavens asked him to craft a jewel from the very essence of Chaos. Knowing the danger it could present, he first received pledges that it would remain in the heavens. Unfortunately, this was not to be so. When the gemstone was finished, it was delivered into the hands of the gods. Now no one knows for sure how the Graygem was lost; some tales say it was gnomes with a ladder that climbed to the heavens. Others say it was simply dropped from the heavens by a careless or mischievous god. Whatever the reason, the gem was taken from the heavens and delivered to a human king.

Only one thing could have been worse than the magical stone being in the hands of a human—having it in the hands of a gnome. The gnomes claimed the gem was theirs, and they stormed the keep. Eventually, one of their inventions accidentally destroyed a wall of the keep, and they captured the stone. After recovering the jewel, the fool gnomes set it free. Now the abomination was free to roam the world.

The gem rampaged across the land. It was a force without reason, a power without logic. The arcane energies twisted and distorted the creation Reorx himself had worked so hard to create.

Then one day, it crossed the path of a dwarf known as Kitlin Fishtaker. Kitlin was a dwarven spearman. He made his trade by catching fish along the shores of Kal-Thax and

trading the fish to a nearby human settlement for supplies. As he stood on the shore holding his two-pronged spear, he gazed into the water. Out of the corner of his eye, he saw a flying magical stone. Thinking fast, Kitlin decided to capture the stone before its foul magic could spread further across the world. The dwarf tossed his spear into the skies, and his aim was true. He hit the stone, and the Graygem fell into the shallow waters.

Kitlin rushed forward and captured the stone, but the power of Chaos was too much for even the mightiest dwarf to resist. The stone punished the dwarf; it placed magical sigils in each of his palms. The dwarf could feel the taint of the arcane magic throughout his body. Shocked by his affliction, Kitlin let go of the stone, and it escaped into the sky. From that day forward, anyone who touched Kitlin Fishtaker would also catch the magical disease. The dwarven spearman became an outcast among his people and lived the rest of his life alone and miserable.

LANGUAGE

All dwarves share a common language. Each region and clan tends to have its own dialect, however. When one dwarf speaks to another, he can usually determine where that dwarf was raised and to which clan they belong. The mountain dwarf dialect has changed little over time, even less than the hill dwarf, due to the fact that mountain dwarves rarely mix with other races and cultures. The spoken language is harsh and choppy. Even when spoken fluently, it sounds harsh to the ears.

Dwarven does not use an alphabet, but a system of runes. These runes have evolved very little since their creation. Each clan and family also have their own rune. These are often etched into the items mountain dwarves create. There are few ancient dwarven texts, but those that exist are usually found in the possession of mountain dwarves. The Hylar of Thorbardin have long kept extensive histories and genealogies of their people and accomplishments. Many of these were destroyed during the Chaos War. The Daewar clan also keeps a number of written religious documents and histories.

The dwarven language is designed for use in engineering and architecture. This may have been a natural evolution of the culture. The language allows for easy explanation of various processes, revealing an exacting amount of detail and precision. Planners and designers use it to get their point across to engineers, who in turn can relay that information to workers and laborers.

“Rust and Tarnish.” This phrase indicates dissatisfaction with a situation. The decay of metal is a commonly used in the dwarven language to express discontent or frustration.

“By Reorx’s Beard!” This is a common cry among dwarves on the battlefield. It is also often exclaimed when a dwarf is taken by surprise.

“Don’t be fooled by a crumbling jewel’s luster.” This phrase is a warning of caution to another dwarf to not trust what they see without looking closer.

RACIAL RELATIONS

Mountain dwarves deal with other races on a limited scale. While many mountains dwarves are merchants, they rarely leave their underground kingdoms, preferring to sell just to their own kind. Views about other races are often developed from second-hand hearsay or brief encounters when representatives of that race have visited the mountain dwarf home.

On the whole, mountain dwarves consider elves to be haughty and reclusive. The kingdom of Thorin traded with Silvanesti, and the mountain dwarves of Thorbardin built up a strong relationship with the elves of Qualinesti. Yet those relationships were severed with the occurrence of the Cataclysm. The elves retreated into their forest homes, and the mountain dwarves retreated underground. Following the Chaos War, Tarn Bellowgranite tried to convince the mountain dwarves of Thorbardin that the elves could once again be strong allies. Unfortunately, his plan ultimately failed when thousands of dwarves and elves perished in the fall of Qualinesti. Now, with the elves exiled from their lands, it seems highly improbable that such a relationship could be restored.

Mountain dwarves find gnomes amusing in a pathetic way. Dwarves live among some of the greatest examples of architecture and technology Ansalon has ever known. Gnomes are clearly cursed. This is painfully obvious in their so-called inventions and their illogical methodologies. However, mountain dwarves admit they admire the gnomish desire to create and their tireless work ethic.

Mountain dwarves do not quite understand half-elves. Often, they simply assume they are humans. However, half-elves do seem to be amiable and understanding, and relations between mountain dwarves and half-elves often work well.

Humans are often too unpredictable to place in any one category. While many humans make good trading partners, just as many want to rob you blind. Dwarves deal with humans on a case-by-case basis.

Mountain dwarves find kender as irritating as gully dwarves. Thankfully, not many of them make it below ground. In dwarven eyes, they can't be trusted.

Mountain dwarves have no love for minotaurs. They rarely trade with them and know very little about them, beyond the fact that they are large, smelly, and like to fight.

Draconians, ogres, and goblins fall in the same category. No self-respecting dwarf would waste time dealing with them.

A DAY IN THE LIFE

With a sharp rap to his head, Gyan Coalfist rolls off his bed and lands on the floor. He stares bleary eyed up at his brother Rogan, waiting for his vision to clear. Rogan is already dressed, and he heads out the door to begin his day's work.

With a grunt, Gyan pushes himself off the cold stone floor and grabs his clothes. He pulls on some simple wool pants and a thick shirt woven in simple brown and grey geometric patterns. Then he puts on some worn leather boots. Looking into a nearby barrel of water, he sees his wild black hair and bushy black beard. He cups his hands and plunges them into the water, disturbing the reflection. After rubbing the water on his face, he shakes his head and hair in a feral fashion and breathes in the stale yet comforting air of his home.

Gyan's uncle Blackmane left a sack of parsley roots and a jug of cider sitting out overnight. While his uncle had already left for the day, the food was still out, so Gyan helps himself. With something to eat in hand, the dwarf heads out of his house and into the streets.

Dwarves of the Klar clan are already on the move. Here and there, dwarves with wild black hair make their way down dark stone streets. A soft glow from a crystal shaft above reflects of the morning light from the dawn above the mountain. Since the relocation to Nobardin

from the ruined city of Klarbardin, some dwarves have begun to cultivate plants and flowers outside their homes. Smatterings of green can be seen among the cold grey stone. In the distance, he hears a fight break out and the wild cry of a dwarf screaming in an insane rage. This new neighborhood is a far cry from his old dwarven home, but it is beginning to take shape.

He makes his way to the nearest transport shaft and steps onto the great platform with a mass of other dwarves. Massive mechanical gears turn, and the lift is lowered down the shaft. It stops at the lowest level of Nobardin, and Gyan disembarks. He heads toward a large dark tunnel and starts the four mile journey down the First Road to the West Warrens.

As he nears the end of the First Road, Gyan can see the light of the Warrens. A great concentration of crystal glows with daylight from above the mountain, filling the enormous chamber. Green coarse grass stretches off into the distance. Water trickles down the walls and into an ancient irrigation system. Gyan looks out over the fields of rye, wheat, corn, and other crops. Other Klar plow the fields with shaggy yellow oxen. Gyan proceeds through the fields to the far side of the cavern. His Hylar supervisor is too busy arguing with a Daergar merchant to notice his late arrival, so he grabs a rake and heads into the fields with his kinsmen.

After working the fields of barley and hops for a while, the dwarf returns his tools and heads over to a cluster of tree-sized mushrooms where his coworkers and friends are relaxing. Dwarf maidens laden with baskets of freshly picked berries and roast chicken arrive from a nearby livery. Cups are passed around, and fresh water from a nearby stream quenches Gyan's thirst.

After his meal, Gyan heads to the North Hall of Justice. Within the great halls, Gyan and other young dwarves are trained in a number of weapons. Gyan faces off against another young Klar named Umbar. Umbar is typical for his clan; untamed and excitable, he falls into a wild rage. Gyan ducks an erratic swing and barrels into the enraged dwarf, knocking him down and easily defeating him. Umbar curses Gyan as the dwarves around him hoot and holler. He notices the insane glint in Umbar's eye and knows he has made an enemy. Yet, with the unpredictable nature of his people, Umbar may later end up being his closest of friends.

After a strenuous practice, Gyan makes the trek back to Nobardin along the First Road. Before he heads home, he stops at the Boulder Biscuit tavern for dinner. Run by a Daewar by the name of Shard Silvereyes, the Boulder Biscuit is famous for its pickled meat, a delicacy among dwarves. The tavern is crowded tonight. Gyan can identify dwarves of every clan in the room. A table of Theiwar gem merchants give him glance, scowl, and lower their voice as he passes. A dwarfmaid brings him an ale and asks him what he'd like to eat. Gyan indicates the special, and she disappears into the crowd. In the corner, a group of Daergar dwarves are gambling with a Hylar noble. Gyan knows after a few drinks, the situation will end badly. The waitress brings out a dish of rice and vegetables covered in hot spices, smothered in pickled cabbage. She places the dish in front of Gyan and drops two rock hard brown biscuits next to the plate, hurrying over to a loud, drunk Daewar in bright blue robes. The Daewar is smoking a pipe, and the sweet pungent smell circulates around the room. Gyan finishes his meal, pays the serving girl, and exits the tavern just as the Hylar noble accuses the Daergar of cheating.



The tavern explodes into violence, and Gyan can hear the yells of the Hylar guards as they head toward the disruption. He shrugs and continues on his way home.

MOUNTAIN DWARVES AS CHARACTERS

Mountain dwarf characters are the iconic dwarves, made for players who want to play strong, vibrant characters. They are never timid and never afraid to speak their minds. The Hylar are perfect for those players looking for a lawful archetype, although the Klar allow a player to break from the norm and play a chaotic dwarf. The Daewar can be any alignment but are rarely evil.

ADVENTURING MOUNTAIN DWARVES

Adventuring mountain dwarves are somewhat rare, but the current conditions in the Age of Mortals allow a number of reasons for mountain dwarves to be found outside their underground homes. Presently, only Thorbardin dwarves would be unlikely to leave their mountain homes, as they have closed all entrances to their kingdom again. The most likely adventurers from Thorbardin would be outcasts. The regions of Pax Tharkas, Kayolin, and Thoradin offer the most likely home for mountain dwarf adventurers.

Mountain dwarves may take up adventuring for a number of different reasons; perhaps they were sent on a mission by their Thane or are working for a dwarven merchant. Some dwarven clerics find they must leave the mountain on a spiritual journey.

CHARACTER DEVELOPMENT

Mountain dwarves should act larger than life. When they do something, they make sure to do it well. Most dwarven characters choose one class and stick with it in order to excel, rather than multi-classing and slowing down any progression.

Barbarian: The Klar are perfect for the barbarian class. They are wild, and in some cases, insane and prone to fits of rage. Daewar are also just as passionate, but their society is too lawful and does not lend itself well to barbarism. Hylar dwarves would rarely take this class.

Bard: Much like hill dwarves, mountain dwarves find arcane magic atrocious. Even so, the most likely candidate to be a bard would be a Daewar dwarf. The Daewar are the most tolerant of sorcery among the light-loving mountain dwarves. However, if any Daewar is discovered using sorcery, he becomes an outcast rather quickly.

Cleric: The Daewar clan has always been highly religious, sometimes to their detriment. Clerics are common among Daewar dwarves. Reorx, Shinare, Serrion, and Kiri-Jolith are the usual deities worshiped. The Hylar and Klar also have clerics among their ranks as well.

Druid: The only known dwarven druids have been from the Klar clan. The Klar seem to have the closest connection to the living earth, as they refer to it. Through the living earth, they learn of all the creatures of the world, even those above their subterranean homes.

Fighter: Every dwarven clan has fighters. Not just warriors, but effective well-trained fighters. They focus mostly on melee combat, but dwarven fighters are experts at drawing enemies into deadly traps and ambushes.

Mariner: A mountain dwarf mariner is about as common as a kender wizard, maybe one in every generation. Dwarves tend to sink like stones in water, which is not very useful out on the high seas. The dwarven connection to the earth is just too strong to overcome without some incredible motive.

Master: Mountain dwarf masters are usually craftsmen and professionals. The Daewar clan also has a number of master performers and sages who are primarily responsible for keeping records and performing dwarven ceremonies not covered by clerics.

Monk: Mountain dwarf monks are rare. Although the Hylar and Daewar prefer a structured and ordered lifestyle, there have never been any official dwarven monastic orders. If a mountain dwarf learned martial fighting and monk abilities, it would be outside their underground kingdom.

Mystic: Some mountain dwarves have taken up mysticism, but few ever travel outside their home in order to explore it fully. They use their abilities for the good of their clan within the mountain. In Thorbardin, mysticism has garnered a bad reputation due to Severus Stonehand and his exile from the dwarven kingdom. The other dwarven kingdoms have accepted this new form of magic.

Noble: Hylar dwarves are perfect for the noble class. Even their clan name means “The Highest” of the dwarves, and they present themselves as the epitome of dwarven aspirations. A Daewar dwarf may also take this class, but he would most likely have some connection to the Hylar. The Klar would rarely take this class, considering they are often treated as second-class citizens.

Paladin: Daewar occasionally produce a Paladin, but they are unheard of among other clans. The Daewar martial ability and religious nature make this class a good fit.

Ranger: The Klar fall naturally into the role of the ranger. These rangers focus their skills on scouting new caverns and dealing with underground threats. Not surprisingly, these rangers have a stronger connection with burrowing animals.

Rogue: All clans have dwarves who will do whatever it takes to gain great wealth. Among the Hylar and Daewar, these rogues often work as con-artists and dishonest merchants, focusing on Diplomacy and Bluff. Klar rogues are more likely to be thugs who skulk in alleyways, waiting for unsuspecting dwarves to rob.

Sorcerer: Like the bard, this class is extremely rare among mountain dwarves. Dwarven sorcerers, like any dwarf using arcane magic, are banished from their clan if discovered, unless they come from the Theiwar.

Wizard: The only mountain dwarf wizards are outcasts. The Theiwar are the only dwarves who openly accept the use of arcane magic, much to the consternation of the other clans.

MOUNTAIN DWARF RACIAL TRAITS

Mountain dwarves have all the dwarven racial traits listed in Chapter 2 of the *Player's Handbook* except as follows:

- Dexterity -2, Constitution +2. Mountain dwarves are less agile than their hill dwarf cousins. They are just as durable, however, and far more sociable.
- **Automatic Languages:** Common, Dwarven. **Bonus Languages:** Gnome, Hammertalk, Ogre.

DARK DWARVES

From the lightless depths of the dwarven kingdoms, the dark dwarves of Ansalon plot and scheme against the clans of their light-loving brothers and against each other. The dark dwarves of Ansalon come from one of three tribes: the Theiwar, Daergar, or Zhakar. Dark dwarves struggle for power below, and sometimes above, the surface of Ansalon, with each clan doing so in their own unique way.

PHYSICAL APPEARANCE

The Daergar are similar to their light-loving cousins in appearance. They range from 4 to 4 ½ feet in height and are often nearly as wide as they are tall. Hair color ranges from light brown to black; their eyes cover the same spectrum of color.

The Theiwar, through centuries of inbreeding and isolation, have developed two interesting physical traits. First, they are extremely fair, with many true albinos among their number. Second, while they are roughly the same height as other dwarves, they tend to be somewhat skinny and are more wiry than their bretheren.

A Zhakar begins his life looking as any other dwarf. However, as his life progress, the mold plague carried by his clan changes his appearance to something considered grotesque by other dwarves. By middle age, all of the Zhakar's hair will have fallen out, and his eyes will have become a milky-white. His skin will be discolored and splotchy, with odd patches of skin that molt continuously. Not enough time has passed since Severus Stonehand cured some of the Zhakar of their plague to know what impact this will have on the the clan and their appearance.

PSYCHOLOGY

Dark dwarves are naturally suspicious of others. They tend to keep to themselves and only surrender information when they feel it is necessary; trust is almost an alien concept. Dark dwarves trust only the backstabbing nature they see in every race. They usually only interact with other races if they feel they can gain something in the exchange. If a dark dwarf saves a companion in a fight, it just means the dwarf has other uses for that person.

Dark dwarves are quite aware of how other races view them; this is part of what defines the dark dwarf personality and their drive for power. They automatically assume everyone fears them and will try to use this to their

advantage. When presented with a situation that defies this logic, dark dwarves assume there must be some hidden motive for others to consider them less than evil.

Daergar are often loud and demanding. In Daergar settlements, many disputes are settled in short violent encounters. Even if a dark dwarf is not the leader in a party, he acts as if he is and gives orders, instead of asking others what they believe to be the best course of action.

SOCIAL STRUCTURE

The Theiwar and Daergar clans each have Thanes who represent them on Thorbardin's Council of Thanes before the High King. While most Theiwar and Daergar say they would follow the High King of Thorbardin, none have made any such commitment to the dwarven King elected by the Council. Regardless of the pledges their Thanes may make, however, there is always some dark dwarf faction willing to betray anyone at any time.

Among the Theiwar, the position of Thane is potentially the most dangerous. Theiwar Thanes come to power by assassinating their predecessors. However, the current Thane, Brecha Quickspring, took the reigns of power from her father when he perished during the Chaos War. Thane Brecha is loyal, for a Theiwar, to the current High King Jungor Stonesinger. Instrumental in assisting the Hylar attain power, Brecha is in a position of power no other Theiwar has ever attained.

The Daergar clan respect strength, so to no surprise, their Thane is normally determined in a trial by combat. However, the current thane, Sleram Axedelver, did not reach his position in this manner. He was appointed by the current High King for his loyalty to the crown. Many Daergar are infuriated with this assignment, and it won't be long before new Daergar Thane will be challenged.

Among the Zhakar, there is no Thane. The position of king was held by whoever had the most influence over the various factions within the community. Now that the clan



OUTCAST DWARVES, "FATHERLESS DWARVES"

EVERY once and again, a dwarf does something so terrible, they are exiled from their clan.

Considering the importance of family and clan to a dwarf, this is the highest form of punishment. The shame and embarrassment of becoming an outcast, or Fatherless, dwarf is sometimes so overwhelming that many have been known to take their own lives rather suffer with the guilt. The offense a dwarf enacts to be considered an outcast often depends on the clan in question. The most common offense is betrayal of their clan. Within the mountain dwarf and hill dwarf clans, murder would be a common crime causing a dwarf to be cast out. While the Theiwar and Daegar often dismiss acts of murder as part of their social fabric, treason against one's clan is unacceptable in any clan.

Once a dwarf has been accused of committing an offense worthy of exile, they are often brought before the their Thane or highest ranking official of their community. Any dwarf who even suggests that another dwarf should be cast out will make an enemy for life. The Thane hears all the testimony and makes his decision. Often times, wise Thanes will allow

the adult members of the community to vote on the matter. If the accused is found guilty by a two-thirds vote, they are cast out of the clan.

Once a dwarf has been found guilty, he is denounced as a Fatherless dwarf and everyone, including his family, must turn their backs to him. Dwarven guards physically restrain him, and a sack is placed over his head. Any possessions he has are confiscated, and he is led to the border of his former community's territory. For hill dwarves, this may mean miles from town, and for mountain dwarves, it means to the nearest mountain exit. Once he is released, he is free to go where he wishes, as long as he never returns home again.

Although the dwarves are not physically branded in any way, most dwarves are too self-conscious to lie about their exile. Those dwarves who choose to go on with their lives usually do so alone and will often shun any personal relationship with another dwarf, especially one from their own clan.

While Fatherless dwarves are uncommon, it is a good reason for a dwarf to take up a career in adventuring.

has been scattered, there is no central ruler. Various family groups work independently of one another. The largest group of Zhakar outside Thoradin is lead by a dwarf known as Lord Brule Vaportwist. He is a cruel military leader who has protected many of his people against the invasion of Severus Stonehand. Working alongside Lord Vaportwist is a mysterious Zhakar dwarf known as Coal Flamebringer, also known as the Bringer of the Black Flame. The Flamebringer and his followers worship a great fiery worm-like creature that dwells in the depths of Thoradin.

FAMILY LIFE

Within Theiwar society, it is common for families to war against one another in an attempt to gain control of precious resources. This internal struggle keeps the Theiwar from gathering enough power as a clan to gain much power of their own. There are many secretive partnerships and organizations within the clan that work to control different aspects of society.

The Daegar take a different view and prefer to have the physically strongest leader in a position of power. Rather than scheme and plot behind the scenes against one another, families organize their own militias to war against their neighbors. Much like the Theiwar, Daegar spend more time and energy fighting amongst themselves than they do fighting external foes. The few times a strong leader has taken the reigns and forced the Theiwar to cooperate internally, the power they have possessed has been frightening to the other clans.

LAND & SETTLEMENTS

The largest collection of dark dwarves in Ansalon resides in the city of Nobardin in the mountain kingdom of Thorbardin. The Theiwar and Daegar clans dwell in the depths of a massive dwarf-made crevice known as the

Anvil's Echo. Prior to the Chaos War, each clan had two cities in Thorbardin. The Theiwar lived in Theibardin and Theiwarin, and the Daegar had the cities of Daerforge and Daerbardin. These cities were reduced to ruins during the Anvil Summer, and the dwarves were forced to evacuate to the Northgate Complex, renamed to Nobardin.

The Zhakar clan once claimed the ancient dwarven realm of Thoradin as their own, but since their forced exile at the hands of Severus Stonehand, they now dwell in scattered cavern systems throughout the Khalkist Mountains.

Throughout the rest of the continent, dark dwarf enclaves have been discovered from time to time. This is often followed by a violent attack from the dark dwarves and their disappearance underground. Under the Desolation, adventurers have returned with many tales of evil creatures, including gangs of dark dwarves. It is believed these dwarves left their clans for some purpose, but no one can say exactly why.

NAMES

The Theiwar prefer names that denote magical ability or craftiness, such as Pounce Quickspring, Kera Shadowfist, and Relghar Cutshank. The Daegar prefer names that will strike fear into an enemy: Vog Ironface, Brack Blackblood, and Gurt Rockgutt. The Zhakar naming traditions are similar to the Theiwar, but they tend to incorporate their deformities into their names, such as Toldec Two-teeth, Glome Scarback, and Harpy Crookedstep.

EVERYDAY ACTIVITY

In the lightless bowels of the Anvil's Echo, the Theiwar clan lives out its daily existence. Their city is comprised of a tangled sprawl of homes, stores, forges, and factories. For a city of dwarves, it is surprisingly quiet. The Theiwar

go about their business, careful not to draw attention to themselves. Theiwar are taught from an early age that it can be dangerous to stand out. There is no laughter or yelling, and conversation is usually held in low whispers. The only sound is the tireless echo of hammer striking metal and the commotion from the Daergar clan nearby. There are very few lights; in places where lights are common, they are just as often supplanted by arcane magic—magical fires giving off no heat and unnatural colors.

The lowest levels of the Anvil's Echo are reserved for the Daergar clan. The only light from their city comes from the countless forge fires. Coal dust and smoke are heavy in the air and coat everything with a thin black layer of ash. In opposition to the Theiwar, the Daergar are loud and angry, and their yells echo alongside the noise of the forges. The stone buildings of the Daergar are simple and functional. They do not waste time with intricate detail or believe in wasting valuable metals for simple viewing pleasure.

While the Zhakar once had a great city, they now dwell within caves. Their introverted nature is even more extreme than the Theiwar. Embarrassed by their disease, most Zhakar prefer to remain apart from the world. Their cavern homes are well hidden by skilled stone masons. Settlements are often dark and quiet, making it difficult to know the exact number of Zhakar present at any one time.

RELIGION

All dwarves revere Reorx as the high god. Dark dwarves are no different; they give Reorx the Creator the proper respect. However, most dark dwarves crave power and to this end, many of them worshiped Tamex the False Metal (Takhisis) and prayed for her assistance. Additionally, the Theiwar venerate Hitax the Flaw (Hiddukel); the Daergar honor Sargonax the Bender (Sargonas); and the Zhakar revere Morgax the Rustlord (Morgion).

LANGUAGE

All dark dwarves speak Dwarven, plus the languages of their natural enemies, such as Ogre or Goblin. All dark dwarves are taught to understand Hammertalk, the dwarven tradition of tapping hammers on stone in various codes. Theiwar assassins have developed hand signals, known as Flash Talk, to communicate certain ideas while remaining completely silent. Dark dwarves rarely engage in idle chat.

RACIAL RELATIONS

Despite the fact that dark dwarves are evil at heart, the Hylar believe all dwarves can live together in peace. This was certainly demonstrated during the Age of Might when each clan had a role to play in the success of the dwarven nations. Unfortunately, centuries of isolation following the Cataclysm brought out the worst in all clans. The clans of Thorbardin have been forced to deal with one another on a daily basis since the Chaos War. Most of the taverns of Nobardin are open to dwarves of any clan, so it's not surprising to find a Theiwar and Daewar drinking together. On the whole, however, there is much resentment between the dark dwelling and light loving dwarves.

The Zhakar hate any dwarf who is not of their clan, blaming the other clans for their misfortunes. Some Zhakar have even gone so far as to make alliances with the ogres of the Khalkist Mountains in order to increase their strength against Severus Stonehand and his followers.

Throughout the ages, dark dwarves have worked with every evil race at one time or another. The Zhakar have fought along side ogres almost as often as they have fought them. If an anyone, whether human, elf, ogre, or

draconian, makes an offer of power or wealth, the dark dwarves will usually ally themselves until it is apparent they will not gain from the alliance.

Most humans have proven to be greedy and self-serving. Dark dwarves believe it's just part of human nature and depend on this when dealing with them. They find concepts such as sacrifice for the greater good and selflessness weaknesses to be exploited.

Kender and gnomes are irritating but can usually be manipulated easily enough. However, they can't be trusted to get anything important done.

Elves are only as useful as the jewelry around their necks. They are better off dead and don't belong in the dark dwarven world.

The only race dark dwarves have been known to get along with are minotaurs. Their evil tendencies appeal to dark dwarves. They trust minotaurs to stab them in the front, rather than the back.

DARK DWARF CHARACTERS

While dark dwarves are primarily used in the role of a villain, it is not unthinkable for a dark dwarf to take the role of adventurer.

ADVENTURING DARK DWARVES

There are a number of reasons why a dark dwarf might leave his mountain home. Perhaps the dwarf is an outcast from his people. He may be neutral in alignment. Many dark dwarf societies are unfair to female dwarves. A female dark dwarf could be tired of a life of servitude to her people and escapes to the surface to start a new life. Perhaps a Zhakar dwarf is on a mission to find a cure for his people, or seeks revenge against the Daewar and adventures to find allies in his cause.

While most dark dwarves will have some issues with traveling abroad during the day, they would make excellent companions for moving about in the dark, especially in dungeon settings. The biggest challenge for a dark dwarf character would be to overcome the reputation of his people. They face prejudice in nearly every realm. Zhakar and Theiwar dwarves would naturally be shunned for their physical deformities. Daergar, on the other hand, would have a much easier time integrating with other folk, until they encounter another dwarf.

CHARACTER DEVELOPMENT

Dark dwarves make excellent rogues, with their racial bonuses to Hide and Move Silent skills. Their darkvision is also extremely useful when skulking in dark places. As far as the individual clans go, the Daergar are very martial, and it is common for them to select fighter as a class. Not surprisingly, High Sorcery is a natural selection for a Theiwar character. Most Zhakar are rogues, but an elite disciplined group that serves the Cult of the Black Flame includes a number of monks.

DARK DWARF RACIAL TRAITS

Dark Dwarves have all the dwarven racial traits listed in Chapter 2 of the *Player's Handbook* except as follows:

- +2 Constitution, -4 Charisma. Dark Dwarves possess the toughness and stamina of dwarves, but are sullen and reserved.
- Darkvision out to 120 feet.
- +2 racial bonus on Hide, Listen, and Move Silently checks. Dark dwarves are skilled in skulking in the darkness, and make excellent spies.



- **Light Sensitivity:** Dark dwarves take a –2 circumstance penalty on attack roles, saves, and checks in bright sunlight or within the radius of a daylight spell.
- **Automatic Languages:** Common, Dwarven. **Bonus Languages:** Gnome, Hammertalk, Ogre.
- **Favored Class:** Rogue.

DARK DWARF ADVENTURES

Dark dwarves make excellent villains. Theiwar dwarves are masters of subterfuge and often disguise their intentions with false leads. Daergar are most commonly used for more direct attacks and make good assassins. The Zhakar are crafty, often seeking to spread disorder and corruption to others.

- Recently, a Theiwar dwarf by the name of Veer the Dark has been accused of murdering the locals of a nearby village. The dark dwarf was captured and placed in prison, but the murders continue; Veer claims he is still the one committing them. Can the adventurers determine the true nature of the murders and is Veer actually involved?
- A local steel mine has recently discovered a new tunnel rich with ore. Unfortunately, a group of Daergar led by a dark dwarf cleric of Sargonnas has laid claim to the find and taken some of the miners hostage. Can the adventurers rescue the hostages and rout the dark dwarves?
- The village of Fallow in the Khalkist Mountains has recently been visited by a group of dwarves dressed in black robes. Every time the dwarves visit, they bring another piece of an odd statue and have been constructing it on the outskirts of town. The dwarves won't explain why, however. A local wizard claims the statue is magical in nature. What are the dwarves building and how will it affect the folk of Fallow?

GULLY DWARVES

Gully dwarves are a race many scholars consider to be the lowest form of sentient life. They are considered members of the dwarven race. Among the dwarves, their clan name is Aghar, meaning “Anguished”, a sentiment many true dwarves feel this race embodies. Most races know them as gully dwarves. Dirty, smelly, socially inept, and natural scavengers, the dwarves of the Aghar clan are rarely seen in public, unless they have been put into the service of someone brave enough to use them. Occasionally, the rare gully dwarf climbs out of his or her dung heap in order to start an adventuring career.

PHYSICAL APPEARANCE

Gully dwarves are short and squat, averaging 3 ½ to 4 feet in height. They are not as stocky as other dwarves, with slender arms and fingers. Most gully dwarves, regardless of gender, have potbellies. Skin tones range from pasty, pale white to dirty gray brown. Eye colors run from a pale watery blue to dull hazel. Males have long, scruffy beards, while females have small tufts of hair on their cheekbones.

A gully dwarf will dress in anything, or nothing at all, depending on what is available. Warts and sores cover a good portion of a gully dwarf's body; a thin coat of filth is always present.

PSYCHOLOGY

Survival lies at the core of a gully dwarf personality; everything hinges on living one more day. Gully dwarves are very alert and observant. They pride themselves on their abilities and are quick to point out when they do something right. They are also incredibly stupid, which hampers their ability to understand complex situations. When things are not going their way or if they are at fault, gully dwarves are quick to grovel and ask for forgiveness.

Gully dwarves are not afraid of getting dirty or trying new things. They are naturally curious creatures, and they will often try something others may find disgusting

ZHAKAR MOLD PLAGUE

ALTHOUGH the mold causing Zhakar plague has nearly been destroyed in Thoradin, it still exists in various dark, wet locations throughout the Khalkist Mountains. The Zhakar who stubbornly refuse the cure of Thoradin's king have been known to cultivate it in various places to scare trespassers from entering their territory.

Infection: Inhalation.

DC: 16.

Incubation: 1 week.

Damage: 1d3 Constitution, 1d3 Charisma.

A dwarf who has succeeds at his two Fortitude saving throws to fight off the disease only ends the damage effects it deals, but he is still forever infected. This infection is permanent, continually and painfully affecting any dwarf who contracts it. His hair will fall out, his skin will continually slough off in discolored patches, and his eyes will turn entirely white. Members of other races only suffer from the primary damage of the disease, as their skin breaks out in the

same itching, flaky patches for the plague's duration.

Although the later pain caused by the disease isn't enough to do any damage, it has the effect of slowly driving the dwarf mad and causing him to behave in violent, sociopathic ways. Every month a dwarf is infected by the mold plague, he must succeed at a Will save against the disease's DC or have his alignment shift one step towards evil. A dwarf who becomes cured of the disease has his alignment shift back toward its original state at one step per week, provided the cured dwarf takes no action to indulge in his current darker nature.

The mold plague resists the effects of a *remove disease* spell. The damaging effects of the disease can be removed with *restoration*. The only way to remove the permanent effects of the disease is with a *heal* spell.

The mold plague cannot normally be caught from other infected individuals, as it is the result of spores entering the air from growing mold infestations.



or dangerous. Gully dwarves are wise in a way that help them preserve their lives, but intellectually, they often fail to work out the logistics of cause and effect before it is too late.

SOCIAL STRUCTURE

The greater Aghar clan is split into a number of different tribes. Each tribe has its own leader whose name is the specific tribe's name with "High" added to the front, such as Highbulp of the Bulp clan or Highglorp of the Glorp clan. While the High Chief of Thorbardin serves as the Thane on the Council of Thanes, he does not represent all the tribes across Ansalon. It is doubtful that many of the tribes outside of Thorbardin even know of the place. Each High Chief is usually any gully dwarf who asserts himself and can build up enough support from friends and family. Once a High Chief has been established, their rule is law. Very rarely has a female gully dwarf become leader of a tribe.

Each High Chief is different and has his own agenda; most of the time it simply includes making sure he is fat, safe, rich, and happy. Secondary considerations are caring for the tribe and making sure they know how to make the High Chief fat, safe, rich, and happy.

FAMILY LIFE

Gully dwarves live together in large interconnected families. Each family has gully dwarves who inevitably fall into different roles; some are the best hunters and some the best gatherers. They do this out of an instinct for survival more than anything else. The ruler of the entire clan is usually the most charismatic dwarf who is strong enough or crafty enough to take away leadership from the last ruler.

LANDS AND SETTLEMENTS

Gully dwarves have spread to every corner of Ansalon. They exist in small groups in nearly every city and in larger tribes in many ruins. Where other races only see destruction and devastation, gully dwarves see opportunity and riches. The largest collection of gully dwarves can now be found in the ruins of Thorbardin. Once, the Aghar clan claimed a small stretch of land on the outskirts of Daerforge, known as Agharbardin. After the Chaos War, however, all the cities under the mountain were left in ruin, and now the gully dwarves have spread throughout the entire kingdom. The gully dwarves have uncovered mountains of riches and magical artifacts. Grumple Nagfar, the current Thane under the High King Jungor Stonesinger, has been tasked with retrieving as many of the objects as possible.

Other than Thorbardin, other tribes have found lives in other places: the sewers of Palanthas, under the docks of Flotsam, in the cavern systems below Sanction, and numerous ruins throughout the continent. Gully dwarves have never had an ancestral land; they have always been nomadic. When some disaster occurs or the High Chief of the tribe decides it is time to move on, the tribe dutifully follows their leader in search of This Place. No one is quite sure of where This Place is, but when the High chief finds it, he knows. The entire tribe settles down once again.

NAMES

When gully dwarves are born, they are often given simple names. Names like Jeb, Pog, Grub, Blip, Bupu, and Guk are common. As gully dwarves grow older, they often change these names, depending on new words they have heard or deeds they have performed, such as Clout, Squat, Ratt, Rags, Twitch, Scab, Thump, Scatter, Verm, Maggot, and so on. Tribe names follow the same pattern of simple one or two syllable words: Gug, Plug, Hak, Churp, and Bung.

EVERYDAY ACTIVITY

Wherever filth, decay, and ruin can be found, there are gully dwarves. They dwell in the places on Krynn generally only reserved for vermin. They have no need for homes, and they have no skilled workers; gully dwarves forage for nearly everything they need. As such, gully dwarves do not build settlements. Any place a gully dwarf can curl up and fall asleep is a good enough place to rest for the night. Usually only the High Chief demands some kind of chamber, but even then, it is shared with other members of his tribe.

Gully dwarf communities dwell in natural caverns or the forgotten ruins of other races. They live by hunting and foraging from day to day, digging up roots, collecting weeds, snails, beetles, rats, and anything else that might be edible. Clothing is stolen or salvaged from the waste of other races. Basic tools and weapons are similarly found. The actual worth of an item generally depends on how often it can be used or its shininess. Trading for services is common in the rare instance a gully dwarf actually has a service to provide.

Oddly enough, despite their generally dirty living habits, gully dwarves make excellent cooks. They have a knack for making even gross, unconventional ingredients into something palatable and more often than not fairly tasty. If a gully dwarf is given a properly stocked kitchen, the food that comes from it can be amazing. However, other races will rarely trust a gully dwarf to prepare their food.





RELIGION

Reorx, the high god of all dwarves, failed the gully dwarves. While other folk live lives of luxury, gully dwarves live in squalor. It's not that they mind, but it only proves Reorx forgot them. So gully dwarves in turn do the same. They have discovered that the only people you can truly rely on are your own friends and family. To this end, the gully dwarves tend to worship their ancestors. They believe their loved ones are watching and guiding them. Giving thanks now and again can improve your fortune.

Aghar also believe inanimate objects can be given true magical powers. This usually coincides with some personal event and an object they are holding at the time.

A tribe usually has a shaman of some sorts, a wise-dwarf who has ideas and grasps the concept that there are numbers beyond two. Sometimes these shamans claim to speak with the spirits of the dead. In the Age of Mortals, a number of gully dwarf shamans have found that the dead have started talking back. In some cases, the gully dwarves have somehow discovered the use of mysticism, and in others, it appears the gods are working through the dwarf. Which god and for what purpose is still unknown.

LANGUAGE

The gully dwarf language is an amazing thing. Known as Gullytalk, it seems to be a constantly evolving language. To non-Aghar, it is harsh and headache-inducing. Even to full-blooded dwarves, the language is a seemingly incomprehensible garble of slang and broken regional words. Hand gestures are an intricate part of Gullytalk and serve to communicate as much as words. Gullytalk does not support any complex or detailed conversation.

RACIAL RELATIONS

Most gully dwarves spend their entire lives running away from the other races of the world, so most have little knowledge of what to expect when confronted. Most simply assume all the other races of the world are out to get them. If they are with other gully dwarves, they often feel comforted and safe until any threat presents itself.

In Thorbardin, the gully dwarves live off the refuse of the other dwarves. Most consider it a form charity, but they still realize they are not accepted. In Kayolin, gully dwarves are treated fairly and given jobs, such as cleaning city streets or harvesting poison mushrooms. In either case, the gully dwarves are simply content to live their lives as they always have.

Sometimes, they cannot distinguish the difference between an evil race and a good race. Ogres and elves appear to treat them with the same revulsion and arrogance. Universally shunned by nearly all races, gully dwarves often assume they are never wanted and rarely form any lasting opinions.

GULLY DWARF CHARACTERS

Gully dwarves are a cowardly lot. This usually makes adventuring gully dwarves rare, but the same fear that makes them cowards can force them to go adventuring. Perhaps he befriends an adventurer and only feels truly safe with that person, so he travels along, discovering the world and evolving into something more. Sometimes, groups of gully dwarves find reasons to travel from That Place to This Place and find adventure along the way. Perhaps a gully dwarf character is an exception to the rule and willing to travel into the world of the tall people for his own reasons.

ADVENTURING GULLY DWARVES

Gully dwarves are survivors. However, they are not fighters. They tend to shy away from combat, unless they are unable to escape it. In adventuring parties, gully dwarves work best as rogues. Naturally stealthy, highly resistant to poisons, and small, they are usually able to avoid or resist many types of traps. Of course, parties that include gully dwarves often find their companion trying at best.

CHARACTER DEVELOPMENT

While gully dwarves are survivors and naturally stealthy, their lack of intelligence makes them less than optimal rogues. A gully dwarf character may be just as effective in other classes.

Barbarian: This class is a great fit for gully dwarf characters. The hit points and natural gully dwarf resistances make the character extremely difficult to kill. Plus, when backed in a corner, most gully dwarves fly into a frenzy. The barbarian rage would address this aspect perfectly. The lack of skill points is not lost on the barbarian and the bonus to Constitution only helps.

Bard: This is an interesting concept and would be a challenge to roleplay. The penalty to Intelligence and Charisma would make a gully dwarf an ineffectual bard. The idea of a gully dwarf inspiring people to greatness would be difficult to grasp. However, it may be possible if the gully dwarf was more of a jester and used ranks in Tumble for entertainment. In addition, the idea of an ode sung by a gully dwarf could be an amusing prospect.

Cleric: Gully dwarf clerics are rare. As a rule, gully dwarves mistrust the gods. However, they are not penalized in Wisdom, so it could potentially be one of their higher ability scores. A particular character may believe the god she follows was once a long lost ancestor, granting her miracles.

Druid: The gully dwarf druid would also be a rare individual. A druid draws on a broad number of abilities to be effective. A gully dwarf druid could have a dire rat companion and only cast a limited amount of spells, but he believes ancestor magic allows him to change shape into various animals. The penalty to Charisma would hurt the Handle Animal ability of the druid, but spellcasting is based on the Wisdom modifier.

Fighter: Gully dwarf fighters are fairly common. Among every tribe, there are certain members who are known for their fighting ability. This usually concerns fights between members of the tribe. As they are not penalized in Strength and have a bonus to Constitution, gully dwarves make effective fighters.

Monk: This is another rare class for a gully dwarf, but it is more likely than others. A monastery may be one of the few places any gully dwarf might find acceptance. Their bonus to Dexterity could also make them exceptional at tumbling and acrobatics. Since Wisdom is not negatively impacted, this could be one of their better scores. Working against them is their small size, cowardice, and general lack of discipline.

Mystic: Gully dwarf mystics began to appear at roughly the same time as mystics from other races. Their belief in the power of certain inanimate objects allows them to focus their inner energies through the object to manifest as mystic spells and abilities. Few gully dwarves ever realize their potential as spellcasters. Instead they use the magic for stunning rats or catching spiders. Many are convinced that without this special object (be it a dead lizard, snail shell, or old necklace), their powers would cease to function.

Paladin: A gully dwarf paladin would be a unique

character, the only one of his kind ever. Since gully dwarves do not normally worship the gods, it would be unusual for one to select a gully dwarf as a champion. If someone were to play a gully dwarf paladin character, the lack of a high Charisma would negatively impact a number of his special abilities.

Ranger: The requirements of this class rely on abilities to which a gully dwarf either has no penalty or has a bonus. The class suits the idea of gully dwarf, one who primarily spends all his time tracking, foraging, and moving about in a stealthy manner. The lack of skill points because of low Intelligence would hurt this class, however.

Rogue: This is the favored class of gully dwarves. They are naturally adept at sneaking. The abundance of skill points helps offset the penalty to their Intelligence score.

Sorcerer: The penalty to Charisma makes this class an unappealing selection for a gully dwarf. Gully dwarf sorcerers would know few spells and have fewer skill points, but they would most likely have more hit points than most sorcerers.

Wizard: A gully dwarf would make very poor wizard because of the penalty to his Intelligence. While higher hit points and a decent Dexterity would help, the gully dwarf would likely not know many spells or have many skill points, rendering his effectiveness to almost nil.

GULLY DWARF RACIAL TRAITS

Gully dwarf characters possess the following racial traits instead of the normal dwarven abilities and traits:

- +2 Dexterity, +2 Constitution, -4 Intelligence, -4 Charisma. Gully Dwarves are surprisingly nimble and can thrive under conditions which would kill others. Their survival instincts enable them to prosper in dangerous regions. They are sadly lacking in both intellect and social graces. An ability score reduced to 2 or less by racial modifiers is instead given a value of 3.
- **Small:** As Small creatures, gully dwarves gain a +1 size bonus on attack rolls and a +4 size bonus on Hide checks; however, they must use smaller weapons than humans, and their lifting and carrying limits are three-quarters of those of Medium creatures.
- A gully dwarf's base land speed is 20 ft.
- **Survival Instinct:** Gully dwarves are driven to survive. They receive a +2 racial bonus on Hide, Move Silently, and Survival checks. Gully dwarves may use Survival checks to forage for food and basic necessities, even in cities.
- **Hardy:** Gully dwarves are resistant to the effects of disease and poison, receiving a +2 racial bonus on Fortitude saves to resist the effects of poison and disease.
- **Pitiable:** Gully dwarf diplomacy consists of flattery, begging, crying, cringing, and pleading. They've honed this ability to a fine art. Gully dwarves receive a +4 racial bonus on Diplomacy checks used to convince an enemy not to harm them.
- **Cowardly:** Gully dwarves are extremely susceptible to Intimidation and fear effects. They suffer a -4 penalty on level checks to resist Intimidation checks made against them and on saving throws against fear effects.
- **Automatic Languages:** Gullytalk, Common.
- **Bonus Languages:** None.
- **Favored Class:** Rogue.

GULLY DWARF ADVENTURES

Gully dwarves make useful NPCs, as they can come and go quite easily, provide comic relief, and if the players can understand them, they can be a useful source of information

to the party. While gully dwarves may not be the villainous mastermind behind a complex plan, the greed of a High Chief ruler, and their willingness to make friends with the wrong people to gain riches and wealth, must never be underestimated.

- The village of Hap has a problem with a rash of cow thefts. At the scene of each theft, large wolf prints and small humanoid footprints have been discovered. Fences have been dismantled rather than broken. The clues may lie with a tribe of gully dwarves that has just settled into a nearby cavern system.
- At the Bear Bottom Tavern, the annual gully dwarf tossing tournament has come to a stand still. Not only have all the gully dwarves disappeared, but also the first place prize of 200 steel. Since the disappearance, mysterious lights and strange noises in the nearby woods have spooked the locals. Could the two incidents be linked and is 200 steel enough to make any man hunt down a tribe of gully dwarves?
- A gully dwarf approaches the party and claims that she was once a powerful dragon but has been cursed. She must travel to a magical spring that will transform her back to her original form. To get there, she needs protection and promises great riches once they arrive at the spring. Can the party trust such an offer?

HALF-DWARVES

Half-dwarves are very rare on Ansalon. The most common half-dwarves come from the hill dwarves, as the Neidar have the most contact with the outside world. The more distrustful mountain dwarves generally have less inclination to interact with non-dwarves on a personal level, and thus matings of Hylar, Daewar, and Klar outside of the race hardly exist. Living deep within the mountains, dark dwarves rarely interact with non-Daergar and non-Theiwar, leading to little chance of a half-dwarf. For the opposite reason, half-gully dwarves simply do not exist, as very few non-gully dwarves would ever view them as potential mating partners.

PHYSICAL APPEARANCE

Half-dwarves often look very similar to their dwarven parent, though they are taller and not as stocky. They usually stand between 5 and 5 1/2 feet tall. Depending on parentage, hair color can range from dark blonde to black; eyes can be any color, from blue to hazel to black. Most male half-dwarves will have a beard of some kind. Only those attempting to deny their dwarven heritage will be clean-shaven. Half-dwarves will dress in the style of the community in which they were raised.

PSYCHOLOGY

A half-dwarf will often assume the role of hardy adventurer. If he has been around dwarves, he will try to live up to the ideal standards of dwarven character. If he has never seen or been around dwarves much, he will often take this stereotype to the extreme, making himself in what he sees as the typical dwarven personality. Many adopt dwarf mannerisms, skills, and weapons with ease, proudly brandishing an axe as an identifying characteristic. Others instead go completely the other way and seem more human than even other humans.

Half-dwarves often appear as either too-short humans or too-tall dwarves, and their behavior falls in between the two as well. He is a stalwart friend and companion, and he can be relied on in dangerous situations. Gruff and



steadfast, he will support the party through the toughest time. A half-dwarf does not actively seek out danger, and he tempers the party's enthusiasm for new things with a down-to-earth realism.

The combination of dwarven and human characteristics affect his non-adventuring life as well. Half-dwarves in human communities have a reputation for crafting and mining superior to their human neighbors. In dwarven lands, half-dwarves are used as messengers and diplomats, as their human heritage gives them an advantage in dealing with the unknown.

SOCIAL STRUCTURE

There are no significant half-dwarven leaders, as there are very few half-dwarves. This does not mean that there never can be. If more half-dwarves appear after the War of Souls, a half-dwarven leader could emerge to help bring dwarves and humans closer together.

Half-dwarves do not have their own communities. They are equally likely to exist in dwarven and human communities. Many human communities would accept a half-dwarf as easily as a half-elf or half-kender. Half-dwarves must find comfort in families or groups where difference is not treated with fear or contempt. Hill dwarf communities generally accept half-dwarves, though the dwarven parent may be shunned for raising a half-dwarf. Half-dwarves of dwarven mothers are often forced to live on their own, as they can be cast out as unfit dwarves. This fate is more likely to come to non-Neidar half-dwarves.

FAMILY LIFE

As dwarven lives center around clan and family, so do the lives of half-dwarves accepted within their communities. They stay where they find a level of acceptance that appeals to their dwarven heritage, whether in human or dwarven lands. However, those half-dwarves who are unwelcome in their birth lands often end up in areas with other drifters and wanderers. As they often appear as too-short

humans or too-tall dwarves, they can sometimes pass as one or the other in areas where people do not ask too many questions.

NAMES

As with most half-breeds, the name of a half-dwarf depends largely on where he was raised. If raised in a human community, he will conform to the naming conventions of that region, and if part of a dwarven family, he will take on the names common to that clan. Since half-dwarves are rare and are often viewed with curiosity, he will sometimes adopt a nickname that illustrates his heritage, such as "Half-Dwarven".

RELIGION

The belief system of half-dwarves largely depends on which race they favor. Those raised in dwarven communities, and who try to emphasize their dwarven nature, will gravitate towards Reorx. Mysticism also has taken hold in the dwarven world, and half-dwarves usually find their own mixed nature provides them the inner strength for the path of the mystic. Half-dwarves who reject or hide their dwarven parentage adopt the faith and beliefs of the community that accepts them.

LANGUAGE

Much like their belief system, half-dwarves usually use both Common and Dwarven, so they can communicate with both sides of their heritage. However, those who reject their dwarven parentage will sometimes refuse to learn Dwarven and use this lack of knowledge to challenge those who call them dwarves. Occasionally, they will affect exaggerated regional dialects and lift the tenor in their voices.



RACIAL RELATIONS

Typical half-dwarves work well between human and hill dwarf communities, as their mixed background helps them see issues from both sides. Outside of Neidar areas, half-dwarves are less accepted, as other dwarves are concerned purity of blood causes them to be seen as outsiders. They also tend to be more outgoing than normal dwarves due to their human heritage. Their dwarven heritage makes them generally good with crafts and comfortable in cramped spaces, and thus they often volunteer to work in mines and other claustrophobic areas in human communities. Among other races, half-dwarves are a curiosity. Elves will either accept or reject them, based largely on how well they accept dwarves and how open they are to other half-breeds. Gnomes have a special interest in mixed-race people, and they will sometimes try to experiment on half-dwarves. Kender and gully dwarves will treat half-dwarves as they treat most others who are not kender or gully dwarves.

HALF-DWARF CHARACTERS

Half-dwarves who do not find a home in another community will often take to the road. They bring the resiliency of a dwarf and the adaptability of a human to a group. This combination makes them welcome traveling companions.

ADVENTURING HALF-DWARVES

Half-dwarves are not always natural adventurers. From their dwarven heritage, they gain an attachment to clan and home, as well as a general resistance to change. Their human side also includes strong ties to family and place. However, many half-dwarves do adventure, often with a trusted group of friends. With such a group, the half-dwarf will be a steadfast friend. He will help and support those who he trusts, although this friendship can take on dwarven gruffness. If forced to adventure with strangers, he will initially be standoffish, warming up slowly to those around him.

The half-dwarf naturally embraces the combat role in a party, whether a fighter, ranger, or barbarian. He is also a natural rogue or cleric of Reorx, and he might even turn toward mysticism. Fewer half-dwarves find themselves attracted to the secrets of wizardry or sorcery, largely due to the dwarven innate suspicion of magic. However, some half-dwarves find that their human side allows for some natural mastery of the magical arts. He would not find much comfort in the structured and human environment of the Knights of Solamnia, but the Legion of Steel would welcome his skills.

CHARACTER DEVELOPMENT

A half-dwarf will often adopt a traditional dwarven role in the party, either consciously or unconsciously. He usually seeks to enhance his martial and craft skills, finding himself naturally gravitating toward mining, crafting, and smithing. In combat, he likely favors an axe as the most comfortable weapon in his hand.

As he develops, his Constitution and Strength are often his primary concerns, and he will generally be hardier than the humans, elves, and kender. However, he will not neglect the spiritual side, and if he has decided to follow Reorx, he will conform his development to his god's wishes. He will naturally take on roles requiring strength and endurance and feels comfortable underground regardless of where he was raised.

HALF-DWARF RACIAL TRAITS

The progeny of humans and dwarves are taller than dwarves on average, ranging in height from 5 to 5 1/2 feet. They are stockier, broader in the shoulders and hips, with a tendency towards shorter legs and wider faces when compared to humans. Half-dwarves inherit the ethnic traits of their human parent; a half-dwarf with a Solamnic parent is fair-skinned, while a half-dwarf with an Ergothian parent is much darker. Half-dwarves may pass as dwarves with a +8 bonus to Disguise checks, but they are usually too tall and human-like to fool their dwarven kin.

Half-dwarf characters possess the following racial traits.

- **Humanoid (dwarf):** Half-dwarves are humanoids with the dwarf subtype.
- A half-dwarf's base land speed is 30 feet.
- **Darkvision** out to 60 feet.
- **Weapon Familiarity:** Half-dwarves have the same weapon familiarity as dwarves.
- +2 racial bonus on Craft and Appraise checks. Half-dwarves inherit the dwarf's keen eye for craftsmanship, and their human heritage expands this to more than just stone and metal.
- **Stability:** A half-dwarf gains a +2 bonus on ability checks made to resist being bull rushed or tripped when standing firmly on the ground. Though not as stocky as their dwarf parents, half-dwarves still have a lower center of gravity than humans.
- +1 racial bonus on saving throws against poison.
- +1 racial bonus on saving throws against spells and spell-like effects.
- **Automatic Languages:** Common, Dwarven. **Bonus Languages:** Any. Half-dwarves often take up their human parent's regional language as a bonus language.
- **Favored Class:** Any. When determining whether a multiclass half-dwarf takes an experience penalty, his highest-level class does not count.

HALF-DWARF ADVENTURES

Half-dwarven adventurers often travel with a trusted group of friends, and are loyal companions who will sacrifice for their fellow party members. NPC half-dwarves are frequently encountered in lands that feature strong dwarf and human relations, acting as ambassadors, assistant craftsmen, or even bandits.

- A hill dwarf community is having difficulty negotiating a treaty with a neighboring human town. The dispute centers around rights to place a mine entrance on prime grazing land. In an attempt to gain a better understanding of why the humans are resisting dwarven expansion, a half-dwarf is put at the head of a dwarven diplomatic mission. When he arrives in the town, however, he finds the dispute has grown to the point that settlement is not possible. Looking at both sides of the issue, he comes to believe the humans might be in the right, and now he must face a decision about who to support in the upcoming conflict.
- Because of her natural comfort in underground settings, a half-dwarf living in a human community has been put in charge of exploring a strange new set of caves that were uncovered in a recent earthquake. She leads a party of reluctant, but trusted, friends down into an underground world filled with darkness and fear. What will she find at the end of the extensive tunnel system? Dragons? Gold? Death? Nothing? The only way she'll find out is to lead on.



DWARVES IN OTHER ERAS

This chapter describes the dwarves five years after the end of the War of Souls. You can use the information here to help determine how your character may act depending on the era of play. It is not difficult to apply much of the information here to dwarves of any past era in DRAGONLANCE.

LATE AGE OF DREAMS

(APPROX. 4000 - 1018 PC)

The dwarven race was created during the Age of Dreams. For centuries following their creation, the dwarves attempted to escape the magical chaos of the magical artifact which created them until they finally landed on Ansalon's shores. They quickly established themselves, making great advances and spending much of their time establishing new kingdoms. During the Age of Dreams, the kingdoms of Kal-Thax and Thorin rose and fell, and Thorbardin was established. Players should keep in mind that dwarves of this era are still trying to establish themselves. They are not as confident or complacent as dwarves of future eras. By the end of this era, the dwarves have delved into Thorbardin and signed the Swordsheath Scroll with the elves of Qualinesti and the nation of Ergoth.

AGE OF MIGHT (APPROX 1018 - 1 PC)

This is a golden age for all dwarves. During the Age of Might, Thorbardin becomes a major center for trade. The different clans there come to a relative peace under a High King, and each clan finds a way to contribute to the success of the kingdom. The Life-Tree of the Hylar is built. The Hylar and Daewar clans establish the dwarven nation of Kayolin. The ancient dwarven kingdom of Thoradin is reopened, and quickly becomes a major center of trade located between Istar, Solamnia, and Silvanesti. During this age, dwarven players should expect to be treated with the respect of their station. Toward the close of this era, dwarves begin to retreat from the world; they cut off trade with the various nations and begin to suffer from internal conflicts, as the trade and wealth that kept them at peace dwindle.

AGE OF DESPAIR (1 AC - 383 AC)

The early years of the Age of Despair are devastating to the dwarves. Nearly the entire kingdom of Thoradin is destroyed; only the Theiwar clan survives and even they are trapped for decades. In Thorbardin, the Dwarfgate War rages and the mountain dwarves close their doors to the outside world, sparking a deep hatred from the Neidar clan above. Only in Kayolin do the mountain dwarves attempt to help the dwarves above ground. When the War of the Lance reaches Solamnia, the dwarves of Kayolin go so far as to assist the Solamnics against the invading dragonarmies. When playing a dwarven character in this era, it is important to know where the dwarf came from and from which clan they originate. Hill dwarves from the Kharolis Mountains will harbor a hatred for mountain dwarves. Thorbardin dwarves will harbor resentment for the dwarves of Kayolin, and even under the mountain of Thorbardin, clan wars against clan.

THE GOLDEN HAMMERS

The Golden Hammers have been the pride and joy of the Daewar clan for hundreds of years. They exemplify all that is good and right about the dwarven race. The origins of the Golden Hammers are rooted in the often passionate, and occasionally volatile, nature of the dwarven clan itself. Daewar legends claim when Reorx was forging the world, he took a day to relax and enjoy his creation. In his idle time, he carved the likeness of the first Daewar from the purest gold. It is this idea that shaped the Golden Hammers into the organization they are today.

Thousands of years ago, the Daewar clan left Kal-Thax to explore the world. The largest clan traveled south and eventually settled the slopes of the tallest mountain they could find, naming the mountain Sky's End Peak. The rich deposits of gold and silver beneath the mountain kept the dwarves occupied. Infighting began between families over riches and other resources. The Daewar nearly descended into barbarism. It wasn't until they discovered other dwarven clans on the mountain that they pulled together.

The discovery of the Theiwar and Daergar made the Daewar regret their actions against the members of their own clan. Attacks from the other clans convinced the Daewar to erect a great stone fortress known as Daebardin. While the Theiwar preferred to live in extensive caves, and the Daergar preferred to live far underground, the Daewar used their considerable talents as master craftsmen to create an ornate and beautiful fortress that was the envy of all the dwarves of Thorbardin.

As Daewar culture evolved, religion took hold of the clan. Clerics of the various gods were common. They formed a tentative peace with the other dwarves of Thorbardin, joining together against outsiders who dared trespass into dwarven territory. However, as the Daewar clan prospered, internal strife and power struggles began anew. While the clan had a standing army, each dwarf held the loyalties to their own family first. Larger families each controlled large portions of the military, and often wouldn't let their troops work with the troops of other families.



When civil war erupted within Daebardin, King Horan Goldbuckle fell to the hands of a soldier from an opposing family who killed him. The death of their king shocked the clan. Prince Olim Goldbuckle formed the Golden Hammers. These would be warriors loyal to Thane and clan and fit to represent Daewar. They became the elite dwarven soldiers. Only the most qualified warriors with battlefield experience, tested loyalties, and consummate records could become Golden Hammers. Since their creation, they have stood as the ideal example of true dwarven warriors.

The current state of the Golden Hammers is a fractured shadow of what they once were. In the years following the Third Dragon War, the Daewar clan split into two groups, as the dwarven kingdom of Garnet-Thax was established and the province of Kayolin was formed. The Golden Hammers served the Daewar clan in both Kayolin and Thorbardin for a thousand years. The Cataclysm further divided the dwarven lands and people. After the Chaos War, the Daewar prophet Severus Stonehand caused another schism in the Golden Hammers when he led nearly half of the Daewar clan out of Thorbardin to reclaim the ancient stronghold of Thoradin. Many of the Golden Hammers also followed, determined to protect their clan. Following the War of Souls, the number of Golden Hammers continued to fracture. Tarn Bellowgranite was exiled, and those dwarves faithful to him went with him. This included a number of Daewar and Golden Hammers who now follow General Otaxx Shortbeard. The remaining Hammers have remained faithful to Thane Rughar Delvestone of Thorbardin.

GOLDEN HAMMERS ENTRY

REQUIREMENTS

In order to become a Golden Hammer, a dwarf must first receive an invitation from another Golden Hammer to join. The warrior who issues on the invitation will ultimately be responsible for the newcomer's actions. If the new recruit fails the organization or the Daewar clan, the Golden Hammer who sponsored him will be dishonored and possibly punished. This encourages current members to carefully consider who they ask to join.

An invitation is not enough to make a dwarf a Golden Hammer; they must first prove themselves with testing. Golden Hammers must prove themselves physically and on the battlefield. All Golden Hammers must stand over five feet tall. It was decided when the organization was created that all warriors must be physically imposing. Recruits must also best three different Golden Hammers in mock combat. Testing days are set aside during which current members face hopeful recruits and judges preside over the combat trials.

Golden Hammers must display their knowledge of Daewar war chants. Chanting is an integral part of the Golden Hammers organization. There is nothing as comforting to a tired and frightened dwarven warrior than the rhythmic chanting of the Golden Hammers on the field. New recruits must memorize and perform no less than three dwarven chants. What makes this seemingly innocent task more difficult is that the dwarves must perform these chants while in battle. Regardless of whether they win or lose the fight, candidates must complete the chants or fail.

Associated Classes: Bard, Cleric, Fighter, Paladin.

Associated Feats: Improved Shield Bash, Weapon Focus (warhammer, long sword, or dwarven waraxe).

Associated Skills: Diplomacy, Perform (chant).

Special Requirements: Membership in the Golden Hammers. Joining the order requires three DC 15 Perform (chant) checks on three separate occasions before at least three members of the order. Golden Hammers must be at least 5 feet tall.

GOLDEN HAMMERS BENEFITS

Golden Hammers make twice the regular pay of enlisted soldiers when in the service of the Thane. They are also given additional benefits, such as posts of honor when on guard duty. Golden Hammers have their own cooks and separate feast halls, where they are served the best meals. On the battlefield, they have their own healers and are given top priority when it comes to provisions. They are considered one rank higher than their actual title, so if two captains meet and one is a Golden Hammer, all decisions are deferred to the Golden Hammer.

In return for these benefits, the Golden Hammers are held to a higher standard than regular warriors. They are also expected to purchase the finest clothing and maintain anything they own. This often takes additional costs on the behalf of the Golden Hammer to maintain his lifestyle.

GOLDEN HAMMERS IN THE WORLD

A Golden Hammer can be encountered in a number of situations. In any of the three dwarven nations, the Golden Hammers are found serving in several different roles. Some are personal bodyguards to representatives and ambassadors of the Daewar clan. They also serve as an elite division of the Daewar army. Golden Hammers are often teamed with other warriors to combat threats against the Daewar clan, both underground and above. Within their communities, they work to prevent civil unrest and act as neutral parties in disputes.

Outside of their homelands, Golden Hammers act as explorers and messengers. They will work with adventurers to accomplish some specific goal for the best interests of their clan.


As a dwarven NPC leading a party through dwarven territory or a guard for an important Daewar NPC, a Golden Hammer would be a good choice. With the exception of southern Solamnia, most people believe Golden Hammers are dwarven royalty or holy warriors.

ORGANIZATION

Golden Hammers central meeting halls are in each of the three separate dwarven kingdoms of Thorbardin, Kayolin, and Thoradin. This hall is usually located in the largest community of Daewar within that region. They are closely aligned with the current Daewar leader and military commander of the Daewar army. While they are under the direct command of the Daewar Thane, or King in the case of Severus Stonehand, they have a general who oversees the day-to-day responsibilities of the organization. Like any other military organization, the general assigns tasks to subordinate officers, who then enlist the aid of lower ranking Hammers within their commands. Tasks such as serving as watch-captains, royal counselors, bodyguards to diplomats, and overseeing domestic disputes are common within the community.

Leaders among the Golden Hammers have always been warriors of exceptional skill and martial talent. Normally, these leaders are veterans of many campaigns. A common joke is the uglier a Golden Hammer, the higher the rank he must be. Scars of previous battles are signs of honor and displayed with pride. These leaders are so rough and





commanding that even the toughest warrior must give them respect. Good leadership inspires loyalty, and among the Golden Hammers, loyalty means everything.

NPC REACTIONS

Golden Hammers evoke a reaction from those around them no matter their location. Within their community, they are often highly respected for their work and treated with Helpful attitudes. Within their homeland, other dwarves treat them with Friendly attitudes, with the exception of dark dwarves who will immediately be Unfriendly and often try to provoke a Golden Hammer into a fight.

Outside their mountain homes, most people don't know the difference between one dwarven clan and the next. They are often treated as any other dwarven warrior. Their commanding attitude and display of apparent wealth in their highly decorated armor and manner of dress often skew that reaction, however. They are often mistaken as royalty and treated as such. Within evil lands, they are assumed to be holy warriors of some type and are persecuted and shunned.

GOLDEN HAMMER LORE

Characters with Knowledge (history), Knowledge (local), or Knowledge (nobility and royalty) can research the Golden Hammers to learn more about them. When a character makes a skill check, read or paraphrase the following material, including the information from lower DCs.

DC 10: The Golden Hammers are an elite warrior group dedicated to a clan of dwarves known as the Daewar clan.

DC 15: Golden Hammers are most often found in and around the three major dwarven kingdoms. They are primarily known for not only their martial talents, but their honor and valor in combat and fearlessness in battle.

DC 20: Golden Hammers have a war chant that may be magical in nature and inspires their allies to fight harder in combat. Although they are honorable in combat, they are not knights and have been known to occasionally use questionable tactics.

DC 30: Characters who achieve this level of success can learn important details about specific organizations or Golden Hammer NPCs in your campaign.

PLAYING A GOLDEN HAMMER

Any sizable dwarven community may have Golden Hammers. They can be useful NPCs when characters are faced with a menace threatening a Daewar community. Since Daewar are mountain dwarves, the majority of these encounters will be in one of the dwarven kingdoms. In the regions of Solamnia and the Khalkist Mountains, players may come across a Golden Hammer traveling with a band of dwarves or even on their own, if they are on a mission.

COMBAT

Golden Hammers never shy away from a fight. They prefer melee when possible, but are not so foolish as to run into every battle. They learn to understand the battlefield and try to use tactics that allow their comrades to make the most use of their abilities.

Most Golden Hammers are brazen and gregarious. Of all the dwarven clans, the Daewar tend to be natural merchants and diplomats. They can be the most sociable of all the dwarves. Golden Hammers tend to exemplify this personality type. They are often larger-than-life in battle. Golden Hammers are loud and boisterous in their off time, but in combat, they are strict and disciplined.

Every Golden Hammer knows he is looked up to by his community and allies.

ADVANCEMENT

The Golden Hammers reached the height of their power when Thorbardin and Thoradin thrived in the years before the Cataclysm. At that time, the great armies of the Daewar had thousands of Golden Hammers within their ranks. Legions of Golden Hammers thousands strong protected the dwarven kingdoms. Since that time, however, the organization has been in a steady decline. In Thorbardin, the Golden Hammers have been split. Some left Thorbardin with the exiled king Tarn Bellowgranite. There are less than a hundred inside and outside of what used to be the largest of the dwarven kingdoms.

In the kingdoms of Kayloin and Thoradin, the Golden Hammers are deployed in regiments of roughly 400 dwarven warriors, consisting of two battalions of eight companies each. These numbers tend to fluctuate from year to year based on the number of warriors who are able to pass the rigid entrance requirements of the organization.

Warriors who prove their worth and loyalty to the Golden Hammers and the dwarven nation are recognized and given promotions in rank. This gives the dwarf more authority among his troops and responsibility to the dwarven people.

GOLDEN HAMMER PRESTIGE CLASS

Golden Hammers are the honored dwarven warriors of the Daewar clan who pledge to use their martial talents for the best interest of their clan. Always dressed in masterwork shining armor and carrying the finest weapons, Golden Hammers are the pride of the Daewar. They are renowned for their fighting ability and rhythmic war chants that inspire their comrades and strike fear into the hearts of their enemies.

Many Golden Hammers are assigned positions within their respective communities. However, a small number are given the option to travel abroad on various missions and to explore new regions in an effort to keep the organization informed of the events going on in the world.

BECOMING A GOLDEN HAMMER

In order to become a Golden Hammer, a Daewar dwarf must first be invited to join. This usually happens based on the history of the dwarf and his relation to the Golden Hammer organization in the community. Once invited, he must pass a trial of armored combat and a test of his knowledge on dwarven war chants.

The quickest way to become a Golden Hammer is to advance as a fighter. A level of rogue or bard (the latter in the Age of Mortals only) would also be useful toward the skill points needed for the skill requirement. While clerics can become Golden Hammers, the prestige class offers no spellcasting advancement. While a level of noble may seem like a good idea to gain the necessary skill points, the conflict between loyalty to the clan over loyalty to family may hinder the noble's ability.

ENTRY REQUIREMENTS

Race: Mountain dwarf (Daewar).

Alignment: Lawful good, neutral good, lawful neutral.

Base Attack Bonus: +7.

Skills: Diplomacy 2 ranks, Perform (chant) 4 ranks.

Feats: Improved Shield Bash, Weapon Focus (warhammer, longsword, or dwarven waraxe).

Special: Membership in the Golden Hammers.

CLASS FEATURES

As a Golden Hammer, your abilities rely upon advancing ranks in Perform (chant), much as a bard's bardic music ability does. Your combat abilities, both offensive and defensive, increase to complement your inspirational chanting.

Bardic Complement: For the purposes of bardic music times per day and minimum bard level for bardic music effects, your levels in Golden Hammer stack with your levels in bard (if any).

Burst of Speed (Ex): Even more so than other dwarves, you are able to shrug off the effects of armor on your movement. Once a day, you may double your base land speed to 40 ft for a number of rounds equal to your class level. At 3rd level, you may use this ability twice a day, and at 5th level, you may use it three times a day. This increase takes effect before other effects that adjust or modify your base land speed.

Shield Bonus (Ex): You are adept in the use of a shield in conjunction with mighty blows of your hammer, sword, or axe. When fighting defensively with a one-handed melee slashing or bludgeoning weapon and a shield, you may increase your shield bonus by an amount equal to your class level until your next turn. You may not make attacks of opportunity while this bonus is in effect.

War Chanting (Su): The primary ability of the Golden Hammers is the use of the war chant. You may use this ability once a day for each class level. Starting any of these effects is a standard action. You may not cast spells, activate magic items by spell completion or by magic word, or use any other ability that requires the spoken word. War chanting is a language-dependent, mind-affecting ability. A chant must be heard and understood by any allies for it to be effective. If you are deafened, your use of this ability has a 20% chance of failure. Each failed attempt counts against your daily use of war chanting.

You are not affected by your own war chants, but you may benefit from the war chanting of another Golden Hammer while you are chanting. No ally may be affected by more than one war chant at a time; if multiple Golden Hammers are chanting, an ally must choose to which chant he is listening.

You begin knowing one of the following chants at 1st level. Each level thereafter, you may choose an additional chant, until you know all five chants at 5th level.

Chant of Bravery: For as long as you remain chanting, and for 5 rounds afterwards, all allies within 60 ft add your Charisma bonus (if any) to their saving throws against fear.

Chant of Celerity: For as long as you remain chanting, all allies within 60 ft may increase their base land speed by 10 ft.

Chant of Ferocity: For as long as you remain chanting, all allies within 60 ft gain the use of the Cleave feat. If your allies already have the Cleave feat, they may make one additional attack each round when cleaving. Allies with the Great Cleave feat gain no additional benefit.

Chant of Temerity: For as long as you remain chanting, and for 5 rounds afterwards, all allies within 60 ft may fly into a rage. This effect is identical to the barbarian ability, except that it ends when the chant's effect ends. Allies that fly into a rage become fatigued when the effect ends, just as barbarians do. If an ally already has the rage ability, this chant allows them to use it an additional time that day even if they have already used up all of their daily rage attempts.

Chant of Tenacity: For as long as you remain chanting and for 5 rounds afterwards, all allies within 60 ft gain the use of the Diehard feat. If they already have the Diehard feat, there is no additional effect.

Damage Reduction (Ex): At 2nd level, you gain damage reduction 1/—. This increases to damage reduction 2/— at 4th level.

PLAYING A GOLDEN HAMMER


You are a loyal and passionate warrior in the service of your clan. You are aware that every action you take reflects the attitude and reputation of the Golden Hammers and the Daewar clan. Fiery and zealous, you protect those who are close to you and who have allied themselves with your cause. Honor and valor go hand and hand. You seek to make a name for yourself in the world and more importantly within your clan. Being a Golden Hammer is the highest honor you could achieve and should be treated as such.

The way you dress and present yourself reflects the spirit of the Golden Hammers. Therefore you maintain a level of cleanliness at which other warriors would marvel. You keep your hair and beard in order. Your armor must always maintain the highest polish and your weapons must always be in the best repair and of the finest quality. The Golden Hammers are much more than elite warriors; being a skilled warrior is only one aspect. Therefore, you must remember to live life to its fullest. You represent the ideals of the Daewar clan.

Combat: Remember that you work best when fighting within a group. Make sure to use your war chant ability early within a fight and position yourself so many of your

THE GOLDEN HAMMERS					Hit Die: d8
Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+2	Bardic complement, burst of speed 1/day, shield bonus, war chanting
2nd	+2	+3	+0	+3	Damage reduction 1/—
3rd	+3	+3	+1	+3	Burst of speed 2/day
4th	+4	+4	+1	+4	Damage reduction 2/—
5th	+5	+4	+1	+4	Burst of speed 3/day

Class Skills (2 + Int modifier per level): Appraise, Bluff, Concentration, Craft, Diplomacy, Gather Information, Heal, Intimidate, Knowledge (geography), Knowledge (history), Knowledge (local), Knowledge (nobility and royalty), Perform (chant), Profession (soldier), Ride, Sense Motive



allies can be included in the benefit of the chant. After you have begun singing, take up a position to deflect many of the attacks away from your allies. Your heavy armor, high hit points, and damage reduction will allow your allies to concentrate on the opponent while you absorb the damage. Draw attention to yourself and make use of your shield bonus ability by fighting defensively to increase your armor class.

Advancement: To be a Golden Hammer takes planning at lower levels. Fighters must remember to put skill points into Perform (chant) and Diplomacy. A level or two of bard or rogue would make this much easier but would delay the level at which you could take the prestige class. Although Combat Expertise is not required to become a Golden Hammer, it would be in your best interest to take it as one of your feats. Dodge and Mobility would only prove to increase your already high Armor Class.

Resources: As an upstanding warrior in the Golden Hammers, you want to be noticed on and off the battlefield. How your armor, shield, and weapon look are just as important as how they are used. As you progress in levels, concentrate on improving your armor and shield. Starmetal or mithral armor would be ideal. Items that increase your Charisma, such as a *circlet of persuasion*, would also be desired, simply for the effect of increasing Diplomacy and Intimidation skill checks.

The Golden Hammers have an excellent reputation among all dwarves (even hill dwarves) and are heartily welcomed by all clans, except dark dwarves. Dwarven villages and traveling dwarven merchants will often provide a Golden Hammer with any resources they can supply. Of course, they may ask for a favor in return, to which a Golden Hammer should always be willing to lend an ear and assist with if possible.

GOLDEN HAMMERS IN THE GAME

Clerics make the best Golden Hammers, although NPCs the heroes meet are as likely to be fighters and bards as priests of Reorx. All of them are Daewar.

Adaptation: You can easily adapt the Golden Hammers to any of the other clan of dwarves. Perhaps there is an evil counterpart to the Golden Hammers among the Daergar that use their talents to strike fear into their enemies. There is nothing specifically dwarven about the prestige class itself, so it could be applied to other races, such as minotaurs, or perhaps combined with an existing class, like clerics of Kiri-Jolith, with little alteration.

GOLDEN HAMMER ENCOUNTERS

While Golden Hammers cannot be evil, they can be neutral. Most encounters with Golden Hammers will be relatively peaceful, but it can be easy to rouse their anger and provoke them into action. If the Golden Hammer perceived some slight from an insolent PC, they may be prompted to take action. Insults to their clan are a direct method of raising their ire. However, the Golden Hammer would not use lethal force unless his life was in danger.

EL 10: After the latest dungeon crawl, the PCs are confronted by a group of dwarves. The dwarf leader appears to be of royal blood and introduces himself as Marrag Silvermane (LN male dwarf fighter 7/Golden Hammer 3). He has a bright blonde beard and stands resplendent in ornate glittering armor. Marrag is a Golden Hammer, and he demands to know if the PCs recovered a particular dwarven artifact from the ruins they just emerged. He and his men have been sent to recover the

item. It is an important religious artifact stolen from a church in a nearby Daewar settlement.

If the PCs deny any knowledge of it, he insists on searching their belongings before he proceeds into the ruins with his warriors. Depending on the treasure recovered and the DM's wishes, they may or may not have recovered the item in question. If they have recovered it and deny the fact after it has been described to them, Marrag is willing to take the item by force. If they do not have the item, Marrag may request their assistance in locating it. Perhaps Marrag can supply a map to the ruins that displays a section the PCs missed.

DWARF CLAN ALTERNATIVE CLASS FEATURES

The following alternative class features are keyed to the various dwarven clans and offer a variation on the standard character class abilities for specific classes.

HYLAR FIGHTER

The warriors of the Hylar clan are not only known for their martial expertise but are also known for their virtuous will. The stronger and more resilient a dwarf proves to be, the stronger his will. Sages believe that many Hylar warriors have mastered a way to blend their physical and mental abilities together.

WILL OF THE MOUNTAIN

This transformation makes a Hylar fighter more resistant to mind-affecting magic and sharpens their senses.

Level: 4th.

Replaces: If you choose this class feature, you give up your fighter bonus feat at fourth level.

Benefit: You may use your Constitution bonus instead of your Wisdom bonus for all Wisdom-based skill checks and Will saving throws.

DAEWAR CLERIC

There is nothing as intense as a righteous dwarven cleric of the Daewar clan battling against his foes. His cries of conviction and retribution echo along the halls of the underground kingdoms. Some dwarven clerics of the Daewar clan have learned to manifest their divine energy into a powerful force that can shake their enemies to the core.

GLORIOUS CONDEMNATION

The Daewar's glorious condemnation strikes fear into their enemies' hearts. This power can be so overwhelming; it causes the dwarf's foes to simply fall to the ground in submission.

Level: 1st.

Replaces: If you choose this class feature, you give up your ability to turn undead.

Benefit: As a standard action, you may channel positive energy into a fear effect targeting all evil creatures within a 30 foot radius. Targets are allowed a Will save against a DC of 10 + Half Daewar's cleric level + Charisma bonus. Success means the target is shaken for 1d6 rounds. Failure indicates that the target is frightened.

If a target has half or fewer as many Hit Dice as the Daewar cleric has class levels, failure indicates the target is panicked. Success indicates they are panicked or frightened.

Any evil creature that attempts to flee the area but is prevented from doing so is covered.

A Daewar cleric may use this ability a number of times per day equal to 3 + his Charisma modifier.

Special: Feats that increase the number of times per day that a cleric may use turn undead (such as Extra Turning) will also increase the number of times per day the Daewar cleric may use this ability.

KLAR RANGER

Dwarves of the Klar clan have always had a strong connection to the earth. They grow the crops and handle the tractor worms that tunnel beneath the kingdom of Thorbardin. Klar rangers have a long tradition of being able to train the great beasts with great skill and care. Some Klar have extended this ability to all the beasts that dwell beneath the ground. However, this greater empathy with the creatures of the earth hampers their ability above ground, as they rarely encounter birds and surface animals when growing up.

EARTH EMPATHY

Level: 1st.

Replaces: If you choose this class feature, you give up wild empathy.

Benefit: This ability works much like the ranger's wild empathy class feature, with the exception that the Klar ranger may only use it only to affect burrowing or underground animals. However, they can speak with all burrowing animals as with a *speak with animals* spell. This is considered a supernatural ability and may be used at will. The effective caster level of the *speak with animals* effect is equal to half the ranger's level.

THEIWAR WIZARD

In the cities of the Theiwar, the dark dwarves often prefer to light magical fire rather than dwell in complete darkness. The reason for this is simple: shadows. One can't hide in total darkness from a people who can see in the dark, but with a small amount of light and shadow, a dwarf can slip into the shadows unobserved. Theiwar wizards are known for their cunning and ability to appear and disappear from view, even without the use of magic.

SPELL SNIPIING

Many dark dwarf wizards have learned to attack from the shadows without being seen, thus gaining surprise on their enemies.

Level: 3rd.

Replaces: If you select this class feature, you permanently sacrifice a 3rd-level spell slot. From this point, your number of 3rd level spells per day is reduced by one.

Benefit: When you cast a spell from a position in which you are hiding, the spell save DC increases by +1. In addition, you may, as part of a move action immediately following the casting, make an additional Hide check without incurring a -20 penalty. If the spell includes obvious effects emanating from you, such as a ray, your opponent may make a Spot check (DC 15 + spell level) to determine from which direction the spell originated. If they succeed, they may then make an opposed Spot check to your Hide check.

DAERGAR BARBARIAN

The Daergar are known as ferocious fighters. Most Daergar dwell within the dwarven cities, but there are those dark dwarves who choose to live outside civilized society. These dwarves live deeper within the earth, where no light ever shines. They fight for their existence from day to day against

the harsh environment and dangerous creatures of the deep. These Daergar are among the strongest and most dangerous of the Daergar clan.

QUAKE

The Daergar have developed a method which allows them to knock their foes to the floor by shaking the very earth. This is a great advantage when surrounded by enemies.

Level: 4th.

Replaces: If you select this class feature, you do not gain an additional use of rage at 4th level. Your later additional rage attempts are reduced by one.

Benefit: Using any object with a hardness of 10 or more, you may strike the ground at your feet and create a minor shockwave. Any creature of your own size or smaller standing on the ground adjacent to you must make a Balance check (DC 5 + barbarian level + Strength bonus) or fall prone. You may voluntarily reduce the DC of the check up to your barbarian level.

This ability may be used a number of times a day equal to half your barbarian level and provokes an attack of opportunity. The object used to make the shockwave takes damage equal to the DC of the Balance check.

ZHAKAR MONK

In the disease-ridden depths of Thoradin, there exists a small group of individuals who have taken their disfiguring disease and turned it into their greatest strength. The plague monks of the Zhakar dwarves, through meditation and channeling their own self-understanding, have gained control of the plague that ravages their bodies and use it in conjunction with their monk abilities. They tend to assume leadership positions among small enclaves of Zhakar and are considered reliable, if eccentric, sages. Many Zhakar plague monks are involved in the Cult of the Black Flame and quickly rise to power within it.

RHIZOME STRIKE

After spending time walking the monastic path, plague monks may learn how to unleash the power of their disease upon others. Not all plague monks are Zhakar, as any dwarf who succumbs to the maddening effects of the plague mold has the capacity to take up this profession if taught by a current practitioner.

Level: 5th.

Replaces: If you select this class feature, you do not gain the wholeness of body class feature.

Benefit: At 5th level, the Zhakar monk's disease has been thriving and existing for so long that it has mutated, allowing him to infect any humanoid or monstrous humanoid he successfully damages with his unarmed strike. When this ability is used, the incubation period is one day and the DC for the save against this disease is 11 + half monk class level. Creatures immune to disease, such as undead, constructs, plants, and oozes, are not affected by the plague monk's rhizome strike. this ability may be used a number of times a day equal to 3 plus the monk's Constitution bonus (if any).

See the **Zhakar Mold Plague** sidebar on page 42 for more information on the disease.



Chapter 3: ELVES

The buildings of Qualinost enhanced nature, rather than concealing it. The houses and shops were carved from rose-colored quartz. Tall and slender as aspen trees, they vaulted upward in impossible spirals from quartz-lined avenues. In the center stood a great tower of burnished gold, catching the sunlight and throwing it back in whirling, sparkling patterns that gave the tower life. Looking down upon the city, it seemed that peace and beauty unchanged from ages past must dwell in Qualinost, if it dwelled anywhere on Krynn.

Dragons of Autumn Twilight

Margaret Weis and Tracy Hickman

The favored of E'li. The fair folk. The immortal children of light. The bastion of civilization. The elves have been called these things and more, by themselves and others, for millennia. Other descriptions have not been so flattering: arrogant devils, pretentious egotists, callous recluses. All of these have at least a grain of truth to them. Until recently, the elves had the most advanced and elaborate civilization on Krynn. The study of the arts, magic, and philosophy reached their heights under the elves, whose lives span centuries. They have developed a well-deserved reputation for arrogance, self-importance, and superiority—attitudes other races often resent. Recently, however, elves have begun hearing themselves called things they've never heard before: filthy beggars, unwelcome vagrants, desperate transients. The loss of their homelands has introduced poverty, homelessness, and hopelessness, problems they have never dealt with before. Their societies are in turmoil; while some accept exile and seek a new home, others insist on continuing to fight for their ancestral lands. They have become a race of stark contradictions, an ancient people steeped in tradition whose future is uncertain.

A BRIEF HISTORY

The elves awoke in the Age of Dreams. Not yet an organized nation, they watched from their forests as the ogres enslaved the humans, only to lose control in a civil war that brought ruin to both races. As the ogres and humans slaughtered one another mercilessly, the elves kept their distance, staying out of the conflict.

Silvanos Goldeneye, a young and charismatic warrior among the elves, declared their race could rise above such savagery. As the ogre civilization descended into barbarism, Silvanos inspired the elves to take their place. The elves scavenged the ruins of ogre cities and built their own civilization, beginning in the forest known in the present day as Silvanesti, where they believe life began. Silvanos ruled as the first Speaker of the Stars and took a woman named Quinari as his wife. Those who would not join with Silvanos were led by a Wilder elf by the name of Kagonos; Silvanos offered to allow them to become the servant caste in Silvanesti. Kagonos refused and led his people, the Kagonesti, back to Ansalon's forests.

However, as they soon discovered, this forest was already occupied; ancient chromatic dragons attacked the elves, beginning the First Dragon War. Thousands of elves died in the fighting, and it appeared the dragons might wipe the elves from the face of Ansalon. Just when

the situation turned hopeless, the elves were granted by the gods of Magic the knowledge and means to create dragonstones, rune-bearing crystals that could trap a dragon's soul. Using these new weapons, the elves defeated the dragons and cast their trapped souls into the abyss of Nemith-Otham.

Years later, dwarves delving in Thoradin discovered the dragonstones hidden since the end the First Dragon War and awakened the dragons within. The dragons drew armies of bakali and ogres to themselves, and the Second Dragon War began as these hordes were unleashed on Silvanesti. The elves fought valiantly, but soon the dragons and their armies of evil laid siege to Silvanost. A trio of sorcerers called forth the magic of the land and sky and ordered Krynn itself to swallow the dragons once and for all.

Once it was unleashed, the magic couldn't be stopped. Arcane storms of wild magic raged across Krynn, slaughtering thousands and laying waste to vast areas. The sorcerers cried out to the gods for help, and the gods of magic came to their aid. They swept the three sorcerers away, together with the tower they occupied. Gradually the wild magic abated, but the three weren't seen for one hundred years. Finally, the sorcerers returned, having



been taught the art of focused arcane magic by the gods of magic; these elves were the founding mages of the Orders of High Sorcery.

Over the next few centuries, tension began to build along the borders of Silvanesti lands and the Ergothian Empire. The Kinslayer War broke out when Speaker of the Stars Sithel was killed by a human. His successor Sithas declared war and placed his brother Kith-Kanan in command of the Silvanesti armies. General Giarna led the Ergothians and their allies, which sometimes included Kagonesti. The Kagonesti had continued to live much as all elves did during the Age of Dreams, and the Silvanesti elves had repeatedly attempted to civilize them—whether the Kagonesti liked it or not. Much to the Silvanesti's surprise, they didn't like it and took up arms against their would-be slave masters.

The Kinslayer War was one of the most disastrous wars ever fought on Ansalon. For fifty years, vast armies of Silvanesti elves, Thorbardin Dwarves and Ergothian humans met on the fields of southern Ansalon and slaughtered each other. The numbers of dead were beyond count, and it eventually became clear that the only ones benefiting from the war were the buzzards and crows feasting on the slain. Their appetite for death lost, both sides agreed to a truce. General Giarna lay dead, and Kith-Kanan was scarred and tired of war. The Swordsheath Scroll cemented the peace between elf, human, and dwarf, who had been drawn into the fighting as well. The Hammer of Honor, forged by the dwarves, was passed back



and forth among the three nations as a reminder of the destruction of war and the strength of unity.

Perhaps the most significant casualty of the war was the trust Speaker Sithas had in his brother Kith-Kanan, as during the war Kith-Kanan married a human woman, Suzine des Quivalin—the former consort of General Giarna. Kith-Kanan settled with the thousands of elven veterans who had made the borderlands their homes. When he declared the nation of Qualinesti, thousands more elves from the east flocked westward. Speaker Sithas objected and tried to stop the migration; blood was shed, and the schism between the nations was complete. The hatred and mistrust between Silvanesti and Qualinesti would not be bridged for thousands of years.

However, the unlikely friendship between the Qualinesti and the dwarves of Thorbardin was sealed with the construction of the fortress Pax Tharkas—literally Peace Among Friends—a jointly built fortress used by both elf and dwarf. The seeds of this friendship would truly flower during the War of Souls thousands of years later. The Ergothian Empire, seeking further assurances of peace after the disastrous wars of the past century, joined in the Peace Among Friends.

For one thousand years, history shifted its focus away from the elves. The Third Dragon War was fought and won by a ragged band of upstarts called the Knights of Solamnia. An age of peace and prosperity followed. The elves turned inward, building their own civilizations. However, soon the power of a formerly minor city-state called Istar began to grow. Solamnia, which by this time had replaced Ergoth as the preeminent power in western Ansalon, convinced the elves to recognize the addition of Istar to the Swordsheath Scroll, hopefully ensuring peace among the great powers of Ansalon.


Istar's corruption soon became apparent. The Kingpriests developed into tyrants, forcing their view of morality on the entire continent. Wizardry was suppressed. Nonhuman races were held in suspicion. The elves of Qualinesti and Silvanesti defied the Kingpriests, but that soon became irrelevant. The gods could tolerate Istar no longer and destroyed it with the Cataclysm.

The Cataclysm and subsequent absence of the gods were disasters for the elves. Qualinesti was torn asunder. Both major elven nations became militantly isolationist. Few outsiders visited elven lands and lived to speak of it.

Three hundred years later, the dragons returned in the War of the Lance. Unseen since the Third Dragon War, chromatic dragons swept across the land, with vast hosts of draconians, ogres, goblins, and other servants of evil, all inspired by the lurking Takhisis. The elves were caught completely unprepared. For the first time in history, they were unable to defend their forest homes. Both Qualinesti and Silvanesti were abandoned, the people fleeing to Southern Ergoth and founding the cities of Silvamori and Qualimori. While most would return home after the War of the Lance, it was not until well after the War of Souls that the elves finally vacated Southern Ergoth.

Speaker of the Stars Lorac Caladon had rescued a *dragon orb*—a powerful weapon which was later used by Raistlin Majere in his bid for godhood—from Istar before the gods smote the city. He tried to use it to defend Silvanesti, but it turned on him and projected his mad nightmare across the whole land, which remained until well after the war. Meanwhile, Qualinesti princess Laurana, the Golden General, led the multiracial armies





of light (including the Knights of Solamnia) to victory over the Dragonarmies. While in exile in Southern Ergoth, both the Qualinesti and Silvanesti took more Kagonesti slaves. The Silvanesti spent years fighting the remnants of Lorac's Nightmare and chasing down Cyan Bloodbane, the horrid green dragon who bedeviled the Silvanesti forest for the next 70 years. Soon after the war, Alhana Starbreeze, daughter of Silvanesti Speaker Lorac, married the Qualinesti prince Porthios in an attempt to unite the elven nations. Rather than uniting the elven factions, the royal couple was branded as dark elves and banished by politicians of both nations with closed minds and ambitious agendas.

The Chaos War saw the ascendancy of the Knights of Takhisis. Qualinesti fell to these Dark Knights and later came under the dominion of the Dragon Overlord Beryl. The Silvanesti surrendered once again to isolationism and retreated behind a magical shield which sapped their life away. The elves of Southern Ergoth—calling themselves the Ergonesti—fought for their lives against deadly enemies both old and new: a ghost from the past, a dragon overlord, and occasionally even each other.

When the War of Souls broke out, the Qualinesti threw off the shackles of Beryl, but their beautiful city of Qualinost was destroyed in the hideous disaster that created *Nalis Aren*, the Lake of Death. Only the heroism and sacrifice of the dwarves of Thorbardin, who dug underground escape routes for the Qualinesti, allowed any to escape the city. Other survivors were chased from the land by former Dark Knights and goblins under Captain Samuval; stragglers were enslaved or killed. Some, however, continue to fight, carrying on a desperate battle to retake their land.

The Silvanesti fared no better. The son of Alhana and Porthios, Silvanoshei, was given the throne and became the first Speaker of the Stars since his mother was branded a dark elf and cast out of Silvanesti. When Mina arrived leading the Dark Knight armies, they somehow bypassed the shield. She won the confidence of the people by aiding them in slaying their old nemesis Cyan Bloodbane, and the Silvanesti armed forces put up only token resistance to her army. Toward the end of the war, the Dark Knights fled north with Speaker Silvanoshei; Silvanesti troops pursued, only to have a force of minotaurs land behind them. Hundreds of thousands of Silvanesti were wiped out mercilessly by the minotaurs. Silvanoshei met his end in Sanction after killing the newly mortal Takhisis.

In this state, the war ended: technically a victory over the Dark Knights, but an unmitigated disaster for the elves, who no longer had a homeland.

Alhana Starbreeze was redeemed and her label of dark elf revoked. She declined the title of Speaker of the Stars; she suggested Gilthas be given the honor, which he accepted. Gilthas was the son of Laurana, Hero of the Lance and martyr of the battle against Beryl. He was called the Puppet King during his tenure as Speaker of the Sun in Qualinesti, as he seemed to be manipulated by the Dark Knights occupying the land. In truth, he was wed to Kerianseray the Lioness, notorious resistance fighter, and used his influence to shield the resistance. The Lioness was the daughter of a respected Kagonesti elder, therefore Gilthas finally united the three major elven nations as Gilthas Pathfinder, Speaker of the Sun and Stars.

This unity, and Gilthas's title, is not quite universally observed. Far in the west, another Pathfinder has emerged.

Refugees led by a Kagonesti named Amara fled Ergoth for the isle of Cristyne, attempting to re-establish the ancient elven city of Baleph. Not long after the War of Souls ended, the elves of Ergoth were visited in Silvamori by an ancient foe—Sylvvana, the Ghoulish Queen. She had defeated and dominated the elven hero Aracoe, but she was thwarted in destroying the entire population in Southern Ergoth by the actions of Amara and a motley band of adventurers. Shamed, Aracoe passed his half of the *Ram's Horn* to Amara; many of the Ergonesti, now almost fully in Cristyne, call her the Pathfinder. These elves, consisting of members of all three nations, wish to have little to do with the troubles of their eastern cousins. Unity continues to be an elusive goal for the elves.

Currently, many thousands of elves are scattered to the four winds across Ansalon in what is commonly known as the elven Diaspora. Almost every Ansalonian city has an elven ghetto, where poverty-stricken elves try to scrape a life out of nothing.

Far in the west, the Ergonesti, under Amara Pathfinder, work to rebuild the ruin of the ancient city of Baleph, but do their best to remain as uninvolved as possible with the world at large.

In Qualinesti, brave elves both of Kagonesti and Qualinesti origin fight to eject their occupiers. Led by Porthios, known as Orexas, they have been joined by Alhana Starbreeze and her retainers. They fight a guerilla war against impossible odds, but they persevere nonetheless. They have lent their support to Gilthas and his trek through Khur.

In the east, Gilthas has led his people to the unforgiving deserts of Khur; he is on the precipice of finding what he believes to be a suitable land in which to settle, if a Khurish fanatic and her tribal warriors don't destroy them all first. Dreams of retaking the forests of Silvanesti and Qualinesti haven't faded, and Gilthas knows he walks a fine political line between appeasing those who need a suitable homeland immediately and satisfying the old guard who demand the recapture of their ancestral lands. Meanwhile, the Khurish nomad chieftains have decided to wipe the elves from the face of Ansalon.

COMMON TRAITS

Throughout the population of Ansalonian elves, there is considerable variation in culture, politics, language, and physical characteristics. However, the commonalities of the different elven nations are even greater.

Elven features tend to be more delicate and severe than most humans. Pointed ears, almond-shaped eyes, prominent cheekbones, and a generally slender and willowy build are immediate identifiers. Most are shorter in stature than the typical human, rarely reaching 5 and 1/2 feet tall. Although elves have no body hair, they are usually gifted with luxuriously thick tresses which many wear in extravagant arrangements. They tend to move with an effortless grace, entrancing members of other races the first time they see them, and most humans find elves to be preternaturally beautiful.

Elves have remarkably keen senses. Their sight and hearing are particularly sharp; their vaunted *elvensight* allows them to see both in the dark and at great distances, and they can pick out the faintest and most remote sounds from the ambient noise of the woods. They have an

uncanny ability to notice secret passageways, doors, and hiding places.

Well aware of their race's achievements and place in history, elves tend to be proud to a fault, looking down in disdain, pity, or both at the shorter-lived and backward races. This led to policies of isolationism and racial supremacy in the elven nations of old. This superiority complex is deeply ingrained and difficult to overcome, even for elves who spend a great deal of time among the other races of Ansalon.

No matter their nation of origin, elves share an affinity for the natural world. Whether encouraging it to do their bidding, working together with it as a partner, or embracing it in its wild and untamed state, elves appear to have a bond with Krynn's wild places.

KAGONESTI, WILDER ELVES

Truly Children of the Wood, the Kagonesti, of all the different varieties of elves, are the most at home in the deep wilderness. Their lifestyle has changed little in four thousand years of elven civilization.

PHYSICAL APPEARANCE

Kagonesti look the least like the stereotypical elf. They tend to be shorter in stature but more muscular than other elves. Their skin is usually a rich brown—darker than their more civilized cousins—ranging from the hue of honey-stained oak to the deep bronze of weathered mahogany. Their hair is often darker than other elves' as well, with shades from the silky red-black of ironwood to the sandy tan of pine. Some Kagonesti have been known to have silvery white hair, starkly contrasting with their darker complexion. Many women wear their hair in a long single braid, a fashion popularized by Kerianseray. Their eyes are almost always the brown of hazel nuts. Their faces tend to be more weathered than other elves, a consequence of spending so many years in the elements. Despite this, even the most rugged and weather-beaten Kagonesti face appears the very picture of perfection compared to most humans.

Kagonesti frequently decorate themselves with body art. They love designs inspired by life in their native forests, and they often fuse geometric patterns with smooth organic shapes. The geometric shapes are usually surrounded by stylized vines, leaves, or indistinct long flowing strokes suggesting life; this symbolizes to them that artificial constructs, whether manufactured buildings or cultures and societies, can never truly escape their natural roots. Sometimes these designs are applied temporarily using natural dyes and inks. Other times, they are permanent tattoos. They serve purposes ranging from simple vanity to deep spiritual expression. Most who receive body art favor the forearms, the back, and the face, but the entire body is a potential canvas for a skilled Kagonesti tattoo artist.

Typical Kagonesti clothing consists of sturdy buckskin or other leather, but it is far from primitive. Kagonesti tanners often embroider intricate patterns into the material, usually a combination of geometric designs surrounded by smooth, organic lines inspired by the natural world, similar to the designs used in Kagonesti body art. An elaborately embroidered sleeveless leather

tunic is very common among Kagonesti, often adorned with heavy fringe and closed by a leather belt either tied or clasped with a silver buckle. Both sexes typically wear leather or linen leggings and supple deerskin boots. In colder months, they might add a long sleeved shirt of linen or silk under the tunic and don fur-lined oilskin cloaks to keep warm and dry. Kagonesti often add feathers and jewelry made from silver and semiprecious stones; some believe these to be talismans, warding off danger. Sturdy leather bracelets or laced bracers are nearly ubiquitous among the archery-loving Kagonesti.

When dressing for comfort rather than ruggedness, Kagonesti usually wear loose, airy blouses and trousers of linen and silk. Kagonesti men and women wear similar loose-fitting tops and frequently go barefoot. When attending joyful communal celebrations, some Kagonesti women will wear colorfully dyed and embroidered skirts rather than leggings.

PSYCHOLOGY

In many ways, Kagonesti are the variety of elf most similar to humans psychologically. Kagonesti tend to be impulsive, quicker to act on their emotions than their more circumspect kin; many Qualinesti and Silvanesti find them little better than humans in this regard. The Kagonesti are less likely to take the long view—sometimes to their benefit, other times not. Given the chance, a Kagonesti might kill an enemy soldier occupying his forest, where as a Qualinesti or Silvanesti might first ponder the political and military consequences. Wounding a Kagonesti's pride is a very dangerous thing for anyone to do, especially an outsider.

Stubbornness is another trait shared by most Kagonesti. It's said by some that there are only two creatures more obstinate—a drunken dwarf and a sober ogre. This trait has helped the Kagonesti immeasurably during the past seventy terrible years of their history, as enslavement by their elven cousins and domination of their homeland by Gellidus threatened to wipe their culture and society out of existence; they dug in their heels and refused to fold. On the other hand, individual Kagonesti with this trait sometimes find themselves in over their heads.

Kagonesti often have a more pragmatic moral outlook than the Qualinesti and Silvanesti. Sometimes willing to let the ends justify the means, Kagonesti are less likely than other elves to have a problem with committing violence against their enemies. Many of the elves' human allies, who sometimes bristle at the Qualinesti's unwillingness to bend their principles to get the job done, find kindred spirits in the Kagonesti.

An intensely spiritual outlook on life is very common among the Kagonesti. Living so close to their forests, they don't see nature as a gift from the gods; rather, they believe it is a manifestation of the gods themselves. Animistic beliefs have blended with respect for the gods manifested as the natural world. As such, Kagonesti have a sense of relationship to Krynn—it is simultaneously their mother, their brother, and their ward. See **Religion** for more details.

Nearly every Kagonesti on Ansalon can be described as suspicious. For thousands of years, this was simply the natural xenophobia of a primitive people fending for themselves. In recent decades, however, enemies ranging from the servants of the Dark Queen to titanic dragons and their own flesh and blood have conquered them,



slaughtered them, and enslaved them. In the minds of most Kagonesti, suspicion of outsiders is not a flaw to be overcome but a necessary tool of survival.

SOCIAL STRUCTURE

Kagonesti tend to live in small, isolated communities scattered across the continent. As such, they have no institutions that supersede the importance of the family. This is even more relevant now that most Kagonesti are in exile, either in Khur with Gilthas Pathfinder or individually in the Diaspora, trying to survive alone somewhere on Ansalon. The tragedies that have befallen the Kagonesti since the War of the Lance have most often strengthened their familial bonds rather than weakened them. Their families are the only people the Kagonesti can truly count on to stand with them and defend them to the bitter end.

Kagonesti families generally prefer to live together in groups called clans. The clans take on nature-inspired names such as White Osprey (the clan of Kerianseray the famed Lioness). Often, Kagonesti clan communities are small; rarely do more than one hundred elves live in the same village. Those in exile try to make the best of it; Kagonesti clan communities have formed within the Pathfinder's refugee camp in Khur, and Kagonesti band together where they can in the ghettos of strange towns and cities far from home. Clans are led by elders who also carry the title Pathfinder, a title passed down from Kagonos Pathfinder. The title is used somewhat loosely; clan elders as well as the chief elder bear it.

FAMILY LIFE

Marriage practices vary among the Kagonesti. A few Kagonesti communities practice arranged marriages, with clan elders sealing alliances by marrying off their children to each other. Others reject the practice. Whether a clan does this is often related to how remote it is; the more remote, the less likely a young Kagonesti is to meet someone she is unrelated to, and the more likely she will find administrative assistance acceptable. Kagonesti marry for life; traditionally, no Kagonesti community will recognize remarriage, even after a spouse's death. However, given the long lifespan of the Kagonesti, widows and widowers sometimes take permanent but informal companions or lovers. This is generally accepted by the community. Most recognize that the lifespan of an elf is a long time to be lonely.

Families and clans come together and form close bonds when their children marry. The Kagonesti marriage ritual itself is attended by only the bride, groom, their parents, and the officiant—usually a clan elder or a druid, priest, or some other person recognized as holy by both families. The parents or even the bride and groom themselves can officiate when necessary. The bride and groom each draw a few drops of blood, blending it to symbolize their bond. With words such as “by blood and water, soil and sky, leaf and limb,” the couple swears their unending love. The brief private ceremony is followed by a boisterous public celebration featuring a great deal of feasting and drinking.

The family and clan welcome new children with a ceremony common among Kagonesti, Qualinesti, and Silvanesti: the Life-Gift. This ceremony, traditionally performed as soon as the child's mother had recovered enough to participate, is an outdoor ritual cleansing of the child, at which time the child's parents declare her name.



Often, the Mother of Forests (Chislev), the Blue Phoenix (Habbakuk), or Astra (Branchala) is invoked to bless the child. The parents and community elders ask the spirits of the locale of the child's birth to watch over her and nurture her growth.

As the child nears adulthood, a rite of majority is performed. Usually upon reaching the age of sixty or seventy, the child is asked to prepare a demonstration of skills useful to the community. Demonstrations of archery, survival skills, craftwork, artistic talent, healing arts, martial prowess, and lore-keeping are common. While not a test in the sense that one who fails will be cast out, those who do not put forth at least a good effort in this rite lose the respect of the clan. The newly adult Kagonesti takes on a new name related to her skills, often suggested by the witnesses of her rite of majority.

Kagonesti funeral rites share the general elven aversion to below-ground burial. In the ancient form of the ritual, the corpse is typically washed, wrapped in linen, and taken to the bank of the River of Death, the Thon-Tsalarian in Southern Ergoth. The corpse is blessed; the gods are invoked; and the local spirits are asked to guide the deceased on to the next world. The corpse is let go into the river; if it sinks to the riverbed or eventually goes out to sea, it's believed the spirit of the deceased is free. There is an island, Dir-Tsalarian, near the river's mouth thought to be inhabited by ghosts, banshees, and other horrible creatures; if the corpse washes ashore on this island, it's believed the spirit will dwell there with the dead. Outside of Southern Ergoth, Kagonesti approximate this ritual as best they can. For instance, in dry lands like Khur, the corpse is instead taken into the wilderness and reverently left for the desert animals; the spirit is believed to be free if no remains of the corpse can be found in three days' time.

NAMES

Kagonesti are given a name at the ceremony of their Life-Gift. These names are usually evocative of nature; the Kagonesti Elven words for Greenleaf, Nighthawk, Whitestag, and the like are common infant boys' names, while Ashwood, Running Brook, and Star-Eyes are acceptable little girls' names.

During their rite of majority, Kagonesti will take on a new name, each related somehow to the individual's life at the time. Some Kagonesti will further change their names as the circumstances of their lives change. They do not take on surnames or family names, instead referring to themselves as being of a certain clan (Kerianseray of White Osprey, for instance). Kagonesti love nicknames, and each can expect to have many applied to her throughout her life.

EVERYDAY ACTIVITY

Whether fighting in their ancestral forests, searching for a new sanctuary with Gilthas Pathfinder, or in exile in some strange and hostile Ansalonian city, life for a Kagonesti is a constant struggle for survival. Everywhere they go, they are unwelcome, even among their own Qualinesti and Silvanesti kin. The forests of Southern Ergoth and Qualinesti have become as unforgiving as the deserts of Khur and the Plains of Dust.

They spend their time hunting and fishing, gathering wild fruit when it's in season, crafting most items they need, and trading for what little they can't make themselves. In short, they endure lives of austerity; but in many ways, this is how they lived before the War of Souls and the tragedy it spelled for Ansalon's elves. In that sense, the Kagonesti are the elves who have most easily adjusted to their new situation.

ARTS AND INDUSTRY

Wilder elves have no true industry. However, the Kagonesti spend a great deal of time crafting handmade items of practical value. Almost every Kagonesti child is taught the basic building skills of a woodland hunter, with bowmaking and fletching practiced daily by thousands of Kagonesti young and old—out of tradition and out of necessity. The Kagonesti have raised these two crafts to an art form; a handmade Kagonesti longbow and quiver of arrows will fetch a very high price in human lands. Kagonesti tanners and leather artists are quite skilled, and their leather garments are both rugged and beautiful. The artwork found in their clothing and jewelry is usually inspired by the forms and shapes of the plants and animals of their traditional lands; vines, leaves, and stylized animal shapes adorn their clothing and hammered silver jewelry. Sculptors create talismans and fetishes out of turquoise, wood, and silver; many Kagonesti favor bears, wolves, and dragons.

Kagonesti music is often unaccompanied vocals. Haunting chants preserve their oral history, while more melodic fare evokes subjects both comedic and tragic. Kagonesti will also sometimes play wooden pipes and whistles, handmade drums, and a two-stringed lute called the *shuurtab*. Dance almost always accompanies instrumental music in Kagonesti villages.

MAGICAL PRACTICES

Few, if any, Kagonesti practice arcane magic. A few have taken the Test of High Sorcery over the centuries, but the academic work necessary to begin that life is usually not practical for a young Kagonesti. Even with the return of ambient magic after the Chaos War, very few have learned sorcery.

More common, but still rare, is the practice of divine magic. The Mother of Forests and the Blue Phoenix both bless Kagonesti druids. Additionally, some Kagonesti have learned the arts of mysticism, most believing their magical ability is a manifestation of the spirits around them. Divine magic, with its healing and providential abilities, may well be the art that can pull the Kagonesti back from disaster.

RELIGION

In general, Kagonesti revere the gods of light and balance. Astra (Branchala) and the Blue Phoenix (Habbakuk) are traditionally thought of as patrons of the Kagonesti. Devotees of the Blue Phoenix in particular believe firmly in reincarnation and live their lives fully expecting to return after death. The World Tree (Zivilyn) has followers among more contemplative Kagonesti. The Mother of Forests (Chislev) also has a strong hand in Kagonesti beliefs. Her cult is growing among Kagonesti, as druids devoted to the Mother begin to encourage the people to embrace their predatory instincts and retake their rightful place in the order of nature as Children of the Wood, driving the invaders out once and for all.


The gods of darkness take an interest in the Kagonesti when this predatory instinct crosses the line into vengeance and bloodlust. The Red Condor (Sargonnas) rejoices when Kagonesti let enraged desperation rule their emotions. Cults of the Bloody Condor have begun to appear in Kagonesti communities as they yearn for lands of their own. While Kagonesti grudgingly respect the gods of darkness, any Kagonesti found to actively revere the Red Condor, or any of the dark pantheon, is cast out of the community as a dark elf—one banished from his people. See the [Dark Elves](#) sidebar for more details.

Most Kagonesti who are granted divine power by the gods are druids or rangers. Due to the isolation of most of their communities, Kagonesti generally don't have the opportunity to join a Holy Order. Kagonesti paladins are even more rare than clerics; no known examples exist.

Kagonesti faith in any of the gods tends to be a shamanistic faith. To the Kagonesti, the gods aren't entities separate from nature—they are nature. They see the Mother of Forests when they look at a mighty oak. They see the Blue Phoenix when they look at a trout-filled mountain stream. They hear the sweet voice of Astra when the wind blows through the leaves of the trees. They see the wrath of the Red Condor when the grizzly attacks a village without provocation.

In addition to respect for the gods, a great deal of animism colors Kagonesti beliefs. Most believe strongly that the world is full of spirits, and every animal, tree, creek, river, spring, every rock, hill, and mountain has a spirit of its own. Ordinary Kagonesti are as likely to offer a prayer to the local spirits to aid them in their tasks as they are to pray to the gods. Many humans often assume animism of this sort might lead a people to disdain hunting and consuming meat. Quite to the contrary, Kagonesti revere the hunt. They believe every mortal





creature has its rightful place in life's grand circle, and as some are fated to be predators, others are fated to be prey; the Kagonesti embrace their role as predator.

FOLKLORE

Kagonesti folklore is dominated by tales of the heroics of Kagonos Pathfinder, the legendary first patriarch of the Kagonesti people. Tales are told of Kagonos battling the mighty Quithas Griffontamer, who is variously depicted as a vicious and evil general serving the hated Silvanos or as a sympathetic foil for the great Kagonos, highlighting the tragic aspects of elf forced to struggle against elf. In almost every one of these tales, Kagonos is defending Grandfather Ram, who is actually a silver dragon called Darlantan. In return for saving his life, Darlantan gives Kagonos the *Ram's Horn of the Elderwild*, symbolizing the friendship between metallic dragons and Kagonesti, an artifact which has recently resurfaced. See **Racial Relations** for more details.

Further tales of Kagonos involve his adventures fighting the ogres in the First Dragon War. Most of the stories are of a daring raid to liberate an artifact called the Blue Dragonstone from Barc Darrontale, lord of the ogres. This artifact drove the blue dragons away from the armies of Silvanos, saving the combined elven armies from destruction. Tellings of this tale usually end with the true birth of the Kagonesti nation; after the war was won, Silvanos invited Kagonos and his people to join them as House Servitor. Kagonos, recognizing this would essentially condemn his people to an eternity of servitude, refused and led his people to the forests to live as wild elves. In some versions of the tale, Kagonos was advised to take this course by his dragon friend Darlantan, who lay dying of wounds sustained in the fighting.

Other folk heroes include various freedom fighters who struggled for Kagonesti independence during the Kinslayer War, such as Anaya the woodland huntress and first consort of Kith-Kanan. Ashtaway, hero of the Dragon Wars, is another favorite Kagonesti folktale protagonist.

Superstition is a common theme in Kagonesti folktales. Kagonesti believe in omens, signs, and premonitions, and their folktales are filled with them. Kagonesti also have a firm belief in the existence of evil spirits and malevolent forces from beyond the grave. They take this seriously and generally will not approach the Lake of Death and the ruins of Qualinost; many believe it is an abode of the damned.

Kagonesti creation myths largely mirror the other elvish culture's beliefs. Kagonesti believe the great god E'li (Paladine) created the elves before any other mortal race. They believe that, after E'li gave them life, the Mother of Forests, Blue Phoenix, and Astra gave them the forest in which to live. They believe that, at the time of their creation, all elves lived as the Kagonesti strive to—in harmony with the natural world, rather than struggling against it.

Additionally, Kagonesti folklore assumes the nearly ubiquitous existence of spirits in the world. All living things—animals or plants—as well as important inanimate objects, such as rivers and mountains, have their own spirits. Legends of ordinary Kagonesti encountering and interacting with these spirits are part of their heavily animistic spirituality.

LANGUAGE

While all elves speak a language called Elven, in reality it's not quite as simple as that. Each elven nation has its own distinct dialect, all evolved from a now-dead protolanguage scholars call Nestari. This language is now only understood by a handful of elven scholars and some Gileanite archivists, but it has given rise to the dialects of Elven spoken today. The various Elven dialects are similar enough that speakers of different dialects can understand each other without a great deal of difficulty, but the accent is often very strong, especially between Kagonesti and Silvanesti.

The Kagonesti dialect of Elven is the least formal of the Elven languages. Rules of grammar and syntax are far more relaxed than in Silvanesti Elven. For instance, context and vocal inflection often determine plurality, intensity, and verb tense rather than affixations or derivations. Gestures and hand signals have also worked their way into the language, accompanying the spoken word as ways to alter the semantics of what's being said verbally.

Early wilder elves heavily borrowed vocabulary from the Sylvan languages of the fey folk with whom they shared their wilderness homes. Many of these Sylvan words have survived in various forms over the millennia, and a Sylvan speaker will recognize many words a Kagonesti elf says, even if he doesn't grasp the entire meaning. Sylvan terms that have been "Elvenized" are often words used to capture very subtle semantic differences in natural phenomena. A spring which feeds a cold stream is referred to as a *suwara*. A spring emptying into a muddy pond is a *subatga*. A spring with undrinkable or poisoned water is a *suduza*.

They also have incorporated whistles and chirps inspired by woodland birds into their speech. While stalking prey in the forest, Kagonesti hunters and scouts frequently call to each other with whistles and hand signals. Scouts throughout Kagonesti culture have adopted a common code for these signals. "Prey" is a shrill *heee-ooo, heee-ooo*. "Ready your bow" is a lower-pitched *chik-a-tee*. Dozens of these signals have been devised, all based on bird calls. They are often accompanied by silent hand signals; simple pointing indicates direction, while other gestures represent distance. These whistles and gestures have worked their way into the everyday dialect as slang used by Kagonesti scouts and warriors.

The Kagonesti do not have a native written language. Those who do learn to write in their dialect borrow Qualinesti or Silvanesti script.

Like almost every language, Kagonesti Elven has its share of old sayings and figures of speech. "*Domma yzindah ene koynek*," literally "hiding behind your grandmother's skirt," is a common dismissal of a coward. "*Kithpah goray*" literally means "spirits protect us/me" and is one of the most common Kagonesti expressions of both relief and exasperation.

RACIAL RELATIONS

Kagonesti are a highly suspicious people. This should come as no surprise to anyone familiar with their history, especially since the War of the Lance.

The Kagonesti have never gotten along very well with the Qualinesti or Silvanesti. Their very founding was a rebellion against an attempt to subjugate their culture. Since then, other elves have viewed the Kagonesti as uncouth barbarians, and the Kagonesti have been all

too happy to return the enmity. Since the War of the Lance, with their Qualinesti and Silvanesti kin enslaving them under the pretense of civilizing them, tension between the Kagonesti and other elves has risen to near hatred. This unbridled hatred has been mitigated by two circumstances. First, many Kagonesti have been exiled alongside their cousins, requiring them to trust one another and work together for the first time in centuries. Second, the marriage of the Speaker of the Sun and Stars, the Qualinesti Gilthas, to Kerianseray the Lioness of White Osprey has transferred Kerian's father's title of Pathfinder to Gilthas. With the same man holding the leadership titles of all three major Elven nations, the Kagonesti have been grudgingly willing to re-examine their relationships with the others.

Along with the rest of the elves, the Kagonesti blame humans for the Cataclysm. However, the Kagonesti already had ample reason to hate humans; whether to harvest fuel for their forges, clear land for their farms, or make room for their cities, humans seem to bring deforestation with them wherever they go. Over the years, many violent and bitter encounters between the relentless, adaptable humans and stubborn, desperate Kagonesti have convinced both races that it's probably best if they stay out of each others' ways.

Dwarves have had a rocky relationship with the Kagonesti, but they have shown they can work together when circumstances force it. Dwarven aid in the evacuation of Qualinost during the War of Souls further cemented the grudging respect the Kagonesti have for the resourceful dwarves. On the other hand, dwarves' industriousness offends many Kagonesti sensibilities. Smoke from their forges fouls the sky. Minerals better left underground seep from their mines, infecting the water.

Many Kagonesti can't help but like kender. While they find the frivolous natures of kender irritating, they admire the little folk's indomitable refusal to give in to despair. Their childlike taunting of foes far beyond their ability to defeat has inspired many Kagonesti freedom fighters.

Kagonesti find gnomes to be utterly unfathomable and go to great lengths to avoid the little tinkers.

Ogres and minotaurs are blood enemies of the Kagonesti. Ogres have been foes for millennia, with war between the races going back to Kagonos himself. Minotaurs have earned a place with the ogres, for while Kagonesti relations with the Silvanesti are tense, the invaders of elven lands present a common enemy far more hateful.

Kagonesti have an excellent relationship with the fey creatures of the forest—the dryads, fairies, pixies, and other mysterious residents of the wilderness. Both sides know the other truly respects the wild places of Ansalon, and they support each other in their preservation efforts.

From the days of Darlantan the Silver, who befriended Kagonos in the First Dragon War, metallic dragons have had a special relationship with the Kagonesti. Legend has it that Darlantan presented Kagonos with the *Ram's Horn of the Elderswild*, a spiraled pair of ram's horns. One side is the elven horn, the other the draconic horn. The draconic horn, when blown, can be heard by all silver dragons across Ansalon; the elven horn—held by the silver dragons, according to legend—can be heard by all wilder elves across Ansalon. The draconic half of the *Ram's Horn* is rumored to still be in existence. Reports placed it with the Kagonesti scout Aracoe, who left Silvanesti before

the shield was raised. He carried it to the isle of Cristyne, where it has ended up in the possession of the new Pathfinder of the Cristyne elves, Amara Moonhunter.

Kagonesti do not fight like soldiers; they are hunters, and they use their predator instincts when at war. The bow is their favorite weapon, and they have a well-deserved reputation as snipers without equal. Shortbows and longbows are equally favored, longbows for raw power and shortbows for ease of use in confined spaces. Kagonesti are masters of the ambush and can make life a terror for occupying forces. Their lack of experience with organized militaries makes them ill-suited to serve as regular front-line troops in a large army, but as scouts and skirmishers, they are without peer.

A DAY IN THE LIFE

“Wake up, Sanja. Sanjaasurengiin!” Sanja awakens to the harsh whisper of his uncle Badaryn. The sun has not yet come up over the forest of Qualinesti, but Sanja can make out a glow through the trees to the east. Sanja sits up, already alert. Kagonesti aren't deep sleepers, and the situation in Qualinesti demands their full alertness. Goblins, human bandits, and other creatures stalk the once-peaceful woods. The Lake of Death, miles to Sanja's east, dominates the minds of the Kagonesti who still live there.

Badaryn's bow is already strung. “Game,” he whispers and runs off, melting into the dark forest. Sanja understands. He quickly slings his quiver over his shoulder, sheaths his dagger, and grabs his bow, stringing it as he runs after his uncle. Deer and other large game are less and less common in the forest, as the goblins and Dark Knights-turned-bandits take their toll on the land. But someone has spotted game, and the hunt is on.

A Kagonesti elf of nearly sixty years, not quite an adult, Sanjaasurengiin's name means “Wind-walker” in the Kagonesti dialect of Elven. His name is appropriate for, despite his youth, he is one of the most naturally talented stalkers in his clan. Sanja runs silently, following his uncle through the dark woods. His sharp elven eyes are able to take advantage of the dim early morning light to see clearly. Through a series of hand gestures and bird-like whistles, Badaryn indicates to Sanja that two other Kagonesti are flushing the target toward them. Minutes later, Sanja stops, drops into a shooting stance next to a towering oak, and nocks an arrow. He waits.

Within a minute, he hears the crashing of an animal running through the forest, growing louder as it approaches him. He scampers toward a better vantage point and, coming to the bank of a brook, spies his target. A large buck leaps over a laurel bush and sprints toward the stream, a pair of Kagonesti noisily following one hundred yards behind. Sanja spends half a second admiring the magnificent animal, then takes aim and looses his arrow. Badaryn holds his shot, in case Sanja misses.

Sanja does not miss. The clan will eat well tonight.

Badaryn immediately approaches the dying deer. He reverently gives thanks to the Mother of Forests for providing the animal and reassures the deer's *kith'pah*—spirit or life-force—that the clan will honor its memory and incorporate it into their own spirits. He draws a knife and painlessly dispatches the deer, asking the Mother to ease its passing. The four Kagonesti each rub a smudge



of the deer's blood on their foreheads—"To remember," Badaryn says—then heft the carcass from the ground and carry it off.

At their campsite, a dozen other Kagonesti, men and women both, await the results of the hunt. They're cheered to see the hunters return with a kill, and they begin to prepare the meat. They are freedom fighters, among the hundreds, perhaps thousands, of elves who refused to leave when Beryl destroyed Qualinost and Gilthas fled. Led by the mysterious elf Orexas, they remain in the Qualinesti Forest, fighting a long, desperate struggle to save Qualinesti for the elves. Attrition in the bloody guerilla war has reduced the clan's numbers dramatically.

"I think the weather is such that we can risk a fire, praise be to the Mother," Badaryn says, sitting down next to Sanja. "When you were born, you know, elves didn't have to hide like criminals in their own forest?"

"When I was born our people were slaves of the Qualinesti in this forest," Sanja answers back.

"Would you rather be off with Gilthas, languishing in the deserts of Khur right now?" Badaryn retorts, irritated. Sanja doesn't respond, but he sometimes wonders if that wouldn't be better. The forest of Qualinesti has as many bad memories as good for him. But this is where his family is, or what's left of it, so this is where he will stay.

He and his comrades spend the morning in camp. The smoky smell of the roasting venison mixes with the sweet aroma of strong mint tea. Sanja gratefully accepts a cup of the hot drink, warding off the day's chill, while he sets about his work. Sanja spends the next few hours tending the fire, sharing freshly roasted venison, and repairing some of the clan's threadbare equipment. They are constantly short of supplies. They make do with what they can capture from the forest's occupiers, salvage from abandoned elven settlements, and craft from materials they can find. Sanja's specialties are fletching arrows and crafting bowstrings. For hours, Sanja patiently twists dried plant fiber into strings for the clan's ash and yew bows. Others around camp tend the fire, make arrows, sharpen swords and axes, launder and mend clothing, and rest. The successful hunt has lightened the mood; the hushed murmur of idle conversation and occasional laughter quietly hovers over the camp.

Close to evening, while working on his fourth string of the day, an arrow strikes the tree next to him with a thud. He immediately recognizes his own fletching—it's a message arrow, shot by one of the clan's lookouts. Sanja examines the shaft for markings made by the lookout. "Twenty goblins—half mile—southwest!" Sanja quietly calls to his comrades.

The Kagonesti silently disperse, stringing bows and drawing swords. As Sanja creeps through the mountain laurel, Badaryn at his side, he spots a well-camouflaged Kagonesti lookout high in an oak. The lookout waves a few hand signals. "About twenty goblins, coming up the Lesser Way," Badaryn relays to the rest of the clan. "Set up an ambush—we can't let them find the encampment. Wait for my signal. Leave none alive." Again Badaryn seems to melt into the forest, running off to find a lookout position of his own.

Sanja and the others take up hidden positions along the path through the woods. Sanja hears his uncle's signal—a raven-call nearly indistinguishable from the real thing—and begins loosing arrows at the nasty creatures. The battle is short but violent. Goblins are clever, cunning

opponents and give the Kagonesti a good fight, but those who aren't taken by arrows are felled by Kagonesti swords. One elf lies on the brink of death with a crossbow bolt through his throat; two others are wounded, one by crossbow bolt and another's shoulder crushed by a blow from a goblin war club.

Back at the encampment, Sanja watches Badaryn say words over the critically wounded elf. Since the veteran woodsman learned to invoke the Mother of Forests, battle wounds are far less of a concern than they were when they had to rely on herbs and luck. Sanja knows his comrade will recover. He's never been a pious elf, but if the Mother of Forests favors them so, perhaps this forest really is where his people are destined to be. He wonders if Orexas serves the Mother, or another god, or no god. On this thought, Sanja drifts off to sleep.

KAGONESTI AS CHARACTERS

The Kagonesti are a great race to choose for players looking to play the laconic lone wolf archetype. By the same token, their stubborn loyalty to their families and their community makes them extremely strong team members once they take a party of adventurers under their protection. Kagonesti impulsiveness might suggest a tendency toward chaotic alignments over lawful, and their pragmatism might nudge them toward neutrality as opposed to good. Of course, these aspects illustrate tendencies, not absolutes; individual Kagonesti are as varied as most other races.

ADVENTURING KAGONESTI

Kagonesti go adventuring for any number of reasons. Dozens are now fighting alongside Orexas and his guerrilla army in Qualinesti, and their numbers grow each day. More fight for Speaker Gilthas in Khur, defending the



largest remnant of elves in the East. Many stand with Amara Moonhunter in Cristyne, forging the beginnings of a new nation out of the ruins of the past. Hundreds, perhaps thousands, live in the Diaspora, scattered across Ansalon. They may take up adventuring for many reasons: a vengeance quest, becoming hired muscle, restlessness or a desire to see more of the world, or any of a hundred more motives.

CHARACTER DEVELOPMENT

Kagonesti tend toward physically-oriented classes, with feats and skills reflecting their connection to the natural world.

Barbarian: With their tendency toward chaos over law, Kagonesti are well suited to this class. Kagonesti excel as individual warriors, and barbarian is the ultimate individual warrior; additionally, the bonus to Survival complements the barbarian skill list very well. Consider levels of the barbarian class if you would like your Kagonesti warrior to be impulsive and ruled by her emotions.

Bard, Sorcerer: The Kagonesti never developed a tradition of ambient arcane spellcasting after the Chaos War. There may have been a few across the continent who took up sorcery, but they are the exception. True bards are just as rare, as most lore-keepers among them are experts, druids, or masters.

Cleric: Currently, Kagonesti clerics are extremely rare; in fact, some say there are none at all. This was not always the case, as the Mother of Forests, the Blue Phoenix, and others have blessed Kagonesti clerics in the past.

Druid: Kagonesti divine spellcasting has largely rested on druidic traditions. In the past, The Mother of Forests, the Blue Phoenix, Quen Illumini, the World Tree, and Astra have called forth Kagonesti druids, and there is some indication that druidic practice is once again taking root among the Kagonesti people. Kagonesti druids have also served as the primary lore-keepers of the people, especially if they also take levels of the master class with the sage focus. The Kagonesti focus on wilderness adventuring suits this class very well; consider the druid class if you would like your Kagonesti to have a true spiritual connection with the land he defends and the people who live on it.

Fighter: The pure combat prowess of the fighter appeals to many Kagonesti characters. However, most who select this path also multiclass with ranger, so their wilderness skills do not atrophy; this is especially true given the Kagonesti Intelligence penalty, which could reduce your fighter skill points to 1 per level. Consider taking fighter levels to give your Kagonesti character a deliberate martial focus, such as creating a master archer.

Mariner: Few go to sea aboard the large ships, but a Kagonesti mariner is a valid character concept. The Kagonesti natural talent for Survival and Knowledge (nature) makes them especially good candidates for this class. Consider mariner if your Kagonesti is an outcast who goes to sea to escape his home, or perhaps a character whose clan lives on the coast of Southern Ergoth or Cristyne and fishes rather than hunts.

Master: Kagonesti bows and arrows are among the best on Ansalon. Masters with the craft focus are most often bowyers and fletchers, building these magnificent weapons with almost religious reverence. With their de-emphasis on Intelligence, Kagonesti masters suffer a slight disadvantage over other races, but it is not an insurmountable failing.

Kagonesti masters with the sage focus act as their clans' historians and lore-keepers, passing on the tales of old to new generations.

Monk, Wizard: Kagonesti culture is not structured to support either wizards or monks. The disciplined study necessary to pursue either career is simply not available within Kagonesti society. A Kagonesti taking levels of either class was probably raised among other peoples outside Kagonesti lands.

Mystic: Mystical tradition among the Kagonesti is still localized. If you wish to play a Kagonesti mystic, perhaps you learned your art from a human Citadel Mystic or Steel Legionnaire and will have more contact with non-Kagonesti than others in your clan; thus, your worldview may have expanded beyond just the welfare of your fellow Kagonesti. Alternatively, perhaps you stumbled upon the Power of the Heart independently, as the Kagonesti mystic Ferilleagh Dawnprinter did, believing it to be the power of nature itself, an answer to the prayers to your ancestors, or some other device that brings about the results of your magic.

Noble: The concept of nobility is foreign to the largely classless nomadic society; few, if any, Kagonesti have levels of this class.

Paladin: Kagonesti, with their tendencies toward chaotic and neutral alignments, have rarely been called to be paladins. However, when a god, such as Quen Illumini or the Blue Phoenix, chooses a Kagonesti to serve as an instrument of his or her might, he does not usually fit the typical knight-in-shining-armor image of the paladin. Consider the paladin class if you wish to play against type—a holy warrior with the skills and tools of a hunter rather than a soldier. Dungeon Masters might consider bending the rules a bit to allow a Kagonesti paladin PC to freely multiclass with ranger, especially to help counteract the skill point problem.

Ranger: Ranger is a natural choice for a Kagonesti. The ranger can represent the ultimate hunter, a woodland warrior without peer. This is an excellent class to consider no matter what your character concept; as the Kagonesti's favored class, it complements almost any other class choice very well, representing the woodland stealth, awareness, and fighting skills taught to almost every Kagonesti child. Hunting animals, such as birds of prey or wolves, are the most common choices for animal companions.

Rogue: Rogue is a surprisingly good option for a Kagonesti. While few are pure rogues, with their lack of wilderness skills, some Kagonesti rangers will take a few levels of rogue, sacrificing attack bonus and hit points for even more skill ranks and increased deadliness in an ambush. Consider this class if you wish to increase your Kagonesti's total skill base and sneak attack effectiveness.

KAGONESTI RACIAL TRAITS

Kagonesti have all the elven racial traits listed in Chapter 2 of the *Player's Handbook* except as follows:

- +2 Dexterity, -2 Intelligence. Kagonesti are shorter but more muscular than other elves, with a tendency to focus upon the physical over the cerebral.
- *Elvensight:* Krynnish elves have low-light vision and can see twice as far as a human in starlight, moonlight, and similar conditions of poor illumination. They retain the ability to distinguish color and detail under these circumstances. Elvensight also includes darkvision up to 30 feet. Darkvision is black and white



only, but it is otherwise like normal sight.

- **Weapon Proficiency:** Kagonesti elves receive free a Simple Weapon Proficiency feat with the spear, short spear, long spear and Martial Weapon Proficiency feats with the short sword, shortbow (including composite shortbow), and longbow (including composite longbow). Kagonesti are hunters and warriors, so all Kagonesti are familiar with these weapons.
- +1 racial bonus on Knowledge (nature) and Survival checks. At home in the forest, the Kagonesti possess an intimate understanding of the ways of nature.
- **Automatic Languages:** Elven, Sylvan. **Bonus Languages:** Common, Ergoth, Gnoll, Goblin, Khurish, Ogre, Solamnic.
- **Favored Class:** Ranger.

QUALINESTI

An elf of Ansalon is a mixture of contradictions. Each has a wild, primitive side, one seeking unity with the natural world around him; the Kagonesti embrace this. Conversely, there is also a side that aspires to learn, create, and raise mortal civilization to new heights; the Silvanesti have taken that mantle.

The Qualinesti have taken what could be considered the middle path, but in truth, it's much more than simply an amalgamation of Silvanesti cultural refinement with Kagonesti conscience. The Qualinesti represent the progressive side of elvendom and are more willing to engage the wider world than other elven nations.

PHYSICAL DESCRIPTION

Qualinesti tend to be a shade taller and noticeably slighter than their Kagonesti brethren. Their build is willowy and graceful with a complexion the light color of sun-bleached oak. Their hair color runs from a rich walnut to the golden of autumn aspen leaves and is, almost without exception, thick and full. Before the tragedy of Qualinost and the nation's subsequent exile, many Qualinesti women wore their long hair in luxurious and complex braids. Now, however, with the vast majority of Qualinesti in exile in Khur, practicality has led to more utilitarian hairstyles for both sexes. Qualinesti facial features are fine and delicate, with high cheekbones and sharp, piercing eyes of chestnut brown or sky blue.

Qualinesti dress is designed to be functional yet beautiful, with men favoring woven trousers and jerkins. Women once preferred long dresses or skirts with a form-fitting bodice, but after the exile to Khur, they have begun to dress with more practicality in mind. In the deserts of Khur, both sexes add a *geb*, a white robe-like garment of Khurish origin, in order to ward off the heat of the sun. Browns, muted greens, and other rich earth tones dominate Qualinesti traditional dress. The clothing of both sexes is generally plainer than the clothes the Kagonesti wear—there's less intricate embroidery, except in formalwear, which is extravagantly decorated with all manner of patterns.

When dressing for function, Qualinesti prefer rugged leathers similar to those worn by the Kagonesti. A buckskin tunic and leggings with stout boots and hardened leather armor is common for Qualinesti scouts. Qualinesti warriors will add metal armor: elven chain for lightly armored warriors, high quality full plate and mail for heavy troops.

Both Qualinesti men and women wear jewelry. Earrings are extremely common among women, and some men wear them as well. Bracelets, necklaces, and pendants are also frequently worn by both sexes. For formal occasions, women will wear tiaras, circlets, coronets, ornate barrettes, and other ornamentation in their hair. Unfortunately, this sort of formality has become rare since the fall of Qualinost.

PSYCHOLOGY

Qualinesti psychology is difficult to summarize. As a group, they are not as stubborn as the Kagonesti, nor as arrogant as the Silvanesti, but they show hints of both traits. They are not as suspicious as the Kagonesti, nor as xenophobic as the Silvanesti, but at times, they can demonstrate both.

Generally, the Qualinesti are a principled people. Most believe good must be pursued in all cases, that innocents must never be harmed, and the end never justifies the means. They are willing to fight for causes right and just; Laurana the Golden General, a Qualinesti princess, led the Whitestone forces against the Dragonarmies in the War of the Lance. They aided, at least in a small way, human refugees from Abanasinia fleeing the Red Dragonarmy as it approached Qualinesti by providing them sanctuary as they escaped.

Qualinesti tend to have an air of superiority and arrogance, though not to the same extent as the Silvanesti. Most are convinced that their culture and social structure are far more advanced than those of any other race. This trait overwhelmed their principles when, during their sojourn in Southern Ergoth, they took a great many Kagonesti prisoners in order to civilize the barbarians. This sad state of affairs lasted until the destruction of Qualinost and the resulting exile, and many Qualinesti still don't believe that it was wrong to try, still believing their Kagonesti cousins to be in need of aid and education.

Qualinesti have historically been isolationists. They allowed no non-elf to enter their lands mistakenly; uninvited guests in the Qualinesti Forest were removed—sometimes gently, sometimes not. They ferociously defended the borders of their forest, retreating only twice, both times when faced by certain defeat—once against Verminaard and his Red Dragonarmy, and the other against Beryl the green Dragon Overlord. However, the isolationism has not historically gone as far as outright xenophobia; the Qualinesti have typically been the most open of all elven nations, commonly sending traders, scholars, and adventurers out into the world. Dozens of Qualinesti wizards have enjoyed successful careers in the Orders of High Sorcery, traveling all over Ansalon. Of course, in this era of exile, isolationism is no longer an option for Qualinesti culture; this has been a painful transition for many.

Modern Qualinesti are often quite emotionally scarred. Almost every Qualinesti on Ansalon lost a loved one in the disaster at Qualinost; many lost their entire families. *Nalis Aren*, the Lake of Death, is an irremovable splinter in the psyche of most Qualinesti; their once-beautiful capital city, which stood as a bastion of beauty and learning and a pinnacle of mortal civilization for thousands of years, is now a fetid pool, filled with the decaying corpses of a dragon overlord and thousands of her victims. Most say it's still haunted by the ghosts of those who died there. With such a huge part of their cultural identity torn violently

away, severe depression, malaise, and despair, once almost unknown among elves, have become common among the Qualinesti.

Among elven cultures, Qualinesti is the nation with the most variance between individuals. Any generalization made about the psychology of the Qualinesti is bound to be somewhat off the mark for many.

SOCIAL STRUCTURE

Qualinesti social and institutional structures have been modeled loosely on that of the Silvanesti. Qualinesti's founder Kith-Kanan, a prince of Silvanesti, brought many of the conventions of Silvanesti social structure with him, including a caste system and a hereditary patriarchal monarchy. These traditions and institutions will undoubtedly change as they forge a new place in the world.

The leader of the Qualinesti is known as the Speaker of the Sun. Although elves typically do not use the term



“king,” the office is in most ways indistinguishable from that of a traditional human monarch. It has always been held by a direct descendant, usually in the male line, of the great Kith-Kanan and is currently held by Gilthas, son of Laurana the Golden General and Tanis Half-Elven. Gilthas is not universally loved; he is one quarter human, and this mixed bloodline causes some Qualinesti to mistrust him.

The Speaker rules alongside the Senate, the *Thalas-Enthia*. The role and power of the Speaker versus the *Thalas-Enthia* is only loosely defined, relying on tradition rather than statute to define the powers of each; traditionally, the *Thalas-Enthia* has served in an advisory role for the Speaker, but there have been instances in the past of a particularly strong senator temporarily tipping

the balance of power in favor of the *Thalas-Enthia*. During the current exile, the *Thalas-Enthia* has become nearly irrelevant.


The Qualinesti have a house-based caste system as the Silvanesti do, but it is far less rigid and hierarchical—and far less important—than that of their eastern cousins. Qualinesti houses bear a great deal of resemblance to trade guilds, and mobility between houses is common; a Qualinesti with a talent for jewelry-making might be invited to join House Gemcutter, even though his family is traditionally of House Celestial, for instance. Even among the nobility, very little of a Qualinesti's reputation and prestige is wrapped up in house membership, and most Qualinesti commoners ignore the house system altogether.

FAMILY LIFE

With less pressure to cement clan alliances than the Kagonesti and less pressure to respect political concerns than the Silvanesti, the Qualinesti are the most likely among elven cultures to see marriage as a purely joyous celebration of love. Ceremonies vary from lavish, formal affairs in expansive temples (at least, before the exile) to simple outdoor rituals. In front of as many witnesses as they can gather, the couple pledges their love, and the union is traditionally blessed jointly by clerics of E'li and Quen Illumini. Since the War of Souls, a new tradition has yet to arise, although appeals to the Blue Phoenix or Astra in place of E'li are more common; the tiny number of clerics among the Qualinesti prevents the presence of a priest at every ceremony. Qualinesti marry for life although, like the Kagonesti, it is socially acceptable for those widowed at a young age to eventually form a marriage-like bond of love and companionship with another. Qualinesti family units would seem very familiar to most humans, with a mother and father living in a home with their children; grandparents and great-grandparents are often members of the family units as well.

Much like the Kagonesti, children are welcomed to the community with a Life-Gift ceremony, with a priest of E'li—or, since the War of Souls, Quen Illumini, if a priest is available at all—blessing the child in a public ritual. As the child grows, she is educated in a wide variety of subjects from mathematics to athletics. Education is somewhat informal, although it is socially expected that all children will receive some form of education outside the home. Lectures and large class settings were once a part of this education; apprenticeships and tutorials have, for the most part, replaced them in the days of exile. Like the Kagonesti, the Qualinesti have a coming-of-age ceremony young elves undergo. It's much more passive than the Kagonesti ceremony, typically involving ceremonial blessings rather than demonstrations of expertise or knowledge. Education, usually specialized in a particular field, often continues into adulthood.

Qualinesti funeral rites and traditions are as variable as marriage rites. Many Qualinesti are averse to burial, but underground burial is not without precedent. While in their sojourn in Southern Ergoth during the War of the Lance, a few Qualinesti took up the Kagonesti tradition of water burial. The most common burial method, however, is to place the departed's remains into a stone or hardy wooden sarcophagus and inter it in a mausoleum. Royalty is sometimes treated differently. For example, Kith-Kanan's remains were discovered sitting on a throne



by the Heroes of the Lance in the catacombs connected to the ancient fortress of Pax Tharkas. Traditionally, the deceased's friends and family gather at the mausoleum, and a cleric of E'li or Quen Illumini speaks words of blessing, asking the gods of light to guide the soul along its next journey. A few devotees of the Blue Phoenix, who hold the mildly heretical belief in reincarnation, prefer a simple, unadorned underground burial and ritual in the wilderness. This burial method favored by the faithful of the Blue Phoenix and those borrowed from the Kagonesti have become much more common since the exile began after the War of Souls.

NAMES

Some Qualinesti names are many syllables long, and most will have a shortened version used by family and friends; examples include Lauralanthalasa “Laurana” and Tanthalas “Tanis.” Like the Kagonesti, most do not take on surnames.

EVERYDAY ACTIVITY

Daily life for a Qualinesti has changed dramatically over the past five years. Where once daily life for a Qualinesti might have started with a leisurely breakfast of fresh fruit and bread in a beautiful garden, it now starts with tepid water to rinse the Khurish sand from his mouth and some rice left over from the night before—or, if very lucky, some dried cranberries and stale tarbean tea. The day's work is not tending a lovely garden, attending class at a prestigious school, or patrolling a cool, shady forest known as well as the back of his hand, but swatting sand flies, keeping out of the midday sun, and trying to scratch out a living in a refugee camp in a foreign and unfriendly land.

Qualinesti in exile spend their time struggling to keep their households going; most have lost the majority, if not all, of their wealth and personal belongings. Khur, their current refuge, is a harsh and inhospitable place, and living off the land or planting crops is not an option. Therefore, most Qualinesti support themselves either by trading the remainder of their belongings to the increasingly hostile Khurish locals for food or selling what crafts they can assemble in their improvised homes. Some have hired themselves out as servants or teachers in wealthy Khurish homes. This is true of Qualinesti no matter where they find themselves in exile. Elven slums and ghettos have sprung up in many Ansalonian cities. Speaker of the Sun Gilthas Pathfinder knows this situation cannot continue; he hopes to move his people to Inath-Wakenti, the Vale of Silence, which supposedly lies in the Khalkist Mountains between Khur and Neraka. Whether he succeeds remains to be seen. See **Folklore** for more details about Inath-Wakenti.

ARTS AND INDUSTRY

As elves tend to do, the long-lived Qualinesti have thrown themselves into art, with some of their artists spending centuries perfecting their chosen medium. The Qualinesti are masters of the visual arts of sculpture and painting, although current circumstances haven't allowed much creative effort to be expended. A few talented Qualinesti artists have found patrons in foreign lands, especially the Ergothian Empire and Palanthas, so Qualinesti art has survived there.

The performing arts have become less important to the Qualinesti. They were once known for their large orchestral-style music compositions, but this type of performance is impossible in exile. Additionally, a part

of Qualinesti culture was lost forever when every known *rassi*, a large stringed instrument traditionally played at court, was lost in the destruction of Qualinost. Surviving the flight into exile were portable instruments, such as flutes, whistles, and drums. Some Khurish stringed instruments have been picked up and mastered by Qualinesti musicians, and the nation seems to be working to rebuild its musical heritage.

The Qualinesti are also builders. Their capital of Qualinost was one of the most beautiful cities on Ansalon. First built in cooperation with dwarven architects and stonemasons, it became a wonderful testament to the skill of Qualinesti builders. Additionally, Qualinesti have mastered the art of forging amazingly strong, resilient, and sharp blades. The keen edge and look of a Qualinesti longsword is unmistakable across Ansalon, and swordsmen of many races seek Qualinesti-forged blades for their quality and their ability to intimidate foes just by being drawn.

Perhaps above all, however, Qualinesti have learned how to work in cooperation with nature in their architecture and city construction. Qualinost was a city that worked with nature, not against it. Every building seemed to be in its appointed place; every garden and tree was meticulously cared for and allowed to seek its own potential as the Qualinesti lived around it. Of course, while all that is now gone—either at the bottom of *Nalis Aren* or left untended in the wilderness overrun by bandits and goblins—the skilled growers of Qualinesti remain; they simply need a fertile land in which to practice their art once again.

MAGICAL PRACTICES

Qualinesti elves hold arcane magic in high regard. It is considered a mark of prestige for any family to have a member pass her Test of High Sorcery and don white robes. Qualinesti Wizards of the White Robes find welcome in almost any Qualinesti home; in fact, a white robed wizard of any race is likely to be received well by a Qualinesti. Many Qualinesti pursue limited arcane skill; a sizeable percentage of the population has studied to one degree or another. The loss of arcane magic hit Qualinesti wizardry very hard, and precious few White Robes of old took up their art again after the War of Souls.

Wizards of the Red Robes are not quite so welcome. Qualinesti who earn the Red Robes will find that they are no longer welcome at home; if they push the matter and insist on returning to the community after their test, they may find themselves cast out as dark elves. Of course, those of the Black Robes are immediately banished from the community, and black robed wizards of any race find most Qualinesti quite openly hostile. See the **Dark Elves** sidebar for more details.

Divine magic is also welcome, if rare, among the Qualinesti, provided it comes from one of the gods of light. Now that E'li is no longer in the pantheon, the tiny number of Qualinesti clerics and druids to recommit themselves after the gods' return are mostly devoted to the Blue Phoenix and Quen Illumini.

Many of Goldmoon's students at the Citadel of Light were Qualinesti elves. Though rare, mysticism remains among the Qualinesti, as some elves question whether the gods still truly care about them. With the Qualinesti's historical ties to the Orders of High Sorcery, ambient sorcery is very uncommon among them.

RELIGION

For thousands of years, the Qualinesti thought of themselves as the chosen of E'li and the other gods of light. E'li's fall from divinity has challenged Qualinesti spirituality in a very fundamental way, but the flexibility of Qualinesti culture is aiding in their transition. Some Qualinesti, believing the gods have abandoned the elves, have taken on a secular outlook. Most Qualinesti disagree, and while their faith in the gods has changed, it still remains in some form. Members of the Holy Orders are rare among the Qualinesti, but those who do exist are held in very high regard.

Quen Illumini has replaced E'li as the primary object of worship among the pious Qualinesti, and her clerics, called Light Bearers by the Qualinesti, bring healing to Qualinesti individuals and communities. There are only a few Light Bearers among the Qualinesti. There are rumors that Quen Illumini has called a small number of druids and rangers to her service among the Qualinesti who remain in the forest.

While they turn to Quen Illumini for comfort, Qualinesti call upon the Blue Phoenix for endurance. Many Qualinesti find that Habbakuk provides them with the strength to pick up and carry on, even though everything they've known has been torn asunder. Some in exile are learning to see him in the shifting dunes of Khur as they saw him in the forests of Qualinesti; through that recognition, they are rediscovering their spiritual connection with Krynn. Some Qualinesti have felt a different calling to the Blue Phoenix and have taken up the more solitary life of druidry.

Saddened that a once-joyful people have been struck with so much despair, Astra has been a refuge for those needing to feel the spark of happiness. The perceived frivolity of appealing to the god of bards in times such as these angers some Qualinesti; others think those who are annoyed by it are the most in need of Astra's healing.

The Mantis of the Rose (Majere) also holds a place of honor among the Qualinesti. Contemplatives studied in his ways of mental discipline have aided many of the Qualinesti wrestling with emotional wounds; some of those suffering from post-traumatic stress and severe depression have found relief in the serenity the Mantis can inspire.

As many Qualinesti become more militaristic, worship of Kiri-Jolith is increasing. They beg for the military strength to win back their old homeland or gain a new one.

Worship of the gods of Neutrality is uncommon but not unprecedented. Those who do must be very careful to maintain a low profile. Personal devotion is tolerated, but too much open proselytizing can risk the scorn of the community. Shinare and Chislev each have cults among the Qualinesti, and Zivilyn is often respected as a sponsor of sages and philosophers.

Service to the gods of darkness is not tolerated among the Qualinesti. The Dark Queen Takhisis and her servants have repeatedly attempted to wipe the elves from Ansalon, and even though she is gone, the Qualinesti wisely do not trust any of her fellows. The Qualinesti attempt to convince anyone found to be devoted to the gods of darkness to repent of their errors. Even so, Kinis (Sargonnas) seems to have taken more than a passing interest in the Qualinesti's current plight. Some Qualinesti have aligned themselves with the Cult of the Bloody Condor, giving in

to their despair and turning it into a thirst for vengeance. Additionally, Hiddukel finds that despair and desperation make fertile ground for his seductive lies.

FOLKLORE

Kith-Kanan, founder of the Qualinesti nation, is the single greatest folk hero of the Qualinesti. The tragic love between Kith-Kanan and the wilder elf Anaya, his first wife and mother of his son Silveran, is the subject of many folktales and legends. It's considered one of the rites of passage for young Qualinesti children to put on plays retelling the tale of Anaya and Kith-Kanan.

Other stories of Kith-Kanan surround his founding of Qualinesti. Most are tall tales; there are stories that tell of Kith-Kanan single-handedly defeating entire companies of Ergothian cavaliers, stories of him casting powerful spells to raise up the Forest of Qualinesti, and a legend that the Tower of Wayreth existed within Qualinesti's borders only with his permission and that the Orders of High Sorcery paid him an annual tribute. While some children and common folk believe such things, serious Qualinesti scholars have a more realistic view of their nation's founder.

Another folktale among the Qualinesti is that of *Inath-Wakenti*. Legend has it that this green and fertile land is the location where the gods first set foot on Krynn in physical form. In order to maintain the peace between them, they agreed to refrain from speaking while there—thus its more common name, the Vale of Silence. In every instance of its mention in Qualinesti records—visits by ancient human tribesmen, Istaran explorers, dwarven miners, and Solamnic scouts—it is surrounded by misfortune and death. Another legend says in ancient days, a powerful Silvanesti wizard was banished there for crimes so foul that all record of them was erased. It is this land that Gilthas Pathfinder, Speaker of the Sun and Stars, seeks to be the new homeland of the elves.


A great deal of recent rumor and folklore has sprung up around *Nalis Aren*, the Lake of Death. Many believe this lake, formed from the ruins of the city of Qualinost when the White Rage River claimed the city, is haunted by the spirits of those who died there. Few Qualinesti are willing to approach the lake to verify those tales.

LANGUAGE

The Qualinesti dialect of Elven is closely related to that of the Silvanesti. Linguists and Qualinesti historians mark the founding of Qualinesti, about 2050 PC, as the point the two dialects diverged. At this time, the two populations of elves separated themselves, taking their languages down different evolutionary paths.

In many ways, Qualinesti Elven is a superset of Silvanesti. Like much of Qualinesti culture, the dialect is partially the result of taking Silvanesti and relaxing the tight control Silvanesti scholars exercised over it. However, rather than make the language simpler, it became more complex than Silvanesti Elven. Rules of syntax and grammar gradually loosened, vocabulary was left unprotected, and spelling drifted; as a result, there are a myriad of exceptions to rules of grammar, spelling, and even pronunciation in Qualinesti Elven. Qualinesti sometimes use this to poke fun at their more linguistically protective Silvanesti cousins who, it's said, are irritated to no end by what the Qualinesti have done to the tongue. Nevertheless, the two dialects remain close, and except for





variations in grammar and some vocabulary (Qualinesti have borrowed some words of Abanasinian from nearby humans, dwarven from contacts in Thorbardin, and words of Sylvan origin from the Kagonesti), a speaker of one will easily understand a speaker of the other.

The Qualinesti have a great love of aphorisms, short (often humorous) statements expressing some great truth, profound opinion, or both. Compilations of aphorisms are among the more successful popular publications among the Qualinesti literati. “Trust in E’li, but carry an extra bowstring,” is a very popular aphorism believed to date back to the days of Speaker Silveran. “Pretend to competence and purpose, and few will suspect otherwise,” is another, which is believed to have originated centuries ago in the ranks of the Senate bureaucracy. The saying “Stay far away from dragons and bored kender,” has been echoed by amused kender and people frustrated with kender for centuries. “The biggest fish in a small pond still swims in a small pond,” began as a Qualinesti dig at wealthy human merchants who found themselves awestruck when visiting Qualinost for the first time, but it has expanded to be a general put-down of anyone in charge of a weak institution.

RACIAL RELATIONS

The Qualinesti’s relationship with the Kagonesti has been marred by the horribly misguided Qualinesti attempt to civilize their cousins by enslaving many of them and putting them to work in Qualinesti communities. The hope was that, by exposing them to the supposedly superior culture and society in Qualinost, they would abandon their barbaric ways. Rather, it bred contempt and rebellion; the fiercely proud Kagonesti resisted their captors—some openly, some covertly. This enslavement was ended for all practical purposes by the War of Souls, and the relationship between the two nations remains extremely rocky. Speaker of the Sun and Stars Gilthas, by virtue of his marriage to Kerianseray the Lioness, is recognized by many Kagonesti to hold the title Pathfinder, which helps to maintain unity—for now.

The separation of the Silvanesti and Qualinesti nations was not a peaceful one. The migration of elves to Qualinesti was resisted by Sithas of Silvanesti, beginning an enmity that continues to the present day. However, as both nations find themselves in exile and their homelands occupied by hostile forces, they’re finding that they have more in common than they previously thought, and many hope relations will improve.

Half-elves, who the Qualinesti call half-humans, are often pitied by the Qualinesti. They are grudgingly accepted, but most never quite feel at home among the full-blooded elves.

Like most elves, the Qualinesti almost universally blamed humans for the Cataclysm. This resentment was difficult to overcome, and many Qualinesti continue to hold humans in contempt. The experience of the refugees in Khur has re-enforced old hatreds, as many of the Khurish humans seek to take advantage of the elven exiles, destroy them, or both.

The dwarves of Thorbardin worked tirelessly to help rescue the elves of Qualinesti from occupation by excavating hundreds of miles of escape tunnels from Qualinost during the War of Souls. In doing so, they have earned the friendship of the Qualinesti for the foreseeable future. The Qualinesti are grateful beyond measure, and

many individual Qualinesti, especially those thousands who personally evacuated through the dwarven-built tunnels, feel indebted and will return the favor by aiding dwarves wherever possible.

Like most races, Qualinesti patience is put to the test around kender. Qualinesti generally find them to be meddlesome and often unintentionally dangerous. If a kender is found in Qualinesti lands—including among the elven refugees in Khur—they are usually politely but firmly escorted out.

Qualinesti mistrust gnomish science and technology. Mechanical and electrical devices are not well understood by elves, and the gnomes’ reliance on this technology, as well as Qualinesti reliance on magic which the gnomes reject, inhibits true understanding between the races.

Qualinesti, as a creation of E’li, share the general elven hatred of ogres, children of the Queen of Darkness. The disappearance of their divine sponsors has not lessened the hatred between these races. Minotaurs fare no better in Qualinesti eyes.

Metallic dragons are longtime allies of the Qualinesti. The silver dragon D’Argent and Qualinesti prince Gilthanas, uncle of current Speaker Gilthas, discovered the treacherous plan of the Dark Queen to corrupt metallic dragon eggs in the War of the Lance. The metallic dragons entered the war in force on the side of the Whitestone forces. Gilthanas fought many battles with D’Argent, and Laurana led the Whitestone armies alongside many metallic dragons.

War is as important a part of Qualinesti culture as it has ever been. Most Qualinesti of military age in good health serve as warriors in some capacity, no matter their location on Ansalon. Most are with Speaker of the Sun and Stars Gilthas in Khur, where every able-bodied Qualinesti is expected to pick up a bow or a sword at a moment’s notice. The handful of Qualinesti still in their ancestral forest are led in a guerilla war by the elf Orexas, who is secretly Porthios, and are in a constant state of readiness. Those in exile elsewhere around Ansalon must always be on alert for their own safety, as opportunists may seek to take advantage of elven misfortune.

Traditionally, the Qualinesti can field an impressive army. Cavalry on swift elven-bred horses can attack with bow, lance, and sword. Their infantry consists of archers and swordsmen of the finest quality, outfitted with arms and armor that are the envy of every knightly order in the world. Their scouts are excellent, surpassed in skill only by their Kagonesti kin. The elite Windriders ride into battle on griffon-back. Their weakness is depth; their numbers have been depleted by attrition since the War of Souls, and without a homeland to defend, they lack resiliency. A single serious defeat could scatter them with no hope of recovery.

A DAY IN THE LIFE

Again, Avala wakes with sand in her mouth.

Sand is everywhere in the tent city of Khurinost. It is ubiquitous; even the magically sealed tents occupied by Silvanesti House Mystic can’t keep the sand out. Surely it’d be easier to stay dry in a rowboat than to keep the grit out of your cot in this sea of sand.

Avala rises and dresses quickly. In the large tent’s outer chamber, her sister Naiju is already up and about, with water boiling on the small cook fire.

“Avalokitesvara,” her sister calls—she’s the only elf on Krynn who insists on calling Avala by her full name—“We’re running low on basil, salt, and rice. Someone will have to go to the *souk*.”

“It seems we just went last week,” Avala protests, but she knows Naiju is right. A child’s muffled squeal comes from the tent’s back chamber. Naiju stands and goes to look after her baby girl. Avala is ninety years old, Naiju one hundred and three; both Qualinesti women are in early adulthood. Naiju and Avala had each been married once. Their husbands died fighting Beryl and her minions in Qualinesti, and Avala still bears a scar on her belly from a draconian sword. Naiju had been with child at the time and evacuated with the first wave of refugees. The child, fatherless before she was born, is now learning to walk. “I’ll go, Naiju. You stay with little *bhani*,” Avala says, referring to her niece. “But we’re just about out of steel. We’ll have to sell another one.” Naiju nods in understanding.

One of the few family possessions they could take with them from Qualinost was a set of ornate silver serving trays. Each one is worth a great deal of money, but the sentimental value is even greater. Unfortunately, the state of the elves in exile does not allow them the luxury of sentiment. Avala takes a silver tray she remembers having at a romantic dinner with her husband. She forces the memory from her mind and brushes a tear from her cheek—she can’t afford nostalgia. With a sigh, she pulls on her *geb*, buckles her sword belt, and sets off.

Khurinost. Let it never be said elves don’t appreciate gallows humor, Avala muses, to name this mess as it if were a proper city. Khurinost is a huge tent city in the desert of Khur, a temporary home to over one hundred thousand elven refugees from Southern Ergoth, Qualinesti, and Silvanesti. It’s enormous, and even at this hour, with the sun just beginning to peek above the Khurman Sea far to the east, it is bustling. Most of the elves are fair skinned and attempt to get their work done in the early morning and late evening, avoiding the vicious sun and heat of midday.

The tent city is situated near the main gates of the great Khur capital of Khuri-Khan. It takes Avala over an hour to get through Khurinost and to the gate of the huge walled city. The posted guard waves her through, and she enters Khuri-Khan. Thousands of Khurs, dozens of elves, and the odd dwarf and half-ogre mill about, going about their business. Walking to the center of town would require hours, but the *souk*, or marketplace, where Avala knows she can get rice and other staples at a decent price, isn’t far from the gate. Within thirty minutes, she enters the *souk*, a large open square filled with dozens of booths and stalls run by merchants buying and selling everything from livestock to weapons to cooked food.

Avala’s attention is briefly caught by a human woman working over a kettle. An intoxicating aroma drifts from the booth—spicy lamb and lentil stew. The woman smiles.

“Breakfast, Lady Elf? Just ten coppers a bowl, best stew in town!” Avala is sorely tempted but politely shakes her head. The stew smells delicious but is overpriced, and Avala knows she and her sister have almost no money left.

She continues on to a silversmith’s booth, where she shows her tray to the craftsman. He puts down his tools and looks up from his work. “Hmm... Qualinesti origin...” His accent is thick, but he clearly knows elven art. Avala has dealt with him before; she knows he drives a hard bargain but has enough respect for elven culture and

sympathy for the elves’ plight that he won’t cheat her. “This dates from before the first exile, in the war against the Dragonarmies, doesn’t it?”

“Yes. What can you give me for it?” Avala responds. The two haggle for a minute or two before agreeing on a price. The old Khurish silversmith smiles and hands Avala a small bag of steel pieces. It’s a fair price, but Avala feels ill about having to sell yet another part of her birthright. “May the gods soon hear your people’s cries,” the silversmith says to Avala. “It is not right what has befallen you.” And yet you’ll buy my silver, Avala bitterly thinks to herself while thanking him.

Of course, now Avala is in a crowded *souk* carrying a bag containing over a hundred steel pieces—not a safe situation. She tucks the bag of steel inside her *geb* and keeps one hand on her rapier hilt. Next, she has to find the dry goods merchant with the best prices. Then she has to arrange transport for the hundred pounds or so of grain and spice that she’ll be buying...

She hears a scream from somewhere off to her left. A few booths away, she can make out a jumble of bodies. An elf with a torn *geb* and Kagonesti tattoos climbs out of the melee, clutching a bloody dagger. Terrified, he drops it, looks around, and runs off. A human man lies dead, a growing scarlet patch obvious on his grimy *geb*.

More screams erupt from witnesses of the violence. “It’s a dirty *laddad!*” someone shouts, a human voice using a hateful Khurish epithet for elf. “Murder! Catch the *laddad!*” More voices seem to rise in agreement. Avala makes eye contact with a Silvanesti man standing near her. In an instant, they agree wordlessly—it’s time to leave.

Avala and her new Silvanesti friend immediately dart for the edge of the *souk*, heading back toward the city’s main gate. They try to remain as inconspicuous as possible, not making eye contact with any Khurish locals or city watchmen. All they need to do is get to the gate before they decide to lock down the city.

Avala’s training as a warrior pays off. She fought by her husband’s side in the last hours of Qualinost and is not one to lose her head in an emergency. She does not draw her rapier, which would be an unmistakable sign of hostile intent. She keeps repeating to her panicky Silvanesti companion, a somewhat high-strung young man, “Be calm, we’re just leaving the city, that’s all we’re doing, they won’t stop us if we’re not a threat...” The going is slow; the crowds are surging and there seem to be dozens of city watchmen on horseback riding to and fro through the crowd, holding back their progress. Getting to the gate among the throng takes hours into the heat of the day. Luckily, the streets are narrow and mostly shaded, or many elves in the crowd would have been overcome.

Eventually, they reach the gate. There, she overhears a guard mention, “Yes, they caught the murderer red-handed. It was one of the barbarian ones, with all the tattoos...”

“What? Just like a Kagonesti!” Avala’s companion snorts as they are waved through the gate. “To violate hospitality like that, it’s unconscionable—”

Avala cuts him off. “No, no. Think. Look at what happened. Why would any of us murder any human in Khuri-Khan? That Kagonesti was being robbed or abducted, and he had the audacity to fight back.” Her companion is silent and looks a little sheepish. “Khurinost is just ahead. You can find your way from here.”



“Yes. Thank you.” He starts to walk off, then turns. “We’ll never be welcome here, will we?”

Avala shrugs. “I hope we’re not here long enough to find out.”

An hour later, she’s back at her tent. The blazing sun is setting, and Avala’s stomach is growling with hunger. She hasn’t eaten all day. “No rice, Naiju. There was trouble at the *souk*.” But as she enters the tent, she smells steamed rice and vegetables.

“Sit down and eat,” Naiju says, handing her a bowl. “The people next tent over shared what they had.”

“But they’re Silvanesti.”

“I suspect that particular distinction will become less important over the coming years.” Naiju sits down as well, laying a thin sheet over her sleeping daughter. “Don’t worry about the rice. You got money, and we can use that to buy from other elves here.”

“The city was terrible. So many of the humans hate us.” Avala eats in silence for a long time. “Naiju?”

“Yes?”

“I want to go home,” Avala tells her older sister, tears in her eyes again.

“Speaker Gilthas will lead us home, Avalokitesvara,” Naiju responds. “We must trust him.”

As the sun sets, Avala lies down and falls asleep quickly. She dreams not of sand, nor of blistering heat, nor of noisy *souks*. She dreams of home, but she is troubled because she can’t tell where exactly that home is.

QUALINESTI AS CHARACTERS

The strength of the Qualinesti as player characters lies in their flexibility. They vary widely enough that almost any personality type can be played believably. While isolationist, they’re open enough that it wouldn’t be unusual to find one cooperating with other races in an adventuring party in a far-off land. Their cultural expertise is wide enough that almost any class can be considered for a Qualinesti character.

ADVENTURING QUALINESTI

As the most varied elven nation, Qualinesti go adventuring for a wide variety of reasons. Currently, most Qualinesti who have taken up the sword are fighting to regain their ancient homeland or to defend the remnants of the nation in Khur. Qualinesti in the Diaspora are the most likely of any elven nation to be willing to cooperate with non-elves, so Qualinesti are found pursuing almost every imaginable goal, be it serving with the Legion of Steel toward some idealistic cause or a simple money-making venture.

CHARACTER DEVELOPMENT

Qualinesti are versatile and suffer fewer social and environmental restraints than the other elven races. A Qualinesti character can be designed to pursue almost any developmental path.

Barbarian: Qualinesti culture prides itself on its civility; a Qualinesti barbarian would be an outcast. It’s most appropriate to use this class to represent a Qualinesti who was raised outside his homeland among uncivilized people.

Bard, Sorcerer: Qualinesti never developed a tradition of ambient arcane spellcasting after the Chaos War. There may have been a few who took up sorcery, but they are the exception and generally lived outside Qualinesti. True

bards are just as rare, as most artists, storytellers, and performers are experts or masters.

Cleric: The Qualinesti once had a strong tradition of clerics, with priests and priestesses of E’li, Quen Illumini, and Astra common. This tradition nearly fell apart in the forty years of the gods’ absence and occupation by the Dark Knights. It has yet to be re-established; your Qualinesti cleric PC is probably among the first blessed by the gods since their return after the War of Souls, and you can expect to be charged with bringing faith and healing back to the shattered nation.

Druid: Druidry is not a common tradition among the Qualinesti. Some at the fringes of the Qualinesti forest, or who have lived among the Kagonesti, have taken up the call, but they are all but unknown at the current time. If you wish to play a Qualinesti druid, it is likely your PC will be seen not only as an invaluable healer at a time of great crisis, but also as a bridge between the worlds of the Kagonesti and Qualinesti.

Fighter: With their proud martial history, Qualinesti are commonly fighters; most of the legendary Windriders have at least a few levels of the fighter class. Their natural agility and good equipment often makes up for their natural frailty. The Qualinesti have a dire need for skilled combatants; Qualinesti fighter PCs should expect to be pressed into service against the nation’s many enemies.

Mariner: Seafaring is not a common career for a Qualinesti, but it’s not unheard of. Since the War of the Lance and the founding of Qualimori, Qualinesti sailors have mastered the route between the western coast of Abanasinia and Southern Ergoth and on to Cristyne. Consider this class if your PC is one of those sailors.



Master: Masters have been vital in Qualinesti culture since its inception, and they continue to be so. Master craftsmen create the weapons, armor, and materials necessary to defend the nation. Master sages keep history intact and teach the next generation. Master performers work to rebuild the tradition of song, poetry, and other performing arts.

Monk: Qualinesti culture has never had a strong tradition of warrior-monks. Any Qualinesti taking levels of the monk class was probably raised among other peoples outside Qualinesti lands.

Mystic: Qualinesti mystics are few and far between. Most studied under Goldmoon at the Citadel of Light, and many remain there. Very few fight with Orexas in Qualinesti or travel with Speaker Gilthas in Khur; if your PC is a mystic in either location, her services will be greatly sought after as one of the few casters of divine magic in the entire nation.

Noble: While not as class-conscious as the Silvanesti, Qualinesti society is far from egalitarian. Many among them can be described as nobles, and the Qualinesti racial traits granting bonuses to Diplomacy and Sense Motive enhance this. Your Qualinesti noble character could be a relative of the Speaker, a wealthy trader who has not yet given up hope of regaining his wealth and influence, or an aspiring military leader.

Paladin: E'li and Quen Illumini have each blessed Qualinesti paladins, usually calling them from among aspirants to the Holy Orders. Qualinesti paladins benefit from their Dexterity bonus, provided they wear armor allowing them to take advantage of it. In the current era, Qualinesti paladins are rare; an order of Qualinesti paladins is said to defend Amara Pathfinder on Cristyne.

Ranger: Ranger is an excellent choice for a Qualinesti warrior. Part scout and part soldier, Qualinesti rangers serve in almost every military role. Ranger is a very versatile option for any Qualinesti PC, with the only drawback of the elven Constitution penalty making them not as tough as many of their counterparts in other races.

Rogue: Qualinesti make excellent rogues. With a high Dexterity and at least average Intelligence, many rogue skills are enhanced, and the Qualinesti bonus to Sense Motive and Diplomacy are extremely useful. Given the Qualinesti Constitution penalty, it would be advantageous to a Qualinesti wizard PC to consider taking a few levels of rogue, sacrificing spellcasting levels for more hit points and skill points, as well as better Reflex save and the possibility of evasion and even uncanny dodge—abilities that may save the character's life many times.

Wizard: Qualinesti wizards have historically been among the best on Ansalon. With the Tower of Wayreth so close by, the Orders of High Sorcery and the nation of Qualinesti have enjoyed warm relations for centuries. Unfortunately, most Qualinesti wizards left arcane magic behind after the Chaos War, and it has been very slow to recover since the moon gods' return. Your Qualinesti wizard PC is probably among the first elves to rediscover the old arcane magic, and he will be in high demand among Qualinesti leadership if news of his expertise reaches important ears.

QUALINESTI RACIAL TRAITS

Qualinesti have all the elven racial traits listed in Chapter 2 of the *Player's Handbook* except as follows:

- **Elvensight:** Krynnish elves have low-light vision and can see twice as far as a human in starlight, moonlight, and similar conditions of poor illumination. They retain the ability to distinguish color and detail under these circumstances. Elvensight also includes darkvision up to 30 feet. Darkvision is black and white only, but it is otherwise like normal sight.
- +1 racial bonus on Diplomacy and Sense Motive checks. Though they can be as aloof as the Silvanesti, the Qualinesti are more inclined than most elves to deal with other races.
- **Automatic Languages:** Common, Elven. **Bonus Languages:** Abanasinian, Dwarven, Ergot, Goblin, Khurish, Ogre, Sylvan.

SILVANESTI, HIGH ELVES

Proud and aloof, the Silvanesti consider themselves to be the first children of the gods, the oldest and wisest mortal race, and the keepers of the pinnacle of mortal civilization. They had grown frustrated with the world and removed themselves from it as much as possible, hoping to maintain the purity of their inherent superiority. Recently, however, Lorac's nightmare, the sylvan shield, and the minotaur invasion have thrown their society into disarray.

PHYSICAL DESCRIPTION

Most Silvanesti are taller and slighter than the Qualinesti, noticeably more so than the Kagonesti. The grace and beauty of a Silvanesti is often described as ethereal; while humans and many other races find Kagonesti and Qualinesti elves beautiful, most find the beauty of Silvanesti entrancing and otherworldly. Their skin is the color of white pine, with some even fairer still. Their hair ranges from the light brown of maple to aspen-bark white, and it's often worn in long, elaborate braids and arrangements. A few Silvanesti are born with hair the charcoal black of fire-tested firs; Alhana Starbreeze of House Royal is a notable example. Alone among elves, a few very elderly Silvanesti men, even those with undisputedly pure bloodlines, have sometimes been known to grow a thin, wispy beard; this is considered the mark of a man worthy of great respect, and most Silvanesti scoff at other races whose men dare grow beards before they reach the ripe old age of six hundred or so. Silvanesti eyes are usually the rich color of walnut.

Silvanesti dress is designed to showcase luxury. Loose fitting blouses and trousers with suede slippers or boots are the norm for men and a full-length gown or dress for women. Both men and women finish the ensemble with flowing robes and cloaks—even the commoners are fond of such fashion. Both sexes wear a great deal of jewelry; rings, bracelets, earrings, ornately buckled belts, necklaces, pendants, and brooches are common. Women add extensive ornamentation in the hair. However, much of this extravagance had to be left behind when they fled Silvanost at the end of the War of Souls.

When the situation calls for utility, Silvanesti will put away the formalwear and use clothing more in line with what their Qualinesti cousins favor: sturdy leathers for wilderness scouts, utilitarian yet beautiful breeches and shirts with vests for artists, craftsmen, and other workaday Silvanesti, and slightly less ostentatious court clothing for wizards, scholars, and priests.



PSYCHOLOGY

The Silvanesti are members of the oldest and, by many measures, most advanced civilization on Ansalon. Some of the greatest mages, warriors, and artists ever known on Ansalon have been Silvanesti. The Silvanesti know this and take it to heart, leading to a vast cultural superiority complex. They are among the most arrogant and self-important mortals in existence, and their air of assumed superiority regularly insults those of other races.

The superiority complex carried by most Silvanesti has led them to become intensely isolationist, to the point of xenophobia. For thousands of years, they cut off most contact with the outside world. The Silvanesti zealously guarded their borders, often violently expelling anyone unlucky enough to cross it without permission. In times of war, they were likely to outright kill any non-elf found in their beloved forest. Since the minotaur invasion evicted them from their ancestral lands in the War of Souls, they have been forced to deal with other races far more than any time since the ancient past.

Silvanesti pride and assumptions of superiority have also led to an intense sense of vanity. Before the exile removed the luxury to engage in such things, Silvanesti were extremely fashion conscious, and even to this day, those whose physical perfection is marred by visible scars or disability are sometimes driven to breach the elven taboo against suicide.

Recent history has not been kind to the Silvanesti: their homeland was infested by the Nightmare of Lorac; they were trapped within a life-draining magical shield raised by their mortal enemy Cyan Bloodbane; they were defeated and humiliated by the Dark Knights under Mina, then were occupied, slaughtered, and driven from their ancestral lands by minotaur. This string of defeats has left many Silvanesti bitter. Rather than the depressed malaise suffered by many Qualinesi, Silvanesti have been more likely to react by becoming caustic and angry.

In contrast to the bitterness and anger expressed by some Silvanesti, others have remained undaunted and optimistic. As caretakers of one of the oldest and most advanced civilizations on Ansalon, the Silvanesti have historically been a very confident people. They believe nothing is beyond their grasp as long as they expend enough effort and patience. Lorac Caladon, the Speaker of the Stars during the War of the Lance, personified this confidence when he unsuccessfully attempted to master the *dragon orb*. Surprisingly, even after being evicted from their lands, the morale of many Silvanesti remains fundamentally strong.

The Silvanesti are quick to anger. Over the millennia, their highly regimented and precise social structures evolved an overdeveloped sense of etiquette and political protocol; offense became easily given and quickly taken. Public airing of grievances and litigation were common ways for Silvanesti from different Houses to resolve disputes. Within the same House, Silvanesti pride sometimes drives escalation of disputes to the point where only a duel can resolve it. While dueling is usually forbidden between members of different houses, two members of the same house can resolve a dispute this way. The antagonists agree on a weapon—usually a rapier, but sometimes a longsword—and fight to the first cut. The duel is meticulously refereed; great care is taken that the fight is not fatal and permanent scarring does not result.

Purposely attacking the face or hands, for instance, is grounds for immediate disqualification and disgrace.

SOCIAL STRUCTURE

Silvanesti society is highly structured and regimented; each member knows her place and is expected to fulfill it. Social structure is dominated by the House system. Silvanesti Houses are groups of families who share the same family vocation, trade, profession, or scholarly expertise.

All Silvanesti, from the lowest born lady's maid to the Speaker of the Stars himself, are members of one of the great Houses. Membership is hereditary; children enter their parents' house upon their birth and remain unless marriage takes them to another. Elves of different houses may only marry with permission of the Speaker of the Stars or a representative of his bureaucracy, at which time one or the other of the couple formally changes houses to match his or her new spouse.

House affiliation is of vital social importance in Silvanesti culture, even during the exile. It determines who one may marry, who one's friends may be, and what one will do with his life. Rank within the House is of importance as well; the head of each House sits on a committee called the *Sinthal-Elish* or Council of the High. This council serves as official advisors to the Speaker. While each house legally has an equal place on this council, historically House Protector, House Cleric, and House Mystic have vied with each other for dominance and, with it, the ear of the Speaker.

The great Houses of Silvanesti are as follows:

House Royal—This house consists of the direct descendants of Silvanos, founder of the Silvanesti nation. The Speaker had always been a member of this House, until the recognition of Gilthas as Speaker of the Stars.



Some have argued he should be granted membership in the House as a descendant of Silvanos (albeit through the traitor Kith-Kanan); others believe the Speakership should pass to one of the minor members of the House, such as Kiryn, Silvanoshei's cousin. For now, Gilthas holds power, but the longer he goes without demonstrating that he can resolve the elves' refugee status, the less patient the remaining power brokers among the Silvanesti will be.

House Cleric—Once the most powerful House next to House Royal, House Cleric lost significant prestige during the absence of the gods, both following the Cataclysm and the Chaos War. They responded by turning to lorekeeping and temple administration; even during the times of the gods' absence, the temple buildings were lovingly maintained. Even though the gods were gone, the Silvanesti still found solace in the temples, and House Cleric maintained them through the years. Prior to the Chaos War, House Cleric had members in every Holy Order of the gods of light; E'li was held in the highest esteem, but Quenesti Pah (Mishakal) and Astarin (Branchala) were revered by most Silvanesti. The Blue Phoenix, Matheri (Majere), and Kiri-Jolith also had beautiful temples—see the **Religion** section for more details about Silvanesti religious practices. While House Cleric revered Solinari, they left his worship to the wizards of House Mystic. House Cleric does not forbid the marriage of its priests and priestesses; the hereditary nature of the House requires children.

Ironically, it was neither the Cataclysm nor the Chaos War which put an end to this House's power; that was accomplished by the minotaur invasion and the resulting destruction of the temples of Silvanost and slaughter of most of the members of the House. Few members of House Cleric survived the War of Souls. Most stayed behind to defend their beloved temples from the minotaurs rather than flee. The lucky ones died in the fighting. Rumors have circulated that Lady Telisina, head of House Cleric prior to the war, was among the surviving refugees, but her whereabouts are unknown; most doubt the truth of the rumors.

House Protector—House Protector is the Silvanesti nation's sword and shield. The Wildrunners, the Windriders, and the Speaker's personal guard detail must be members of House Protector. See the **Racial Relations** section for details about the Wildrunners and Windriders. As such, it is the only House a Silvanesti can voluntarily join without marrying a current member. A Silvanesti wishing to serve his people in a martial role may apply for membership in one of these units; those demonstrating the basic ability to serve are inducted into the House and trained as a warrior.

Not all Silvanesti under arms are members of House Protector; the kirath, a highly skilled force of irregulars called to duty when necessary, remain members of whichever House they were born into.

House Mystic—The Silvanesti are widely thought of as masters of the arcane arts. While human wizards like Par-Salian, Justarius, and the great Raistlin Majere often find more fame, no race has produced as great an arcane tradition as that of House Mystic. The Silvanesti have had great success in educating their children in the ways of wizardry, and for thousands of years prior to the Chaos War, House Mystic had the support of the Orders of High Sorcery (the White Robes, at least) as responsible teachers of magic.

Even so, all members of House Mystic have traditionally taken the Test of High Sorcery at the Tower of Wayreth; Silvanesti aspirants enjoyed greater success than any other race, leading many wizards to try to discover the Silvanesti methods of training. House Mystic managed to keep their methods to themselves, and Ansalonian wizards, shrugging their shoulders at the Silvanesti's amazing success, credit it to longstanding tradition or the favor of the gods. Despite their successes, wizards of House Mystic generally have not participated in the activities of the Conclave or Orders of High Sorcery to any great degree; thus, despite their amazing natural aptitude, few Silvanesti mages are ever known beyond the borders of their forest. One notable exception is Dalamar the Dark, who was actually a member of House Servitor. He was banished as a dark elf for two reasons: the crime of practicing magic as a wizard of the Black Robes and the equally unforgivable crime of overstepping his station in the social order. While House Mystic does not have a monopoly on the use of arcane magic in Silvanesti, its use by anyone in House Servitor is strictly limited to cantrips and very minor magic.

House Mystic has not had much of a chance to recover from the absence of magic following the Chaos War. A few had turned to sorcery, but most had not. Much of its vast and priceless library of spellbooks and research material was lost in the minotaur invasion. The house is still in disarray, and its future remains undetermined.


House Metalline—Like their Qualinesti kin, the Silvanesti are known as artists in metalworking. The Silvanesti are especially noted for their skill with mithral. From jewelry to weapons, the smiths of House Metalline coax beauty from metal of which most others on Ansalon can only dream. House Metalline supports not only smiths, but also miners and merchants specializing in metal trade. Members of House Metalline are often able to continue their trade in exile, and many members are among the most successful of those Silvanesti in the Diaspora.

House Advocate—The teachers, scholars, lawyers, judges, diplomats, and civil servants who kept the Silvanesti's highly regimented society running smoothly belong to House Advocate. Now that the nation is in exile, House Advocate is taking upon itself the responsibility of preserving as much of the social fabric as possible. Most members take pride in remaining staunchly neutral in Silvanesti politics, preferring the role of disinterested adjudicator and apolitical bureaucrat.

House Mason—Members of House Mason are one part artist and one part engineer, with a bit of mage on top of both. They were the architects and builders who constructed the stunningly beautiful city of Silvanost, the skilled workers who maintained its glory, and perhaps among those who wept most bitterly at its loss. Some members of House Mason exiled with the Speaker have offered to sell their services to the Khurs in order to earn some much needed currency for the nation, but others have opposed building any elven-designed structures in human lands. Despite this internal debate, their unity as a House remains strong, and they hope to recover the glory of Silvanost for their nation—or, at worst, recreate it in a new homeland.

House Gardener—Made up of Silvanesti's farmers, horticulturalists, and produce merchants, House Gardener provided most of the nation's food supplies for thousands of years. Hundreds of small farms and thousands of





tiny gardens dotted the forest, each carefully tended by botanists of House Gardener. In addition to the grain and vegetables that made up the staple of the typical Silvanesti diet, florists of House Gardener have developed stunningly beautiful varieties of flowers and ornamental plants. Gardens designed by House Gardener are widely considered works of art.

With most surviving Silvanesti currently in exile in the unforgiving desert of Khur, House Gardener is struggling to find its purpose. They hope a new homeland can be found—or their old one recovered—before too long, or many believe it might spell the end of the House.

House Woodshaper—The Silvanesti nation's foresters, hunters, and many other nature-minded citizens belong to House Woodshaper. Many members wield a sort of magic that will guide the growth of the forest, allowing them to perform feats of landscape and structural architecture using living trees as their medium. They also act as the protectors and nurses of the forest; this often put them at odds with House Mason in the classic conflict between preservation and progress.

Much like House Gardener, while in exile, House Woodshaper is a guild without a purpose. Moreso than House Gardener, however, they have recognized the extent of their dilemma and are engaged in active preservation of knowledge of their art, in hopes that it may someday be put to use again.

House Servitor—The lowest of all the great Houses of Silvanesti, House Servitor encompasses all the unskilled and much of the skilled, manual labor that maintained the lavish lifestyle of the nation. Its highest-ranking members may serve in roles requiring great responsibility, such as chief steward of a large estate or the personal valet of the Speaker of the Stars. Its lowest members are slaves, performing whatever dangerous or backbreaking labor needs to be done. Exile has become a great equalizer in Silvanesti society; many members of House Servitor have found new purpose in House Protector, and many slaves have been able to demand release from their bondage.

FAMILY LIFE

Every Silvanesti family is a member of one of the great Houses. Individual Silvanesti families, however, across every House and caste, share more similarities than they might care to admit.

Like the Qualinesti, home life typically consists of a mother and father living with their children and often grandparents and great-grandparents. Marriage is a very formal affair in Silvanesti culture. The process of choosing a mate is one that sometimes involves over a dozen people in addition to the couple themselves. The couple may privately exchange a *starjewel*, or a pair of them, demonstrating their love for each other. *Starjewels* are magnificently crafted pieces of jewelry, often worn as a brooch or pendant. They create a magical connection, allowing the giver to constantly sense the health and well being of the recipient.

Marriage of two young elves of different Houses requires the permission of the Speaker and the heads of both Houses. For elves of low caste within their Houses, this is simply a matter of having the appropriate paperwork signed and stamped by the proper bureaucrats. For wealthy and powerful Silvanesti, however, political considerations are paramount; a marriage that might tilt political influence away from one power center and

to another might be vetoed by the Speaker or one of his powerful advisors on the *Sinthal-Elish*. Some Houses, during some times of history, only allow marriage within the House or to members of certain other Houses; these policies are driven by equal parts politics and intense focus on the purity of one's bloodline. Even marriages within a House are subject to the approval of the head of the House. Arranged marriage is not officially practiced among the Silvanesti, but unofficially, many Houses play, for political reasons, such insistent and coercive matchmaker that arranged marriages are for all practical purposes a common reality.

The ceremony itself is also a formal and ritualized occasion. The bride is escorted from her parents' home by the groom's designated second, usually his brother or occasionally his best friend. She travels to the temple of Quenesti Pah, where a priestess of a rank fitting the bride's station blesses her. Similarly, a priest of E'li, also of rank matching his station, blesses the groom. From there, they both travel to the place of the wedding. Before the exile, members of House Royal were married by the Speaker himself in the Palace of Quinari. Other Houses hosted weddings within appropriate halls, and House Cleric often opened its temples to weddings between the pious. Even in exile, they try to maintain the pomp and ceremony with as much extravagance as is practical.

Especially now that the nation is depleted, weary, and homeless, children are a joyous blessing. Silvanesti children are blessed and welcomed according to the Life-Gift ceremony also celebrated by the Kagonesti and Qualinesti. As the child grows, she is educated in a broad spectrum of subjects: philosophy, magical theory, literature, art, mathematics, and history. All young Silvanesti receive similar instruction in these topics. Once reaching twenty years of age, they receive education particular to the duties and talents of their House. Upon reaching seventy to eighty years of age, they are considered adults and are fully inducted into their House. Before the Chaos War, those of House Cleric received their *medallions of faith* at this point, and those of House Mystic prepared to journey to Wayreth for their Tests of High Sorcery.

Silvanesti funeral rites are every bit as formal as the rest of their rituals. When a Silvanesti dies, his body is ritually washed by a special caste of House Servitor. Once washed and dressed in his funeral clothes, the body is laid reverently on a granite slab, House Cleric recites lengthy and formal prayers, and mourners burn incense and bid their final goodbyes. Silvanesti culture traditionally discourages below ground burial; instead, mortal remains are consigned to a sarcophagus in a mausoleum. In exile, this is very difficult, and many Silvanesti prefer below ground burial to the barbaric rituals of their Kagonesti brethren. The thought of leaving their body to the scavengers of the land or sea disgusts Silvanesti.

Different Houses have different variations on the ritual. House Mystic adds, with great ceremony, the deceased's personal spellbooks to the House library. House Protector salutes a departed warrior with loud clapping.

NAMES

Silvanesti are unusual among elven cultures in that many, especially among the nobility, have surnames. Men and women usually follow different traditions in the selection of a surname. The determination of men's surnames is straightforward and follows a simple patronymic system;

the son of Maradoc Caladon was Lorac Caladon, as the father of Jahran Kaldeist was Yilan Kaldeist. Women's surnames are a bit more complex. One method is a matronymic system, where the daughter takes her mother's surname. Another fashion is for the mother and father to each choose a one-word descriptor of the environment as it is during the child's birth. Names like Oakleaf, Starbreeze, and Moonborn are chosen this way. Further confusing matters is that these systems occasionally cross gender lines, and a boy may acquire a name like Swiftcloud or Brightwind; a daughter may take her father's less poetic name. Examples of given names for Silvanesti include: Lorac, Silvanoshei, Avonathalonus, Pellarin, Silvanas, and Terevalis for men and Aleaha, Ladine, Lisindrela, Maleesa, Roselenna, and Telisina for women.

EVERYDAY ACTIVITY

Like the Qualinesti, the Silvanesti's daily life after the exile bears little resemblance to life in their forest home. Once the Silvanesti dedicated themselves to the pursuit of scholarship or magic; now they must concentrate on simple survival. Like the Qualinesti, they live in conditions far below the standard they were used to. They left Silvanesti hastily, with little more than what they could carry; much of their wealth was left behind, and most Silvanesti now find themselves in poverty. Among those who did bring money or valuables with them, only a few have much left; most have sold what personal valuables they had and spent what money they brought just to support themselves in the refugee camp in Khur. Thousands of Silvanesti are in the Diaspora, scattered around Ansalon languishing in ghettos in small, grubby little towns like Pashin and large cities like Palanthis, fighting to maintain some shred of dignity.

ARTS AND INDUSTRY

The Silvanesti are great lovers of the visual arts. Sculpture and engraving were seen almost everywhere in Silvanost; the city was dominated by statues and sculptures of elves, animals, and dragons—some realistic, some stylized. The delicacy of the sculpture makes it seem ethereal, almost as if the air itself coalesces as guided by the artist's will. Reports sent back by scouts and spies indicate that not even the minotaurs have had the heart to deface some of the work of Silvanesti sculptors. Jewelry and clothing are ornately engraved and embossed with beautiful designs of gold and silver. Silvanesti jewelers also work in gemstones, jade, and malachite, producing stunning rings, earrings, bracelets, and pendants.

Astarin continues to inspire poetry and song, which pass on history and culture to the next generation; this is especially important in these days of exile. Just in the past few years, an anonymous Silvanesti poet has composed a long epic poem about the wasting sickness caused by the Sylvan Shield and the battle with Cyan Bloodbane, in hopes that the folly of enforced isolation is not lost on the young.

Silvanesti bowyers make fine weapons. While they haven't achieved the artistry of their Kagonesti cousins, Silvanesti bows are among the finest made on Ansalon. However, the real talent of Silvanesti weaponsmiths is in the forging of swords. The steel and mithral blades forged by Silvanesti smiths rival the work of the greatest masters from Thorbardin. Few have ever been seen outside Silvanesti and are rumored by many to be magic. The hilts

and handles are magnificent works of art, often festooned with gemstones, highly polished oak and mahogany, and precious metals. Silvanesti longsword and rapier blades are intricately engraved with gold filigree in patterns resembling leaves, vines, trees, and sometimes stylized zoomorphic designs of griffons, wolves, and dragons. A mithral sword in the hands of a skilled Silvanesti swordsman is an awe-inspiring sight. The perfection of the metal is enhanced by a beautiful rippling effect, giving the weapons the appearance of being made from liquid; there are reports of ogre and minotaur warriors telling of invincible Silvanesti swordsmen wielding blades of enchanted quicksilver.

MAGICAL PRACTICES

Silvanesti have a long and proud tradition as spellcasters. White-robed wizards and clerics of the gods of light have called upon the power of magic for thousands of years.

House Mystic regulates the use of arcane magic among the Silvanesti. They do not maintain a monopoly on the use of wizardly magic, although they might wish they did. Many other Houses use minor arcane spellcraft in their work, and a few of other Houses have even taken the Test of High Sorcery (with special permission of the Speaker) and been awarded the white robes. Typically, however, House Mystic is the only one to routinely produce wizards. Even now, in the exile, they have restarted their education of young wizards, teaching the precepts of magic in dust-filled tents in Khur. Silvanesti wizards who pass the Test of High Sorcery and do not earn white robes are typically not welcome to return to Silvanesti society. One who earns the Red Robes may sometimes avoid being branded a dark elf if he voluntarily stays away, but he can expect to be so labeled if he forces the issue. See the [Dark Elves](#) sidebar for more details. A Black Robe will be afforded no such benefit of doubt and will be banished as soon as word of his Test's outcome gets back to the Speaker. Currently, with Silvanesti society in a state of disarray, many of these formalities of the regulation of arcane magic are not being observed.

Divine magic has, in the past, been wielded most powerfully by the priests of House Cleric. As formal representatives of the gods, they dominated the use of the gods' power among the Silvanesti. A few of other Houses have also sometimes found favor with a god; healers of Quenesti Pah have sometimes appeared in House Protector, druids of the Blue Phoenix have sometimes arisen from Houses Woodshaper and Gardener, and the Winged One (Shinare) has been known to bless minor priests among House Advocate. With the War of Souls, however, most of House Cleric was wiped out, and the tradition of divine magic among the Silvanesti seems to be waning.

Ambient sorcery was never embraced by the Silvanesti; few Silvanesti have the talent to wield it, and fewer still the inclination to challenge the traditions of House Mystic. Mysticism was more successful, with some members of House Cleric learning the art after the Chaos War, and a tiny handful of Silvanesti continue to study the Power of the Heart in exile.

RELIGION

For millennia, Silvanesti religious practices were dominated by reverence for E'li. They looked to the king of the gods for inspiration, protection, and guidance. His



sacrifice in the War of Souls, his acceptance of mortality in order to protect his people from Queen Takhisis once and for all, did not dim the love of the Silvanesti for him. Many exiled Silvanesti still light incense before their small shrines to the great god, revering even his memory.

Quenesti Pah, E'li's wife and companion, has now taken primacy among the gods of light from the Silvanesti point of view. Many despairing Silvanesti widows and widowers, their husbands or wives slain in the slaughter of the War of Souls, now see Quenesti Pah as a kindred spirit. While most of the universe may be cold and uncaring, surely the Grieving Lady will hear, understand, and answer, many Silvanesti believe, for surely she weeps as they do. Other Silvanesti take refuge in Astarin, the Song of Life, who inspires joy and determination among his followers.

The peace and serenity offered by the Blue Phoenix, Lord of the Land, Sea, and Sky, and Matheri, friend of E'li, comfort many. Silvanesti devotees of these gods believe the way forward is to accept what has happened and work tirelessly to set things right. The more militaristic Silvanesti turn to Kiri-Jolith, son of E'li and the bringer of righteous fury from the heavens. Silvanesti steel and Kiri-Jolith's might, his followers believe, will someday drive the foul bull men from their beloved homeland. While many Silvanesti favor one or another of the gods of light, almost all Silvanesti publicly show reverence for the entire pantheon. Even Solinari, usually only acknowledged by wizards, is given a place of honor by the Silvanesti people.

Silvanesti ritual tradition is in disarray. Most of House Cleric perished during the War of Souls, defending their temples from minotaurs, so traditional leaders of divine services are gone. Lay Silvanesti have tried to put things together as best they can; most Silvanesti households in exile, whether in Khurinost or scattered in the Diaspora, have a simple shrine to one or more of the gods in their home. Communal services have just recently resumed, presided over by devoted laypeople rather than priests.

A small but growing minority of Silvanesti have declared themselves secular. The high ritual of the realm's glory days masked more religious indifference than most outsiders would have believed. Now, with their forest homes lost, their people decimated, and the society's priestly class nearly wiped out, more Silvanesti are publicly turning away from the gods, believing they would be foolish to trust in them only to be abandoned yet again.

A small number of Silvanesti find patronage in one of the gods of neutrality. The Winged One is sometimes



invoked by bureaucrats, lawyers, and merchants. Chislev is revered by some of the members of House Woodshaper.

A tiny but growing cult of Kinthalas (Sargonnas) exists among the Silvanesti. Some of those whose hearts were twisted by the terrible events of the War of Souls have turned to the Lord of Vengeance for strength, forming the Cult of the Bloody Condor. These dangerous elves have no patience with the Speaker or the rest of the community; they lash out violently and with terrible skill when someone stands in the way of their schemes.

FOLKLORE

Silvanesti folklore is largely centered around two periods of time: the creation of the elves and the reign of Silvanos, founder of the Silvanesti nations. Elven creation mythology generally credits Chislev and Reorx with creating the world and the High God with populating it. The

Silvanesti forest is, according to myth, the place where life first appeared on Krynn. The elves themselves awakened in the Age of Dreams, even before the dragons (according to many Silvanesti legends, anyway), taking the forests for their home.

Silvanos unified many of the elves, bringing them together as a nation rather than scattered tribes of forest folk. Legends of his prowess as a warrior are many; tales of daring raids against the ogres, valiant battles against human barbarians, and failed assassination attempts by jealous compatriots are numerous. His first calling of the *Sinthal-Elish*, on the hill of Sol-Fallon, is the stuff of legend among the Silvanesti as the first true organization of the nation. As detailed in the *Chronicles of Silvanos*, Silvanos became much more than a charismatic warrior that night—he became the Speaker of the Stars. His brilliant oratory under the crystal-clear night sky inspired the clan chieftains to join him; for centuries thereafter, the heads of what became the great Houses of Silvanesti boasted that they were there the night the great Silvanos united the elves.

Further legend tells of Balif, a close friend of Silvanos, who led elven armies in battle during the First Dragon War. As written in the *Song of Home Coming*, Balif and his Cloud-Legion, later to become the Windriders, fought on griffon-back for the first time and captured the spirits of great chromatic dragons in runestones. Folklore says their bodies formed the Khalkist Mountains. Other Silvanesti legends speak of the Pit of Nemith-Otham, where Lord Balif cast these runestones.

LANGUAGE

The Silvanesti dialect of Elven is a descendant of a dead protolanguage called Nestari, which was spoken by elves in the days before Silvanos. Currently, Nestari is known only by a handful of elven linguists and Gileanite scholars and is of use only to academics.

Upon the founding of Silvanesti, scholars set about formalizing the language; they recorded definitive forms of letters and spelling (Silvanesti and its close relative Qualinesti use an alphabetic written script), formalized rules of grammar, and discouraged colloquialisms and regional variation. The language they developed is surprisingly easy to learn. Its rules made sense, and irregularities were corrected. It remained a beautiful and poetic language, however.

Much of the artistry in Silvanesti Elven is in its written form. Calligraphy is a serious artistic pursuit among many Silvanesti. The first members of House Advocate engaged in meticulous record-keeping, and they sought a way to make their records pleasant to the eye while standardized enough that variation between recorders wouldn't affect legibility. Their early calligraphic techniques were admired by some members of House Royal, who imitated it. From there, it grew quickly; members of House Royal were, and still are, the makers of fashion. Extravagantly handwritten books are among some of the few material treasures rescued from Silvanost as the minotaurs advanced.

Like any language, Silvanesti Elven has common sayings and catch phrases. "May your life be green and golden," was once an ancient salutation said by a commoner taking leave of her lord, but it has evolved into a general farewell. Dozens more nature-inspired metaphors have become cliché; far too many to list here. "By E'li!" is a common, if vaguely vulgar, expression of astonishment. A Silvanesti might declare scorn by saying someone or something is "unfit for an ogre."

Some words in Elven have even made it into more common usage among other races. Dalamar Argent's use of the word *shalafi* (or "master") has been adopted by many young wizards in the last half-century, for instance.

RACIAL RELATIONS

The Silvanesti are often said to be the only Ansalonian race that does not even get along with itself. This isn't entirely true—the humans certainly don't seem to be without internal conflict—but it reveals a sad truth: Silvanesti, generally, are difficult to get along with.

The Silvanesti are well assured of their superiority. Kagonesti are considered uncouth barbarians in terrible need of someone to thrust civilization upon them. Of course, the Silvanesti are the perfect ones to do it. The Qualinesti are lost, heretical cousins who have no appreciation of the civilization they chose to leave behind. Humans are the cause of most of the world's grief and misery, from the first Cataclysm and resulting departure of the gods to the fall of E'li, the death of Speaker Silvanoshei, and the fall of Silvanesti itself, brought about by that accursed human woman Mina. The dwarves are dirty little creatures who reek of charcoal and hot iron and should just stay underground where they belong. The kender are thieves; afflicted kender are depressing thieves. Gnomes are simply mad. Half-humans, called half-elves by humans, are affronts to Silvanesti purity and are to be cast out of the community, lest they sully the blood with their

human heritage. Ogres and minotaurs, of course, are to be killed on sight. The only race that the Silvanesti respect is the metallic dragons, with whom they've allied frequently.

It's not surprising that this sort of attitude has led the Silvanesti to come into conflict with many other races on a fairly regular basis. They're not a nation easily defeated in war, however. They have highly competent and magnificently equipped armies, even after the defeats they suffered in Silvanost. House Protector does its job well—they would likely have held off the minotaur invasion but for the terrible strategic mistake made by Alhana Starbreeze in the War of Souls to move the army north, out of the forest, toward Sanction.

The majority of the army is made up of the Wildrunners, the ground forces of Silvanesti. Few nations can field an army of finer swordsmen, pikes, and archers. Add their magnificent cavalry, and a force of Silvanesti Wildrunners is extremely difficult to overcome short of overwhelming numbers or outright treachery. Footmen are typically armed with a longsword, heavy wooden shield, and elven chain or finely crafted scale mail. Dedicated pikes will carry a polearm and short sword instead of the longsword. Archers carry longbows and short swords. Wildrunner archers often serve as woodland scouts and reconnaissance troops as well. Silvanesti horse cavalry is extremely versatile and can serve as light, mobile mounted swordsmen and archers as easily as they can be heavy lancers.

In addition to the Wildrunners, House Protector has a wing of Windriders, who are griffon-mounted flying cavalry. Excellent as troops to conduct reconnaissance, rapidly attack targets of opportunity, or provide a light but highly mobile reserve force, the Windriders have a long and proud tradition dating back to the founding of Silvanesti. When their metallic dragon allies join them, Windriders will sometimes ride and fight from dragonback, as they did in the War of the Lance and the second Battle of Sanction in the War of Souls.

The kirath represent the third major Silvanesti armed force and are described at the end of this chapter.

A DAY IN THE LIFE

Sanction doesn't know true darkness. At night, the eerie glow of the lava from the Lords of Doom, the trio of volcanoes surrounding the city, illuminates Sanction with a dim orange aura. This gives Saenian, a groundskeeper, more time to work. By the time the sun comes up, Saenian is already on his second home of the day.

Saenian was once a member of House Gardener in Silvanesti. A young elf, he observed his one hundredth birthday just last week. Rather than the boisterous celebration there would have been in Silvanost, it was simply another day of work for him here in Sanction. Saenian is in the Diaspora. Unable to tolerate the desert wasteland, he did not travel to Khur with the refugees following Speaker Gilthas. Instead, he sought a city where he could try to make a new life. Sanction is certainly not what he had in mind; he had arrived in Sanction with a few dozen steel in his pocket and was looking for transport to the Schallsea Isle when he was set upon by brigands. Beaten, robbed, and left penniless, he was stuck in Sanction.

Despite being left with no possessions but the leather tunic and leggings he wore (the robbers even took his boots), he was not without skill; he knew how to coax



THE DRAGONSINGERS

AMONG the only races which the Silvanesti truly respect are the metallic dragons, with whom alliances have long been established. In fact, it has always been a Silvanesti who has held the legendary mantle of Dragonsinger. The tradition of the Dragonsinger goes back to Quinari, wife of Silvanos. Given a gift from the gods of light that enable them to find the bodies of fallen dragons and gently guide them to their final resting place in the Dragons' Graveyard, the tradition, lost to oblivion in the

Summer of Chaos, has been recently re-established. Only one is ever chosen and carries the mantle until her death. It is said that candidates have already been identified among the Silvanesti in exile, and some may soon find their way to the Dragons' Graveyard to test their worthiness.

For more information on the Dragonsingers of Krynn, refer to the Age of Mortals Campaign Adventure, *Spectre of Sorrows*.

flowers to bloom in even the most adverse conditions. He hired himself out to the city's nobility as a gardener and groundskeeper. Now, several years later, he is moderately successful. Part of the success of House Gardener back in Silvanesti had been the application of a bit of magic. Like many in his House, Saenian had been trained in rudimentary spellcasting before the Summer of Chaos. He remembered a bit of his education from his childhood years, and once in Sanction, he bought himself a small spellbook when he'd saved enough steel.

As the sun comes up over Mount Thunderhorn, Saenian looks around at his next project, a meditation garden for... Saenian looks at his work order. Lord Vartan. That's right, the wealthy merchant who made his fortune in... in... Not that it matters. He has steel he's willing to part with in exchange for a garden. "That's right, and I've sold my soul to perform my art for crass steel. Father would be so proud."

Saenian works all morning. Assisting him are two gully dwarves (Saenian shudders about that regularly) who are competent at moving dirt in wheelbarrows and little else. This morning, he plants a bed of ivy around a pergola and introduces an acuo blossom to the contemplation plot. After planting the blossom, Saenian studies his spellbook for many minutes, then says a few words over the flower. Now, anyone who inhales the delicate orchid-like blossom's perfume will find his mind is sharpened for a moment or two; acuo blossoms prepared this way are Saenian's specialty and are in high demand for the meditation gardens so fashionable in Sanction.

As the day continues, Saenian works three more gardens. Finally, as the shadows grow long, he finishes his work and collects his payment from his last client. Once out on the street, Saenian settles accounts with his subcontractors. "Thank you," he says, dismissing the two gully dwarves. "Meet me again tomorrow before sunrise, where we met this morning." He drops a few coins in each gully dwarf's palm.

"How many hours tomorrow, Boss elf man?" one—the smarter one, Saenian reflects ruefully—asks eagerly.

"No more than two, I guarantee it."

"Well... Agreed. See you tomorrow, Boss elf man," he announces, clearly convinced he'd driven a hard bargain. The two dwarves waddle off to spend their steel on watery ale and cold gruel. Yet again, Saenian shudders that it has come to working with gully dwarves.

As he turns to go back to his quarters, he runs headlong into two robed figures, one clad in black, the

other in red. Both are humans. "Where do you think you're going, renegade?" the Black Robe challenges him.

"I'm going home," Saenian says, frustrated. Elves can't seem to go anywhere in Sanction without being harassed by someone. Usually it's the City Watch, sometimes it's gangs of children who have less sense than their parents have money. Every once in a while, it's the Conclave. "And I'm no renegade."

"You wear no robes, elf. We watched you cast spells today. Spells using High Sorcery," the Red Robe counters. "You must take the Test."

Saenian has no interest in taking the Test of High Sorcery. House Gardener had always used a bit of magic to do its job, but they were always careful to keep it at a basic level so House Mystic and the Orders of High Sorcery wouldn't take offense. "I have no need to take the Test. I dabble, nothing more."

The Black Robe is clearly angered. "We'll be the judge of that, renegade."

"No, you won't," Saenian retorts. "I know my business. My spellcasting is legal. I'm not under the Conclave's jurisdiction, so if you have a problem with me, I suggest you take it up with the Lord Governor."

The Black Robe starts to reach for Saenian, but the Red Robe raises his hand. "Hold, brother. The elf is right, we don't have legal authority over him. Yet." The two mages turn and walk away.

The Black Robe glances back over his shoulder. "We're watching you, renegade. Elf scum."

Saenian breathes a sigh of relief as they walk away. He knows he should be angry at the harassment—he didn't lie, his spellcasting ability is below the power at which the Orders of High Sorcery insist a mage take the Test. But both wizards are more powerful than he is, and he's not willing to trust that they'll stick to the letter of the law. Saenian knows he was lucky to get away without violence.

Saenian hurries home. He lives in a ramshackle flat above a tavern in Sanction's elven ghetto, a semi-permanent section of the city's refugee quarter nicknamed Sanctinost by the elves and derisively called Elftown by the rest of the local population. He's no longer completely poor; his gardening business has been somewhat successful. Despite that, he cannot find housing in better parts of town; nobody will rent to refugee elves. Saenian checks in on three housebound refugees, distributing a few steel to each, before he turns in for the night.

SILVANESTI AS CHARACTERS

A Silvanesti elf can be played as a vengeful warrior looking for a way to reclaim his homeland, a white-robed wizard caught between the service of magic and the plight of his people, or a dozen other tragic figures. Although tragedy defines the Silvanesti stereotype, it's not the only option; it could also be an opportunity for a player to have a little fun as a holier-than-thou know-it-all or perhaps an overconfident noble whose bluster and self-importance gets him in over his head on a regular basis.

ADVENTURING SILVANESTI

It takes serious motive for a Silvanesti to take up the life of an adventurer, given the culture they have built over the millennia. Many Silvanesti are unused to the indignities of the austere lives adventurers lead. As such, while some Silvanesti in the Diaspora take up adventuring for many of the same reasons their Kagonesti and Qualinesti cousins do, they attempt to maintain their nobility and pride as they struggle in strange lands. In contrast, many Silvanesti refugees in Khur now see that willingness to take up the difficult life of the warrior, the scout, and the spy is the key to both their immediate survival and the eventual recovery of their homeland.

CHARACTER DEVELOPMENT

Silvanesti characters should stress the nobility they once held and their determination to get it back at almost any cost. Take feats and skills emphasizing the Dexterity and Intelligence bonuses Silvanesti enjoy.

Barbarian: The incivility marking a barbarian is unacceptable in Silvanesti society. A Silvanesti barbarian PC would have been raised among non-Silvanesti folk.

Bard, Mystic, Sorcerer: Silvanesti have never managed to be good ambient spellcasters. Their cultural arrogance and outward assumption of superiority works against them; the Charisma penalty directly affects their abilities as bard or sorcerer. A Silvanesti bard, mystic, or sorcerer PC would be something of an oddity.

Cleric: Once, House Cleric was among the most powerful cabals of priests on Ansalon. Currently, the House is extinct for all practical purposes. In the current era, a Silvanesti cleric PC would have no surviving written tradition to draw from; with both his culture's divine patron (E'li) and most of the history of his Order destroyed, he'd be rebuilding much from scratch. Mechanically, the Silvanesti Charisma penalty inhibits the cleric's ability to turn undead, but otherwise, there's no reason a Silvanesti elf couldn't make a good cleric.

Druid: Druidry is historically uncommon among the civilized Silvanesti. However, with the decline of House Cleric, a vacuum of divine leadership exists; a Silvanesti PC taking up the life of a druid could be seen as stepping in to fill that niche. Like the cleric, Silvanesti druids will largely be establishing new tradition and making up much as they go, but they may be in a position to do better than a cleric. Mechanically, the druid class makes up for some of the shortcomings of the Silvanesti race, with Charisma being less important than for clerics, and Constitution being irrelevant when the druid uses his Wild Shape ability in combat.

Fighter: Fighter is an excellent choice for a Silvanesti combatant, even more so than for Qualinesti or Kagonesti; the Silvanesti Intelligence bonus will allow access to a

greater skill selection than other elves. Silvanesti fighters can be kirath, Wildrunners or Windriders of House Protector, members of the Speaker's personal guard detail, or any number of other roles.

Mariner: The Silvanesti House Mariner was very nearly wiped out before the War of the Lance, but over the next few decades, its surviving members continued their traditions. If you are a Silvanesti mariner, you most likely belong to this House and were not present in Silvanesti during the time of the Shield or the subsequent invasion by minotaurs. This may affect how other Silvanesti elves regard you; House Mariner is no longer an official house, but the Diaspora of elves has almost made this mostly irrelevant.

Master: Like the Qualinesti, master craftsmen, performers, and sages have been vital to Silvanesti culture for thousands of years. A PC could be a master weaponsmith, historian, or poet; combined with levels of ranger or fighter, this class is very good for Silvanesti characters and makes for great roleplaying potential.

Monk: Again, like the Qualinesti, Silvanesti culture has never had a tradition of warrior-monks. It is probable that a Silvanesti trained as a monk has been raised outside Silvanesti lands. With a Constitution penalty and no Wisdom bonus, the monk class is not ideal for a player looking to play a powerful Silvanesti warrior.

Noble: The Silvanesti have one of the most rigid caste systems on Ansalon. Silvanesti nobles have clung to the trappings of power and wealth even into exile. With their Charisma penalty, Silvanesti do not necessarily make the most mechanically effective characters as nobles, but it's a natural fit from the point of view of setting flavor.

Paladin: In the days when House Cleric was powerful, E'li and Quenesti Pah blessed many Silvanesti paladins. These days it's almost unheard of, and with the Silvanesti Charisma penalty, there are more powerful class options for combat-oriented Silvanesti characters; players might consider simply creating a pious lawful good fighter or ranger rather than a paladin.

Ranger: Ranger is an excellent choice for a Silvanesti warrior, especially a kirath. While not all kirath are rangers—fighter and rogue are also popular choices—it is perhaps the most natural fit.

Rogue: Rogue is a common multiclass option for Silvanesti fighters and rangers looking to add additional stealth and ambush capabilities to their repertoire. With their Dexterity and Intelligence bonuses, Silvanesti make excellent rogues.

Wizard: Silvanesti wizards of House Mystic are an enigmatic lot; they nearly vanished after the Chaos War, so very few remained to pick up the banner once the moon gods returned to Krynn. A Silvanesti wizard PC would need to search far for a mentor, and in current days, most apprentice away from their exiled brethren. With their Intelligence, Dexterity, and skill bonuses, Silvanesti make excellent wizards, but they are limited in that only the White Robes are acceptable to Silvanesti society.

SILVANESTI RACIAL TRAITS

Silvanesti have all the elven racial traits listed in Chapter 2 of the *Player's Handbook* except as follows:

- +2 Dexterity, -2 Constitution, +2 Intelligence, -2 Charisma. Silvanesti are graceful and cerebral, taking pleasure in beauty and knowledge. They are frail



compared to other races, and their arrogance is often abrasive—even to other Silvanesti.

- **Elvensight:** Krynnish elves have low-light vision and can see twice as far as a human in starlight, moonlight, and similar conditions of poor illumination. They retain the ability to distinguish color and detail under these circumstances. Elvensight also includes darkvision up to 30 feet. Darkvision is black and white only, but it is otherwise like normal sight.
- +1 racial bonus on Knowledge (arcana) and Spellcraft checks. The study of arcane magic is considered the highest calling for a Silvanesti, and all young Silvanesti are given basic instruction in magical theory.
- **Automatic Languages:** Elven. **Bonus Languages:** Common, Dwarven, Ergot, Goblin, Kenderspeak, Kharolian, Khurish, Ogre, Sylvan. Note that Silvanesti do not automatically speak the Common trade tongue of Ansalon.

SEA ELVES

In the deep waters of Krynn are the sea elves—the Dargonesti (Deep Elves) and the Dimernesti (Shoal Elves). Sea elves were supposedly created long ago by the Graygem and are every bit as prideful as their cousins on the land.

PHYSICAL APPEARANCE

Both types of sea elves are blue-skinned, with the Dargonesti having dark blue skin and Dimernesti having light blue skin. Hair color for the Dargonesti ranges from blond to dark green, while Dimernesti hair is usually silver. Sea elves are the tallest of the elven races, and while sleek and slender, they are burly compared to their land cousins. Between their fingers and toes, gossamer webbing allows for easier movement through the oceans of Ansalon. Feathered gills just below their pointed ears allow sea elves to breathe underwater. The eye colors of both the Dargonesti and Dimernesti range from the palest blue to deep indigo.

PSYCHOLOGY

Just as their land-bound cousins, sea elves have an air of arrogance and superiority, but this usually lessens around non-elven folk who they deal with over time. Once their trust is established, sea elves can be steadfast and loyal companions, who have been known to form close relationships with humans and land elves on rare occasions. Otherwise, sea elves look upon non-elves with suspicion and question their motives.

The Dargonesti and Dimernesti are both hot-blooded and passionate about everything they do—not a trait commonly associated with elves. Fiercely independent, they enjoy life to the fullest and work to achieve harmony with their ocean environment.

On land, the dry environment and the lack of buoyancy and mobility creates a feeling of panic and discomfort within them. Strong-willed, sea elves will hide this from others for as long as possible, though anybody familiar with their standard behavior underwater will notice the dramatic change overcoming them. They resemble not their graceful cousins but a floundering sea creature.

SOCIAL STRUCTURE

Both the Dargonesti and Dimernesti elves live in a clan-based society, in which all are considered relatively equal. A powerful soldier of the Dargonesti army is considered equal to a lowly kelp farmer, for example. Due to the flat structure, the only way for a sea elf to rise above their station, at least in Dargonesti society, is to become the patriarch or matriarch of their clan and become a Speaker of the Blood.

Both the Dargonesti and Dimernesti elves have similar political structures to their cousins on the land. A Speaker of the Seas leads the Dimernesti, a matriarchal role handed down through a singular family line. The Speaker rules the shoal elves in all things and governs her people from the ruling city of Dimernost.

The Speaker of the Moons, who historically has been based in the kingdom of Watermere, leads the Dargonesti. In more recent times, the city of Darthalla has appointed its own Speaker and has annexed itself from Watermere, taking the city of Dargonost into its new realm. The Speaker is the true ruler of the Dargonesti but is aided by the Speakers of the Blood, who are the ruling council of elves comprised of the leaders of the individual Dargonesti



clans. The Speakers of the Blood govern daily life in the Dargonesti cities, but the Speaker of the Moons can overturn any decision made by the councils.

NAMES

Sea elves have first names normally based somehow on their environment, although some have names loosely derived from an ancient Silvanesti name. First names denote individuals, but the second name of a Dargonesti elf is considered the true marker. Common male names include Imbrias, Sleven, Rakaro, and Jios, while common female names are Avlona, Xalara, and Vakuda. Second names of sea elves denote the clan from which they hail. All sea elves come from various clans, and even though clans can be spread out over different areas of underwater Krynn, all those with the same last name ultimately come from the same clan. It should be noted that in Dimernesti

society, there is no clan structure and, therefore, second names are either not used at all or have no real significance. A few Dargonesti clan names are Takalurion, Silverwake, and Drakenvaal.

LANDS & SETTLEMENTS

In pre-Cataclysmic times, the Dimernesti had a multitude of underwater cities, but shifts in the underwater realm during the Cataclysm led to the shoal elves all migrating to the capital city of Dimernost, which remains as the only true home of the Dimernesti. Several other smaller settlements lie around Dimernost, most no larger than villages. Dimernost lies in the Southern Courrain Ocean and is directly southeast of Silvanesti.

Unlike the Dimernesti, the Dargonesti have a considerable number of underwater cities. Foremost of the Dargonesti settlements is the ancient kingdom of

DARK ELVES, “CAST FROM THE LIGHT”

ELVEN justice tends to be very merciful. Elves extend every effort to bring elven criminals back into the fold. Punishment is certain, but for most elven criminals, if repentance is genuine, forgiveness is certain as well. One of the strictest taboos among elven nations is that one elf may never intentionally slay another; even the most heinous elven criminals are allowed to keep their lives. The gallows and the headsman are saved for non-elves: ogre brigands, minotaur spies, human lumber thieves, and similar foreign criminals.

There are a small number of irredeemable criminals among the elves—those who will not reform or those crimes are unforgivable. Those worshipping the gods of darkness, wizards who take the black robes, unrepentant murderers, traitors, those who consort with the enemy, and those who repeatedly defile the forest are among those for whom the ultimate punishment in elven society is reserved: banishment and exile.

Elves are an extremely communal race. Without the support of their culture, history, and peers, elves succumb to despair, as many in the Diaspora have discovered. Elves who are banished as punishment for unforgivable crimes are labeled dark elves. This term is metaphorical, not literal—they are “cast from the light.” They are forbidden from any contact with any elf of any nation and are warned never to return.

The different elven nations have different techniques for declaring a dark elf. A Kagonesti banished as a dark elf faces a council of his clan’s elders. They put the accused through a sacred trial; those who fail find their tattoos twisted and ugly, now a permanent reminder of their guilt and their lost heritage. A Qualinesti is tried in a setting many humans would find familiar; a legal scholar and representative of the Speaker preside, witnesses are interviewed, and an impartial panel of the accused’s peers determines his fate. The Silvanesti use a more


mystical ceremony called the Ceremony of Darkness. Through magical means, the accused is forced to view his crimes through a mirror while bound tightly by a platinum chain. His reaction is observed carefully through divination magic. Representatives of House Cleric, House Protector, and House Mystic vote on his punishment. If banished, House Advocate removes his name from the birth records and adds it to the roll of dark elves.

Once an elf has languished in exile for a length of time commensurate with his crimes, his home nation may entertain a plea for forgiveness. If the supplicant is determined to be sincere, the dark elf may—*may*—be provided an opportunity to redeem himself. The Kagonesti usually require the dark elf to combat a terrible evil or undertake a dangerous quest. The Qualinesti and Silvanesti may require a test of combat, a dangerous quest, or may instead require some act of selflessness on a grand scale; each case is tailored specifically for the dark elf in question. Even those who do not survive their redemption ordeal sometimes have their names cleared anyway, if the judges determine the dark elf had purified himself through his actions and intent.

Dalamar the Dark, the powerful Silvanesti Black Robe mage who studied under Raistlin Majere, is perhaps the most famous dark elf. Even his calloused, granite-cold heart still occasionally longs for the verdant hills of his homeland. Alhana Starbreeze was banished for marrying a Qualinesti, as Porthios, her husband, was banished for marrying a Silvanesti. Her name was restored by a people desperate for a strong leader during the War of Souls, but she still blames herself for the loss of Silvanesti. Alhana retired for a while to Schallsea Isle, but has recently rejoined the efforts to recover the elven homelands.

The sea elves have dark elves, as well, known as Mahkwahb (see sidebar on page 85).





Watermere, which lies in the Northern Courrain Ocean, northeast of Ansalon. The lesser cities of Darthalla, in the Dragon Isles, the underwater ruins of Istar, and the city of Dargonost are other key settlements of the deep-sea elves. The Dargonesti city of Urione lies to the south of Silvanesti and is another large city that is best known for events in pre-Cataclysmic times, in which a war broke out between the sea elves and the Silvanesti.

Sea elf settlements are works of art, particularly the large and opulent cities of Dimernost and the kingdom of Watermere. Without a need for roads, the settlements are filled with small buildings, some of which comprise large air domes for air-breathing visitors, and the occasional tower or fortress. Both Dargonesti and Dimernesti settlements are set amidst coral reefs and kelp fields, which they harvest through the use of sea turtles.

Small nomadic family groups use the smaller settlements of the sea elves. These minor camps are situated in kelp beds, coral reefs, and old shipwrecks and are used as temporary dwellings for sea elven raiding parties and nomads.

RELIGION

The sea elves are followers of the gods throughout all the ages of Krynn, even when the gods have been absent. Most sea elves venerate Abbuku the Fisher (Habbakuk) and Kisla the Mother of Sea Creatures (Chislev) above most other gods. However, worship is also strong for Estarin (Branchala), Ke-en (Mishakal), Matheri (Majere), and Krijol (Kiri-Jolith), as well as for the three gods of magic. The worship of Zura the Maelstrom (Zeboim) is almost as strong as for the two primary deities of the sea elves, and she is the chief deity of the residents of Urione. Outside of Urione, worship of Zura is done mostly in secret.

In the kingdom of Watermere, some minor worship of four Dargonesti gods takes place, who are believed to have been historical figures who have had small religions based around them. In truth, they are not true gods and can offer nothing to their followers. The gods are known as Kailthis the Beautiful (goddess of love and fertility), Tumarq (god of tradesman), Daidlin (goddess of sea flora and fauna), and Randoril'thi (god of luck).

LANGUAGE

Dargonesti elves have their own language, which originates from the Silvanesti language, but has changed considerably over time and uses underwater sounds similar to the chattering of dolphins. The Dimernesti elves also have their own language, but it is more closely linked to the Silvanesti dialect from which it originates. Both groups of sea elves have learned a number of other languages from sailors rescued from the sea. Even when using Common, both the Dargonesti and Dimernesti will interject clicks, clacks, and chirps into everyday speech.

RACIAL RELATIONS

In the past, the Dargonesti and Dimernesti led a rather fractured coexistence under the waves, but during the Age of Mortals, the two types of sea elves have formed a much closer bond. The sea elves have close ties with the Children of the Sea, merfolk, sea giants, and brathnocs. The sea elves are mortal enemies of the lacedons and koalintns, as well as the chilkits and the magori.

The Dimernesti once held a strong relationship with the Silvanesti. However, after the Cataclysm, and again after

the War of the Lance, the two allowed those bonds to fade. The Dargonesti consider both the Silvanesti and Qualinesti to be arrogant and stagnant; however, they are friendly with the Kagonesti, who hold beliefs similar to theirs.

Other races, such as humans, dwarves, gnomes, and kender, are considered curiosities. Sea elves have been known to rescue drowning sailors, nursing them back to health and sending them back to the surface. Minotaurs are hated by the sea elves; any minotaur sailors spotted in the ocean are allowed to drown.

SEA ELVES AS CHARACTERS

Sea elves are often nomadic by nature and, therefore, quite open to traveling and adventuring. They make excellent fighters, barbarians, and rogues. With their natural Charisma penalty, sorcerers and nobles are relatively rare, and the Dimernesti are more likely to be wizards than clerics or mystics, due to their greater than average Intelligence and poor Wisdom.

ADVENTURING SEA ELVES

Sea elves are normally only open and forthcoming with information amongst their own kind. A sea elf who joins a band of adventurers will be secretive about her past and people until she can find common ground with her new companions. A sea elf is most likely to open up to an elven or half-elven adventurer and is passionate about almost anything she does.

An underwater race, which suffers from surface activity, is a challenging character for a campaign based on land. The decision to play a sea elf is a difficult one to make; although the advantages are attractive, the disadvantages can make playing the character somewhat arduous. In addition, because of their isolated society, any sea elf PC is an outsider to the surface world, and this brings its own problems to the game.

NPC sea elves will view adventurers with great suspicion and mistrust. If one of their own becomes an adventurer, it had best be for the betterment of the sea elf community as a whole, else the character faces possible dark elf status. Because of the threat of the Mahkwab, sea elves may be afraid to send one of their own into the world, in case they return as some kind of monster, so the adventuring sea elf and her companions must make every effort to reassure the community of their true natures.

CHARACTER DEVELOPMENT

Because of the sea elf level adjustment, skills develop at a slower rate than other characters, but not enough to set back a character. Sea elves excel in classes such as fighter, rogue, and barbarian; depending on ability scores, the ranger is also an excellent choice. The greatest disadvantage is surface sensitivity, although if the campaign is largely based underwater, this is not even a drawback.

Sea elf characters should focus on feats that compensate for their level adjustment, such as Skill Focus, Spell Focus, and Weapon Focus, all of which provide bonuses to key areas that might otherwise suffer. Feats that enhance or strengthen the sea elves' alternate form ability are also wise choices, such as Natural Spell for spellcasters.

DARGONESTI RACIAL TRAITS

Dargonesti have all the elven racial traits listed in Chapter 2 of the *Player's Handbook* except as follows:

- +2 Strength, +2 Dexterity, –2 Charisma.
- **Humanoid (aquatic, elf):** Dargonesti are humanoids with the aquatic and elf subtypes. They can breathe underwater, have a base swim speed equal to their base land speed, and gain a +8 racial bonus to Swim checks. Dargonesti do not need to make Swim checks in order to move underwater.
- **Elvensight:** Krynnish elves have low-light vision and can see twice as far as a human in starlight, moonlight, and similar conditions of poor illumination. They retain the ability to distinguish color and detail under these circumstances. Elvensight also includes darkvision up to 30 feet. Darkvision is black and white only, but it is otherwise like normal sight.
- **Alternate Form (Su):** A Dargonesti can assume the form of a porpoise as a standard action up to three times a day. The Dargonesti may only take this form if in a suitable aquatic environment.
- **Spell-like Abilities:** Dargonesti with Intelligence scores of 10 or higher gain the following spell-like abilities: 1/day—*blur*, *dancing lights*, *darkness*, and *obscuring mist*. These abilities have effects as if cast by a sorcerer of the Dargonesti's character level (DC 10 + Int modifier).
- **Seasense:** Sea elves receive a +2 racial bonus to notice details and peculiarities about water, such as strange pollutants (including poison and diseases), approximate depth, temperature, pressure, and the like. A sea elf can intuit depth much as a human has an instinctive sense of which way is up.
- **Surface Sensitivity (Ex):** Dargonesti must spend at least 1 hour of every 24 hours underwater. If a Dargonesti has been out of the water for longer than 23 hours, he suffers a –2 circumstance penalty on attack rolls, saving throws, and checks.
- **Weapon Proficiency:** All sea elves receive free a Simple Weapon Proficiency feat with the longspears, Martial Weapon Proficiency feat with the trident, and Exotic Weapon Proficiency with the net.
- **Automatic Languages:** Aquan, Dargonesti. **Bonus Languages:** Common, Dargoi, Dimernesti, Elven, Ergot.
- **Favored Class:** Fighter.
- **Level Adjustment:** +2.

DIMERNESTI RACIAL TRAITS

Dimernesti have all the elven racial traits listed in Chapter 2 of the *Player's Handbook* except as follows:

- +2 Dexterity, +2 Intelligence, –2 Wisdom, –2 Charisma.
- **Humanoid (aquatic, elf):** Dimernesti are humanoids with the aquatic and elf subtypes. They can breathe underwater, have a base swim speed equal to their base land speed, and gain a +8 racial bonus to Swim checks. Dimernesti do not need to make Swim checks in order to move underwater.
- **Elvensight:** Krynnish elves have low-light vision and can see twice as far as a human in starlight, moonlight, and similar conditions of poor illumination. They retain the ability to distinguish color and detail under these circumstances. Elvensight also includes darkvision up to 30 feet. Darkvision is black and white only, but it is otherwise like normal sight.
- **Alternate Form (Su):** A Dimernesti can assume the form of a sea otter as a standard action up to three times a day. The Dimernesti may only take this form if

in a suitable aquatic environment. A sea otter has the statistics of a dire weasel, but with a swim speed of 40 feet, and no attach or blood drain abilities.

- **Seasense:** Sea elves receive a +2 racial bonus to notice details and peculiarities about water, such as strange pollutants (including poison and diseases), approximate depth, temperature, pressure, and the like. A sea elf can intuit depth much as a human has an instinctive sense of which way is up.
- **Surface Sensitivity (Ex):** Dimernesti must spend at least 1 hour of every 24 hours underwater. If a Dimernesti has been out of the water for longer than 23 hours, he suffers a –1 circumstance penalty on attack rolls, saving throws, and checks.
- **Weapon Proficiency:** All sea elves receive free a Simple Weapon Proficiency feat with the longspears, Martial Weapon Proficiency feat with the trident, and Exotic Weapon Proficiency with the net.
- **Automatic Languages:** Dimernesti, Elven. **Bonus Languages:** Aquan, Common, Dargoi, Dargonesti, Ergot, Kothian.
- **Favored Class:** Barbarian.
- **Level Adjustment:** +1.

SEA ELF ADVENTURES

While sea elves are usually found beneath the waves, they have been known to let tales of the lands above pique their curiosity and will occasionally venture into all sorts of climates in search of adventure. On land, sea elves would be most likely encountered in coastal regions, although it is possible for them to journey into any climate. Bear in mind that it would be highly unlikely to find a sea elf wandering through the desert wastes of Khur.

- Pirates from the island of Saifhum have managed to capture a young Dargonesti elf on one of their voyages through the now calm Blood Sea. A band of adventurers is approached in a Flotsam tavern by a distressed Dargonesti elf, begging for aid in rescuing her brother.
- A tribe of koalinth has recently increased raiding off the southern coastline of Silvanesti. The heroes are traversing the waterways after a recent adventure and are captured by koalinth slavers. Finding themselves captured along with a number of Dimernesti elves, they must fight for their freedom and uncover why these koalinth have suddenly appeared in the area.

HALF-ELVES

Interactions between elves and humans have rarely been happy. From the earliest days after humans and elves awoke on Ansalon, long before the time of Silvanos, humans and elves have clashed. Tragically, these conflicts have sometimes involved the horrific crime of rape; it is used as a weapon to demoralize and demean the enemy populace, other times soldiers having their way with the locals is simply seen as part of the spoils of victory. In either case, in some occasions, a child is born some months later. In these violent cases, the mother is most often, but not always, the elven half of the child's parentage.

Rarer, but not unprecedented, is the union of elf and human based on love rather than force. The elves have strong taboos against mixing bloodlines, and most human communities aren't much more tolerant; thus, many such



relationships are kept secret even if the relationship is a committed marriage rather than a brief affair.

PHYSICAL APPEARANCE

Half-elves may inherit some of the best and worst features of each of their parents. Somewhat taller and more muscular than their elven parent, they lack much of grace and beauty of pure elves. Half-elves are usually distinguishable from humans by their pointed ears and somewhat almond-shaped eyes, but these are not enough to allow a half-elf to easily blend with elven society. Any differences existing between half-elves of Qualinesti, Silvanesti, or Kagonesti heritage is debatable and extend only to cultural trappings acquired while growing up. On the other hand, half-elves of sea elf descent are often very distinct, and while they do not have the aquatic traits of their sea elf parent, they retain much of the skin tone and broad upper body that characterizes the Dargonesti and Dimernesti.

PSYCHOLOGY

Although the stereotype for half-elves is to be conflicted and deal with a lifetime of inner turmoil, this is very often truly the case. It is more common among half-elves raised as elves; they see the world as if it were in slow motion, with the elves in their family taking their time to do anything. Half-elves in human settlements find that humanity lives life for the now, makes important decisions on the spur of the moment, and is otherwise a race of reckless spontaneity. This may or may not be true, but it is difficult for a half-elf to reconcile this with his internal clock.

Half-elves often take the role of the diplomat in any group of which they may be a part. A half-elf is continuously attempting to reconcile their human and elven halves, and as such, he can often see a situation from

multiple points of view. However, this dichotomy can also cause a half-elf to be indecisive and hesitant in any dealings with more than one race.

SOCIAL STRUCTURE

A half-elf lives in the society he was raised, though as an adult, the choice is now his to make. Regardless of the society of which he claims membership, he does his best to remain aware of the cultural mores and occupies any role that suits his skills.

In the past, most half-elves were of Qualinesti heritage and originated in the borderlands of Qualinesti forest, as elves living on the fringes of the woods came into contact—both peaceful and violent—with the humans in neighboring lands. The xenophobia shared by Kagonesti and Silvanesti kept contact between elves and humans to a minimum. In recent years, since the end of the War of Souls, the immense and sudden changes in elven geography and society have seen half-elves born throughout Ansalon and to increasing numbers of Kagonesti and Silvanesti parents.

A child of half-elven and half-human heritage breaks taboos in both cultures. Because the arrival of a child is extremely difficult to keep secret, often the mother flees into exile, in some occasions accompanied by the father, where she and the child can find some degree of anonymity. This has led to a wide dispersion of half-elves across Ansalon.

As they are not a nation unto themselves, half-elves have no real collective identity and no leaders for themselves. However, the leader of the elven refugees in eastern Ansalon is Gilthas Pathfinder, Speaker of the Sun and Stars, who carries one quarter human heritage through his father Tanis Half-Elven, legendary Hero of the Lance. This human blood causes many under his charge to mistrust and actively conspire against him.



Without doubt, the most renowned half-elf leader in Ansalon's history is the aforementioned Tanis Half-Elven. Born after his Qualinesti mother was assaulted by human brigands, he was raised in Qualinesti and attracted the affection of Laurana, daughter of the Speaker of the Sun at the time of the War of the Lance. His adventures are well known, but his life and experiences were beyond extraordinary and hardly typical of the life of a half-elf.

NAMES

It would be impossible to identify more than a few trends among half-elven names. As many are raised primarily by their mother, their given names are usually determined by her. If she is elven, the child will carry an elven name, as determined by her nation of origin; human mothers will usually use their own culture's customs. While some half-elves may carry a surname, a large number end up being known as Half-Elven. People should use this name cautiously around half-elves they don't know well; some consider it derogatory and insulting.

LANDS & SETTLEMENTS

Half-elves are found most often in human lands, but they never compose more than a small percentage of any given population. Despite this, in large, cosmopolitan cities such as Palanthis and Sanction, they generally aren't given a second look. In smaller human-dominant communities, they are often looked upon with suspicion or even hostility. They are not welcome in elven lands at all in the vast majority of cases, and some elves living in Diaspora treat half-elves as little better than animals.

RELIGION

Because of their inability to mesh fully with the society of either parentage, many half-elves develop fatalistic or cynical outlooks on life. Many isolated half-elves are not overtly religious, failing to see a personal connection to any divine being. Conversely, a few have reacted to their isolation in quite the opposite way, throwing themselves into spiritual pursuits, such as devotion to a god who they feel accepts them without requiring denial of half of themselves. Half-elves can be found among the worshippers of every god of Krynn.

LANGUAGE

Half-elves, usually born to an elven rather than human mother, generally learn Elven and its script as children. They also usually learn the language of their human parent or the language of the locale where they are raised.

If a half-elf is from an elven community, inflection and tone would be more elven in nature. It's possible a half-elf would have lost it after some years in the world but, as soon as he encounters other elves, quickly switches back to those elven speech patterns that were reinforced as a child. Half-elves who come from human societies would stumble somewhat with Elven language when they meet their elven kindred; around humans, they seem extremely fluent, but in conversation with the elves the humanity is in the forefront.

RACIAL RELATIONS

Most half-elves living among humans find themselves denying their elven side to some degree. In cosmopolitan cities, most simply ignore their elven heritage and get on with life much in the way humans do; recent influxes of elven refugees have made this more difficult, however. In smaller or less enlightened communities, some have been known to deliberately try to pass as full-blooded humans. The ability of most males to grow facial hair aids some half-elves in this, but a few resort to painful and scarring surgery to alter their most obvious elven features. Not all half-elves in human lands deny their elven side, of course; some take great pride in it, viewing any mistreatment from humans as a badge of honor and evidence of envy.

The strong elven taboos against mixing their bloodline with lesser races drive most half-elves away from elven communities. The few who remain are most often treated with a mixture of pity and contempt. They are most often found performing menial or physical labor, out of sight of the elites who do not wish to be reminded that elves are not so very different from their human neighbors. Speaker Gilthas constantly reminds his people that this is something they are going to have to get used to, however.

Members of other races usually fail to see a distinction between individual half-elves and their communities. Those who live among humans, they see as human; those that live among elves are treated as elves.

HALF-ELF CHARACTERS

While Tanis Half-Elven's life may have been atypical of the experience of half-elves, player characters in a DRAGONLANCE game are themselves atypical.

ADVENTURING HALF-ELVES

Many Ansalonian half-elves experience isolation, internal conflict, and a rootless upbringing. Any number of specific circumstances or events could trigger them to pick up and seek something new.


MAHKWAHB

DARGONESTI who turn from the light to embrace evil and darkness are known as Mahkwahb or "elves of the Abyss." Rather than execute or imprison their wicked cousins, the Dargonesti exile them to the deepest reaches of the ocean, where they join a growing number of renegade sea elves who have chosen to worship Zeboim. Over the many generations of this practice, the Mahkwahb have even outwardly changed to reflect their tainted souls. They are pale, their hair as black as the deepest trenches, and their features are now

sharper and pointed. In perhaps the most prominent change, the Mahkwahb no longer take the form of dolphins (or sea otters, in the case of those Mahkwahb from Dimernesti stock) but sharks or manta rays.

Mahkwahb are believed to be related to malenti, the sahuagin mutations that appear physically identical to sea elves (see Sahuagin in the *Monster Manual*), but the sea elves never speak of it. It is likely that both are the result of Zeboim's constant tinkering with her faithful in the depths.





Perhaps the character is attempting to find a long-lost parent or trying to find his elven homeland. After the War of Souls, some half-elves have started attempting to reconnect with their elven heritage; perhaps he has sought out the refugees in Khur or joined Orexas's revolt in Qualinesti.

A half-elf may be tempted to join some martial or religious order, looking for a home and a family, having never experienced either before; the Legion of Steel, with its policy of racial acceptance, is an ideal candidate, but other orders accept half-elves as well. A character could even be on the run, having offended the sensibilities and honor of a powerful noble back home in elven lands.

CHARACTER DEVELOPMENT

Half-elves are among the most versatile race of mortals on Ansalon; half-elves filling the roles represented by every one of the base classes can be found. Half-elves don't often take up close service of a god, and thus, half-elf druids, clerics, and paladins are rare but not unheard of. Conversely, monks are rare in general, but half-elves are well-represented among their number, the monasteries providing a permanent home that many have lacked. Half-elf barbarians were once unheard of, but now that so many Kagonesti have fled their homelands and come into contact with humans, there are now some half-elves among the less civilized clans. Few half-elves have the wealth or influence for the noble class to be a good model.

Half-elves have taken to ambient magic far better than their full-blooded elven cousins, and have taken up mysticism and wild sorcery (sometimes as spellcasting bards, sometimes as sorcerers). Few have had the proper education necessary to practice High Sorcery as wizards, but the notable exception of Zoe Left-Hand, a red-robed half-elf wizard practicing in Ak-Khurman, may be at the forefront of a change in that tendency.

With a reputation as vagabonds surpassed only by kender, skill-based classes like rogue, mariner, ranger, bard, and master (with the performer focus) are perhaps the most common choice for half-elves. Additionally, even skill-based half-elves frequently augment their repertoires with the concentrated combat training of fighter; many, such as Tanis Half-Elven, are primarily fighters.

Growth in a half-elf will be largely determined by his past and what he hopes to achieve in life. Was he raised to ignore his elven ancestry? Perhaps an elf he meets encourages him rediscover his heritage. Did he live in elven lands as a child, taunted by the other children because of his human blood? Character development could encompass his own journey to finally accept who he is. Has he moved around ceaselessly since his earliest memories, his mother never finding an accepting community in which to raise her child? Perhaps then the greatest challenge in life of a half-elf will be learning to trust others and call someplace home. Was he born after his mother was assaulted by enemy soldiers or bandits? Perhaps a quest for vengeance drives him forward, to find and punish the man who so horrifically violated his mother; his growth may come from this bloodlust being satisfied or from struggling against becoming like the monsters he is hunting.

HALF-ELF RACIAL TRAITS

Half-elves have all the half-elven racial traits listed in Chapter 2 of the *Player's Handbook* except as follows:

- **Elvensight:** Krynnish elves have low-light vision and can see twice as far as a human in starlight, moonlight, and similar conditions of poor illumination. They retain the ability to distinguish color and detail under these circumstances. Elvensight also includes darkvision up to 30 feet. Darkvision is black and white only, but it is otherwise like normal sight.
- **Automatic Languages:** Common, Elven or local regional language with which they were raised. **Bonus Languages:** Any (except secret languages).

HALF-ELF ADVENTURES

Players should discuss their half-elf characters' histories and ideas for future development with the DM and make sure they mesh with the play style and general plot of the campaign she's planning to run.

As a DM, half-elf player characters can be challenged in any number of ways.

- An elven noble who spent years persecuting and tormenting those without pure elven bloodlines is captured by goblin raiders. His note desperately pleading for help falls into the hands of the heroes. A good-aligned half-elven PC may have to struggle with her memories to find the courage to come to his aid, or a less morally pure PC may look for a way to use the situation to her own advantage.
- A fencing school known to be especially friendly to half-elves, where a swashbuckling half-elf rogue PC learned his swordsmanship, comes under threat from a powerful thieves' guild. The half-elf PC must convince his comrades to come to its defense.
- A fanatical human demagogue has roused a nomadic tribe to capture or kill all the half-breeds they can find. Potentially friendly military forces, perhaps the Legion of Steel or Knights of Solamnia, are in the region and can be convinced to assist. The heroes themselves must perform a daring raid to release several dozen half-elf captives before they are murdered.

ELVES in OTHER ERAS

This chapter describes elves roughly during the time of the novels *Elven Exiles: Sanctuary* and *Alliances*, five years after the end of the War of Souls. It is clear their story is in flux; major changes are just over the horizon for the elves. Even so, elves are an ancient race that changes slowly, even when the world around them is rocked to its very core. The true nature of the elves is likely to remain constant no matter what their ultimate fate. This is also true for elves in the past. It is not difficult to apply much of the information here to elves of any past era in DRAGONLANCE.

EARLY AGE OF DREAMS

(APPROX. 9000 - 4000 PC)

Elves in the Age of Dreams are, for the most part, a primitive and fearful people. They haven't yet built their grand cities and magnificent civilizations. They watch the power of the ogres with dismay, not knowing their role in the world. Players may want to play elves as more barbaric than in the Age of Mortals; consider emphasizing their primitive side, perhaps with more superstition than most Qualinesti and Silvanesti will admit to in the modern age. High Sorcery has not yet been introduced, and the

Holy Orders of the Stars are in their infancy and would be unrecognizable to a modern elf.

LATE AGE OF DREAMS

(APPROX. 4000 - 1018 PC)

Silvanos finally forges a true nation out of the chaotic elven tribes. The elves rise to glory, building their magnificent cities of Silvanost and Qualinost. It is the time of the Dragon Wars, the rise of Ergoth, and the Kinslayer War. This is the elves' Golden Age. Players of Silvanesti elves should consider emphasizing the vast superiority complex of their race. Qualinesti will be less culturally secure and may overcompensate by stressing how much they are not Silvanesti. Kagonesti, many of whom fight the Silvanesti and Qualinesti in the Kinslayer War, may be even less trusting of other elves than in the Age of Mortals.

AGE OF MIGHT (APPROX 1018 - 1 PC)

The Age of Might encompasses the decline of Ergoth, the rise of Istar, and the Knights of Solamnia. The influence of the elves declines, and they become more isolationist. As they turn inward, Qualinesti and Silvanesti cultures become more refined and well-defined. Players of elves in this age may wish to emphasize these feelings of elven isolationism.

AGE OF DESPAIR (1 AC - 383 AC)

After the fiery mountain falls, destroying Istar, elven lands suffer along with the rest of Ansalon. Qualinesti is inundated by the Newsea, and lands of eastern Silvanesti are flooded. Even worse, the comfort of the gods vanishes; E'li and his brethren no longer answer prayers. Blaming humans for the disaster, most elves want nothing to do with the outside world. Their isolationist tendencies are hardened into xenophobia for most elves. Players of elves shouldn't try to hide their character's contempt for the lesser races in the party, and they would cooperate with humans only grudgingly.

THE KIRATH

The members of the *Kirathalgos*, or Vanguard of Hope, are the elite scouts of the Silvanesti. They were formed as a volunteer group near the end of the War of the Lance to re-enter Silvanesti and provide the information needed to fight back the horrors of the Nightmare. They know the forests of Silvanesti better than any other elf and possess several unique items and talents that help them face those who would despoil them. The kirath are, in every sense of the word, the eyes and ears of the Silvanesti.

KIRATH ENTRY REQUIREMENTS

Most kirath begin their careers as fighters, rangers, or rogues. Applicants are selected for their ability to live independently in the wilderness and a commitment to defending their homeland. Applicants must be Silvanesti elves or half-elves of Silvanesti heritage, although since the Exile, a few Qualinesti and Kagonesti have petitioned to join. All should have at least 4 ranks in two of the associated skills and possess one of the associated feats. Most members are rangers, but any class is accepted if the aspirant can prove his worth as a scout.

Kirath are recruited from every Silvanesti great house; a *Kirathalgos* need not be of House Protector. Most kirath



are rangers; these make up the bulk of the scouts within the organization. Some kirath specialize in ambush tactics; these typically have rogue levels. Others provide additional combat muscle when necessary; these kirath take fighter levels.

The Silvanesti nation must know that their scouts are up to the task when called upon, so training is intense. A challenging final test is given to each aspirant, usually after a year and a day of initial service. The test usually takes the form of a solo mission to observe and report on a heavily guarded target—which is almost always a real enemy, so the element of danger is very real. In recent years, this has meant spying on the minotaurs who have conquered the beloved homeland, or on the nomadic tribes of Khur.

Associated Classes: Fighter, ranger, rogue.

Associated Feats: Alertness, Track, Verdant Spirit.

Associated Skills: Hide, Listen, Move Silently, Sense Motive, Spot, Survival.

Special Requirement: Passing a final test of skill and courage.

KIRATH BENEFITS

Kirath are not full-time professional soldiers, and thus, they still must make their own living and provide for their own expenses. However, upon being accepted as a kirath, most are granted certain material trappings of the order: a soris, an atrakha flute, a *greenmask*, and either a *cloak of elvenkind* or a *firebane cloak*.

Perhaps the major benefit of membership is that a kirath can always count on the loyalty of her comrades and her people. While kirath can work independently and alone for long periods of time, they take comfort in knowing that both other kirath and the Silvanesti people will always provide whatever aid is necessary, whether food and shelter, healing, or fresh arms and supplies.

All members of the *Kirathalgos* gain the Exotic Weapon Proficiency (soris) feat as a bonus feat upon achieving

membership approval status. Even an ex-kirath retains the use of this feat.

KIRATH IN THE WORLD

The kirath were once unknown outside Silvanesti. First founded by Porthios, the Qualinesti prince married to Silvanesti princess Alhana Starbreeze, to help put an end to Lorac's Nightmare and track down Cyan Bloodbane during and after the War of the Lance, their mission has been unique to that land for decades. Only now, in the exile since the minotaur occupation began, have more than a handful of outsiders become aware of them. Some remain in Silvanesti; they work with their allies in the Legion of Steel to keep tabs on the minotaurs in the remote hope that their homeland can be regained. Others have joined the refugees in Khur led by Speaker Gilthas, where they have been slowly adapting their wilderness expertise from woodland to a desert environment.

ORGANIZATION

The kirath are extremely loosely organized. Individual units of one to five elves are assigned a region to patrol for several weeks, sometimes months, at a time. In the past this had often been a border or coastal region, but now they go where they must to gather information. They report directly to the Speaker of the Stars, and most kirath feel intense personal loyalty to him.

When not on duty, kirath go about their lives as ordinary Silvanesti (of course, those operating in Silvanesti no longer have the luxury of off-duty time). When called upon by the Speaker or his rightful representative, however, they leave their homes and take to the wilderness in turns. Regional responsibilities and command structure tend to be generated on an ad-hoc basis; a kirath knows his typical patrol area, and knows how to communicate with the kirath in regions nearby, through marks left on trees, runners, and the atrakha flute (see below).

NPC REACTIONS

Kirath tend to induce a mild sense of awe among many Silvanesti common folk, who generally react very favorably to them. The nation's elite are another story. Kirath often notice hostility from members of House Protector; military rivalry is alive and well, even in a time of exile. Qualinesti who recall fighting the Nightmare in Silvanesti

probably react favorably, having seen them in action. Most Kagonesti haven't heard of them, and those who have look upon the kirath as rank amateurs, mere dabblers in the arts of hunting and woodland reconnaissance, and kirath often return the same thought. Members of most other races have never heard of the kirath.

KIRATH LORE

Given that the kirath are not well known outside the elven nations, knowledge of them is hard to come by. The skills checked should be Knowledge (local) or Knowledge (nature); a character unfamiliar with Silvanesti culture suffers a -5 circumstance penalty. Bardic knowledge and similar class abilities may also be used.

DC 10: The kirath are woodland scouts of the Silvanesti nation.

DC 15: The kirath are truthful, often to the point where it works against them.

DC 20: The kirath prefer to avoid combat when feasible.

DC 30: The kirath have a method of lie detection that is difficult to overcome.

PLAYING A KIRATH

Kirath are the eyes and ears of the nation, and they treat this charge with deadly seriousness. A kirath spends part of her life going about her daily business, most likely living in a small outlying settlement. Regularly, she takes her turn ranging along the coasts and the borderlands, living off the land in the wilderness for weeks at a time. She is constantly alert, even when she's not out ranging; it's nearly impossible for her to be taken by surprise. She has the self-confidence of a person who is truly independent, and the certainty of someone whose mission in life is to defend her homeland from foreign intruders. She is not known to be diplomatic; she takes pride in being forthright and truthful whenever possible, and she has an uncanny ability to tell when others are lying.

COMBAT

A kirath avoids combat where possible. Her entire mission is to observe and report, and she prefers to leave the heavy fighting to House Protector. The ideal is often impossible, though; perhaps she is backed into a corner, or she and her comrades have been ordered to act as skirmishers

THE CODE OF THE KIRATH

THE kirath keep to a particular code which has developed over time to govern their choices and their responses in times of crisis and conflict. It is a creed of survival and vigilance, and only those elves who can uphold it can maintain their integrity as members of the *Kirathalgos*.

- I am the eyes and ears of the Silvanesti. My presence declares the return of the Silvanesti to their rightful homes.
- I will keep my senses ever alert, taking in all and committing it to memory so that the Silvanesti may be well served, and their return made easier.
- I am first and foremost an observer. I serve to

report the obstacles, not engage them. Dead kirath give no information.

- I travel light. If my skills are sharp, my senses are keen, and my courage unflinching, then I have all the equipment I need.
- Never solve a problem by violence when stealth and strategy can yield a better solution.
- I pledge my energy to the reclamation, restoration, and preservation of nature. Animals, plants, water, or any other aspect of nature, are to be used wisely, not wasted.
- Adjust, adapt, and improvise.
- I am truthful whenever possible, for it is difficult for the deceitful to see through falsehoods.

or provide a screen for the regular army. In any case, she probably turns first to her bow, using hit-and-fade tactics to harass her quarry. She is among the best woodland bowmen on Ansalon; her Kagonesti cousins are likely her only equals.

If the fighting becomes hand-to-hand, she carries one or more appropriate weapons. Any wilderness survivalist will have tools that can be used as weapons, such as a dagger and handaxe. Many kirath also carry a sword, either short- or long-bladed. Some kirath also study unarmed combat. The weapon the kirath are best known for is the soris. Versatile and deadly, a skilled kirath can put an opponent down very quickly with the soris.

ADVANCEMENT

Kirath are known for their independence, uncanny awareness, and ability to move through the wilds as quietly as spirits. Kirath are already quite competent at all these when they join. Many are taught techniques for disguised nonverbal communication and the use of the soris. One of the most important things many learn once they join is the art of *truth-seek*, a technique for discerning lies known to the kirath alone. They are taught methods for seeing through facades to the true nature of things, both when people are being dishonest, and when a creature has changed its appearance; these methods were hard learned during the terrible days fighting the Nightmare after the War of the Lance.

KIRATH ALTERNATIVE CLASS FEATURES

The kirath were established to fight against Lorac's Nightmare, a wave of altered reality that twisted Silvanesti Forest beyond all normal perception. The kirath devised means to pierce these veils, seeing through the lies and illusions to the truth.

KIRATH RANGER

The majority of kirath are rangers, who use their wilderness skills and exceptional tracking ability to hunt down and confront creatures of Nightmare or other disguised threats to Silvanesti. Kirath rangers typically take the Two-Weapon Fighting combat style at 2nd level and may choose shapeshifter as a favored enemy. Other favored enemies include aberrations, magical beasts, and evil outsiders.

TRUTH-SEEK

Kirath have developed uncanny abilities to spot deception and lies.

Prerequisites: Elf or half-elf, membership in the kirath.
Level: 4th.

Replaces: If you select this class feature you do not gain the animal companion class feature or any later improvements in that class feature.

Benefit: You add the Sense Motive skill to your list of ranger class skills. Additionally, you may use *see invisibility* as a spell-like ability 1/day (CL equal to half your ranger level).

At 8th level, you may use *discern lies* as a spell-like ability 1/day (CL equal to half your ranger level, DC 12 + Wisdom modifier), but its range is modified to be

“Creature Touched.” You also gain one additional use per day of *see invisibility* (now 2/day).

At 12th level, you may use *true seeing* as a spell-like ability 1/day (CL equal to half your ranger levels). You also gain one additional use per day of *see invisibility* (now 3/day) and *discern lies* (now 2/day).

KIRATH ROGUE

The rogues among the kirath focus on using their natural talent at ambush and stealth to assist small parties of kirath fighters and rangers, or strike out on their own to investigate potential threat sites. Kirath rogues learn to determine if their foe is illusory or not before betraying their position.

PERCEPTIVE AMBUSH

Some kirath have focused their ability to see the truth of things into their combat technique.

Prerequisites: Elf or half-elf, membership in the kirath.
Level: 3rd.

Replaces: If you select this class feature, you do not gain the trap sense ability.

Benefit: Immediately before making a sneak attack or taking an attack of opportunity, you may, as a free action, make a Spot check to determine if your target is altered, illusory, or otherwise concealing its true nature.

If the target is under an illusion spell or effect, you may use the result of your Spot check in place of your Will save to see through the illusion, even if you have already failed a save vs. this illusion.

If the target has been altered by *alter self*, *polymorph*, or some similar effect, the DC for your Spot check is 10 plus the caster level of the effect. Success indicates that you see through the alteration and get a glimpse of the truth; you can't see it clearly, it's just a brief view hinting at the target's true nature.

If the target has been altered through mundane means, such as with the Disguise skill, your Spot DC is the result of the target's Disguise check (or other appropriate skill).

If your check succeeds, you may elect to abandon your attack without giving away your presence, if you are concealed, *invisible*, or otherwise in hiding.

KIRATH FIGHTER

The kirath fighter joins the fight against the horrors of the Nightmare once the threat has been located and provides much-needed skill at arms and offensive ability. In so doing, they learn to stave off the mind-altering effects of the Nightmare and similar creatures in order to drive home the killer blow.

STRENGTH'S VISION

Even kirath who specialize in combat have learned techniques to see through illusions and resist mind-affecting attacks.

Prerequisites: Elf or half-elf, membership in the kirath.
Level: 6th.

Replaces: If you select this class feature, you do not gain a bonus feat at 6th level.

Benefit: You gain a bonus to your saving throws against illusion or mind-affecting spells or effects equal to half your fighter class level.



Chapter 4: GNOMES

Cedwick turned back toward the source of the explosion. A long, cylindrical metal snout emerged from the cloud of smoke. It rode forward unsteadily on a pair of mismatched wheels. Behind it appear a horde of tiny sputtering men and women. They coughed and gagged and seemed very relieved when they finally cleared the smoke.

Gnomes.

They pushed the cannon forward a few more feet, and then a few of the little creatures began to reload their canon. Cedwick quickly rose to his feet and began running toward them.

“Stop!” he shouted, his arms flailing.

Much to his dismay, no one heard him. This mainly stemmed from the fact that the gnomes could not figure out how to shut off their warning siren. In fact, they looked rather perplexed that the cannon even had a warning siren.

Several gnomes worked diligently on disengaging the warning siren, while another group occupied themselves with a debate as to why there was a warning siren. Behind the cannon, a delegation of four gnomes busied themselves with looking important and impressive.

Not one of them, in fact, paid any heed to the advancing young man. Nor did it occur to them that someone might be standing directly in the path of their cannon.

That person happened to be Cedwick.

Heroes and Fools, “Much Ado About Magic”

Kevin James Kage

The gnomes of Ansalon are a race of tinkers and inventors. They are driven with a desire to create and explore every aspect of the world through the application of science. Technology is the center of most gnomes’ existences. Isolated from the rest of Ansalon, few people ever actually meet gnomes; those who do are left with an indelible impression. Occasionally, this impression comes in the form of an unintentional injury suffered from a gnomish invention.

However, not all gnomes can be placed into the same stereotype. Gnomes are just as varied and diverse as humans. Gnome communities can be found all across Ansalon, nestled in small valleys and isolated regions, where gnomes of various professions and temperaments can be found. Wild gnomes exist in the swamps of Nordmaar, studying the various flora and fauna of the region. Arctic gnomes dwell in a colony on Icewall Glacier, researching the effects of extreme cold and harvesting sizeable pieces of the glacier to return for study in Mount Nevermind. Teams of gnomes have been spotted in the Desolation studying the devastating effects the Red Dragon Overlord Malystrix had on the region. Even in major cities, such as Palanthas and Caergoth, entire city blocks are set-aside for gnomish communities. With so much in the world to explore, study, and research, the possibilities for gnomes are infinite.

A BRIEF HISTORY

Early in the Age of Dreams, Reorx walked among the humans of the world and selected individuals who were filled with the spirit of creation. He took them to a land in the north, so he could teach them the art of his craft. After

thousands of years, his people, the Smiths, prospered; however, they proved to be arrogant and self-serving. For their conceit, Reorx cursed them and made them small, curious creatures who would always have the burning desire to create. However, they would never be satisfied with their creations. These were the first gnomes. The race continued thereafter to worship Reorx in an effort to appease their god. This is the creation myth in which most gnomes believe.

In 4350 PC, the god Hiddukel tricked a gnome into retrieving the divine artifact known as the Graygem from its resting place. In his efforts to do so, the gnome accidentally released the powerful relic into the world. The Graygem spread magic and chaos wherever it went, transforming the living creatures of Krynn with its chaotic energies, producing countless variants on animals, plants, and even mortal races.

Reorx demanded the gnomes retrieve the relic, and they complied, creating great sailing vessels and traveling across the oceans to follow the Graygem’s path. They wandered the world for centuries, following the path of the chaotic gem. During their travels, some gnomes would stay at the various places they would land and set up colonies. One of these colonies was on the eastern shores of Ansalon. Some gnomes settled along the coast in limestone caves, while others continued the hunt.

In 3951 PC, a human named Gargath was granted the ability to capture the Graygem by the gods of balance. Gargath placed the Graygem within a magical barrier in his keep. When the gnomes arrived to claim the stone in the name of Reorx, Gargath refused to give it up; the gnomes assaulted the keep and eventually managed to breach the outer walls. The assault also disrupted the magic holding the Graygem in place, and it escaped. When the relic emerged from the keep, it shed a brilliant light that transformed many of the mortals present into other forms. Two-thirds of the gnomes were transformed into dwarves and kender. The remaining gnomes continued to follow the erratic path of the chaotic relic.

They followed the path of the gem for centuries around Ansalon, until finally, the artifact flew over the western horizon and disappeared. By this time, generations of nomadic gnomes wandered the face of Krynn, and some decided it was time to stop chasing the stone—the gnomes split. Some of them stayed behind to investigate and settle down in a great dormant volcano, while others constructed seaworthy ships and sailed north and west after the stone.

The gnomes who stayed named their mountain home “A Great, Huge, Tall Mound Made of Several Different Strata of Rock of Which We Have Identified Granite, Obsidian, Quartz With Traces of Other Rock We Are Still Working On, That Has Its Own internal Heating System Which We Are Studying in Order to Copy Someday That Heats the Rock Up to Temperatures That Convert It Into Both Liquid and Gaseous States Which Occasionally Come to the Surface and flow Down the Side of the Great, Huge Tall Mound... etc.”

Over the next five hundred years, the gnomes excavated the volcano and built a massive city. Construction went slowly as the gnomes struggled with adapting their Life Quests to new needs. Various factions

of gnomes with similar Life Quests began to fight for dominance. This struggle was later known as the Guild Wars of Mount Nevermind. Strong-willed gnomes took control of each Guild and eventually formed the first Grand Council. With common leadership established, the gnomes let their Guild Leaders fight over the issues of planning, while they turned their attention back to their Life Quests.

For nearly one thousand years, gnomish civilization flourished on Ansalon. Every now and again, gnomish expeditions traveled to the mainland and established a number of smaller communities. Some even traveled far to the east to locate the other colonies of their ancestors, but none were ever found.

In 2654 PC, a great devastating magic swept across the continent. Gnomes on the mainland sought out the source, believing the Graygem to have returned, but despite the death of thousands, the source of the magic was never discovered. Rumor held that the elves' magical tampering caused the destruction. The interest in studying magic in the mountain rose to an all time high.

In 1010 PC, the gnomes discovered that human and elf mages had created magical orbs to control dragons. Being interested in both controlling magic and examining dragons, the gnomes decided to create their own. A number of Life Quests were established to study the orbs and mechanically recreate them, but with no success.

In the following years, humans arrived on Sancrist Isle. Not knowing the intentions of the humans, the gnomes decided to make their home invisible in order to be left alone. The result of the experiment caused sulfuric gases to spread across all of northern Sancrist. The gnomes were forced to flee their home or perish. Thankfully, the humans from Solamnia were friendly and cared for the gnomes until the gas faded. The gnomes and humans became close allies, and the Solamnics renamed the gnomes' volcano Mount Nevermind.

In 54 PC, the gnomes of the east were driven from their homes in Karthay and the surrounding regions of Istar, and most fled to Mount Nevermind. Many of these gnomes were masters of clockwork. Within a few years, these gnomes had already apprenticed many students in their new home. Their inventions were so spectacular that, despite actually working, the other gnomes of Mount Nevermind were truly impressed. Unfortunately, two of the clockwork masters held a grudge against one another. Each commanded their apprentices to sabotage the other's work and, before long, a full scale battle ensued. Hundreds of clockwork inventions were set into motion throughout Mount Nevermind, attacking gnomes at random. The Clockwork Wars lasted nearly a month before all the offending inventions and gnomes could be rounded up and brought under control. The master gnomes were cast from Mount Nevermind, their work destroyed, and their clockwork inventions dismantled.

Many gnomish clerics believed the Clockwork Wars angered Reorx. A clerical committee was formed to study the incident and make an official announcement. The committee took over fifty years to come to a conclusion. Unfortunately, upon the day of the intended conference, all clerical gnomes disappeared, and shortly thereafter, the Cataclysm struck.

While Mount Nevermind suffered great structural damage from the Cataclysm, the loss of life was actually

minimal. The gnomes discovered that outside their home new mountains had formed, and the island had expanded in size. Over the next few years, while most races suffered, the self-sufficient gnomes happily rebuilt their lives and looked for ways to improve their home should another Cataclysm hit. The gnomes largely remained ignorant of the problems of the world, with the exception of the few gnomes who traveled outside of Mount Nevermind.

In 351 AC, the Solamnics presented Mount Nevermind with an actual working dragon orb to study, much to the joy of the small number of gnomes who spent their lives researching them. Shortly following, however, the orb was taken away by an old wizard and a kender. The kender destroyed the orb by throwing it at the Whitestone, which gave the gnomes the opportunity to study it from the inside out and produce dozens of scholarly papers on the recklessness of kender.

Thirty years later, Mount Nevermind was attacked by Dark Knights. This gave the Military Guild a chance to finally shine. In the midst of the battle, Chaos creatures attacked the mountain, and the Dark Knights and gnomes were forced to work together to evacuate. A fire dragon emerged from the magma pools beneath the city and destroyed most of Mount Nevermind from within before blowing the top off the volcano.

In the years following the Chaos War, the gnomes returned to working on their mountain home until it was once again invaded by a dragon—a massive red known as Pyrothraxus. Rather than be alarmed, the gnomes believed this to be a rare and wonderful opportunity to study a red dragon up close. No matter how many gnomes Pyrothraxus killed, more just kept coming. Eventually, the dragon went mad and retreated to a nearby cavern system, where he remains to this day as ersatz overlord (or Chief Conflagrations and Tyrannical Despot Psychoses Officer) of the gnomes.

In 420 AC, Dark Knights approached Pyrothraxus, wishing to utilize gnomish technology for warfare. The dragon granted the knights dominion over the gnomes in an effort to distance the horrible creatures from himself, but this failed utterly. Following the War of Souls, the Dark Knight's influence over the gnomes is insignificant.

COMMON TRAITS

A gnome is a gnome is a gnome, but not all gnomes are created equal. While it is true there are gnomes spread throughout Ansalon with differing cultures, there are still many commonalities tying them all together as a race. Gnomes love the act of creation. There is something deep within their souls that drive them to create, modify, and improve the world for themselves and others. Regardless of whether they are tinker gnomes, thinker gnomes, wild gnomes, or even half-gnomes, all seem to possess a desire to make the world a better place. Reorx created them to do so, and it is ingrained into their psyche. This portion of their personality also makes them diverse in their views. Sadly, while Reorx gifted them with the skills to improve the world, somewhere along the way they lost the blueprints on how to carry out this task. Over the ages, there have been hundreds, if not thousands, of differing philosophies on how to meet this socio-biological imperative. Some gnomes believe that solving the mysteries of the world is what they must be doing; others



believe it is best to deconstruct the world and rebuild it; still others take a more cosmological approach and look for ways to influence the world on a grand scale; the list goes on. The gift of Reorx makes the gnomish race the same deep down in its core, but a many-headed hydra of application on the surface.

Physically, all gnomes look very much alike to outsiders. There is no physical difference between a tinker gnome, thinker gnome, or wild gnome, although one could tell them apart based on dress sense and location. To gnomes, the extent of their physical diversity is staggering. There is an entire guild, the Guild of Ethnical Diversity, charged with cataloging and identifying the millions of variations of gnome skin color, height, weight, size of nose, length of chin, and so forth. Gnomes share the humans' lack of special visual senses, which is a perplexing detail to those who try to assert that dwarves came before the gnomes in the grand scheme of Graygem-inspired evolution.

TINKER GNOMES

The most common type of gnome is the tinker gnome. These are the gnomes of whom common folk tell tales. Most tinker gnomes toil their lives away, working on their Life Quests deep below Mount Nevermind. So for many people, gnomes are considered to be folktales, like pixies and fairies. Children on the mainland of Ansalon are told that strange noises in the forest are the sounds of gnomes creating wondrous fanciful items. Children born on Sancrist know better; they have actually seen some of the wonderful and disastrous inventions created by the little people of Mount Nevermind.

PHYSICAL APPEARANCE

Gnomes average a height of 3 feet and weigh between 45 and 50 pounds. They tend to have walnut-colored skin that darkens with exposure to the sun. Their hair is thin and naturally curly. Young gnomes have hair of silver, red, or light brown, which often turns entirely white by adulthood, although streaks of their original hair color may exist into old age. Gnomish hair is nearly always messy or hastily tied up to get it out of the way. Throughout the ages, it has been determined that hair cutting inventions are best left tested on mannequins or livestock; consequently, gnomes rarely cut their hair. However, it grows rather slowly, and male gnomes tend to only ever grow short curly beards.

Most gnomes have adapted clothing suitable for their experimentation and work. Jumpsuits, leather aprons, and overalls are all common apparel. They try to stay away from clothing that will get caught in turning gears or hamper their movement too much. In every case, these outfits have numerous pockets to hold small tools, paper, writing utensils, small parts, and any other items the gnome may need. Although gnomes dress in simple work clothes most of the time, they make up for it during celebrations and important occasions. They prefer loud flashy colors that make them stand out. As with their inventions, they prefer flash and bang.

PSYCHOLOGY

Gnomes do not stop to think; they go then think. They resemble bees, tirelessly working, and moving. While they do pause to rest, they are not known for their patience.

The ancient gnomish theorist Gneinstein said, "Time stands still for no gnome, unless you involve magic, which is cheating." So things must get done, and the sooner the better. Every gnome understands that it takes a number of times to perfect any process, and once it has been perfected, it's time to improve upon it.

This constant motion can be infuriating to many other races, who fail to comprehend the idea of not stopping to smell the roses once in a while. Tinker gnomes have no need to smell roses; they have invented machines to do that for them. They prefer to categorize the roses, catalog, dissect, and recycle them. This general attitude is often perceived by non-gnomes as a complete lack of social graces. Gnomes don't shake hands; they don't have the time or inclination. They do not make small talk unless it is pertaining to their own interests. Those gnomes who are not from the Sociology Guild are usually ignorant of the etiquette of other cultures and blithely assume that only their own interests matter.

When it comes to intelligence, most gnomes are extremely knowledgeable. They are proud of the knowledge they have collected and always seek a way to work it into their conversations. It makes them feel



important to demonstrate their skills. Unfortunately, much of their knowledge is based on unproven theories and assumptions. Ideas such as “Small rocks sink, but really, really big rocks float because the continents and islands stay above water” and “the farther you go up into the sky the less you weigh” are still popular and hotly debated among gnomes.

Gnomes give praise in small doses. Sometimes it may appear as condescension, and in other cases, their praise is always followed by criticism. These backhanded compliments are actually well intended. The gnome is simply trying to improve upon a process. Nothing is ever good enough for a tinker gnome. In some cases, gnomes have been known to settle with using certain simple tools, such as hammers, screws and pulleys, but this by no means prevents some gnomes from working to improve them in some form or fashion. Bigger is always better in the case of a tinker gnome; to think otherwise is mad.

SOCIAL STRUCTURE

Gnomish society is comprised of a number of organizations known as guilds. Each guild is centered around a particular generalized area of interest and

contributes to the functioning of the society. The Agricultural Guild provides food. The Medical Guild supplies health care. The Acquisitions Guild makes sure each guild has the resources they require and details processes for obtaining and sending those supplies. Over all, there are more than fifty major guilds and a score of smaller ones. Those guilds that have applied sciences tend to see many more applicants than theoretical guilds. Guilds like the Astronomy Guild have relatively few members and do not have much influence in the Grand Council.

The Grand Council is the ruling body of Mount Nevermind. It consists of the leaders of each of the major guilds. These leaders are elected in any number of different ways, depending on the guild. Some are elected through ballots, deliberates, seniority, or contests. Some leadership positions are even hereditary. The Grand Council was established to govern the gnomes and create laws that each guild must obey, but the process and procedure of the council is so complex and lengthy that very few decisions are ever made. Many laws passed are simply ignored. Usually, the individual guild leaders determine how their guild will be governed.

In small communities of gnomes, the government works a little more efficiently, because fewer gnomes are involved in the process. Every guild in town is represented, and each has their say in the matter. The most powerful guild has the most influence, but often, the eldest gnome of the community, who is considered the most learned, has the final say in any matter.

Most gnomes reside within Mount Nevermind on the Isle of Sanctrist. It is the largest city of gnomes in Ansalon, with over 50,000 gnomes living within the bowels of a once extinct volcano. The city is thousands of years old and the most technologically advanced on Ansalon. It was once comprised of 35 separate levels, but during the Chaos War, the volcano was brought to life by a fire dragon rampage that entirely destroyed the upper ten levels. Thankfully, much of the city was already evacuated before this occurred. Since that time, the gnomes have been working to repair the damage.


Outside of Mount Nevermind, there are a number of gnomish settlements and communities. Villages are usually hidden away in rugged foothills or other out of the way places, where most folk are not even aware of their existence. These communities are usually fairly small, with just a few hundred gnomes. Most large cities also have a small section of the town allocated for gnomish communities.

FAMILY LIFE

Gnomish families are usually comprised of a set of parents and 2 to 5 children spaced apart roughly every two years. This often leaves one parent at home, while the other performs functions for their guild. Usually the mother remains in the home, but it's not unusual for a father to stay at home, working on theoretical design or reserving one room of the home for working on inventions.

When the children are old enough to walk and talk, they are sent to the School of Sciences. Gnomish instructors from the various guilds teach gnomish children the basics of reading, writing, and scientific theory. They are exposed to a number of different fields of science. Initially, they are assigned to learn the same skills as their parents' current guild affiliation, but as they progress,





they are given more leeway to select their own path. Once young gnomes reach a certain age, they must attend the College of Law Enforcement for a number of years, where they are taught the basics of fighting and warfare along side their own extracurricular studies. This is followed by enrollment into guilds of their choice and the eventual declaration of their Life Quests.

NAMES

Gnomes have three different names. The first name is given by the family and comprised of a lengthy history of the gnomes' ancestors. This name is often recorded in a book a gnomish mother begins when she first discovers she is with child. She usually finishes this book around the time the child is born. These long names are traditionally written in the old gnomish language.

While this name is highly important for record keeping, it can take an extremely long time to repeat in daily conversations, so a second shorter name is applied. This second name is a summary of the longer name and only takes ten to thirty minutes to recite; it is usually used in more formal settings, such as a wedding or court of law.

Neither name is short enough for gnomes to use in every day communication, so a nickname comprised of only the first few syllables of the gnome's name are used. Common abbreviated male names include Cogg, Deddalo, Gear, Gnerd, Innova, and Snork; Bethi, Gauge, Gnorra, Nano, Pidge, Pestle, and Sulfie are common female names. It is considered proper gnome etiquette to introduce oneself with the lengthy (yet shorter) formal name. Unfortunately, outsiders who hear this name (or portion of it) tend to shorten it on their own to names like Standback, Wizbang, and Bloody Bob.

EVERYDAY ACTIVITY

Other races might imagine that being born a tinker gnome would involve all sorts of gadgets and inventions, but this is not so. Gnomish women wisely decided long ago that the birthing room is no place for inventions which may risk endangering the lives of the mother or unborn child. Gnomish midwives from the Medical Guild are trained to deliver gnome babies in the home of the mother. Although a number of inventions have been created to assist in the process over the ages, every one has been summarily rejected.

As the child is reared, their first toys are complex machines with many parts and simple tools, so they can learn and identify parts and their functions at an early age. They are often given paper to draw their own blueprints and schematics. For the most part, these are scribbles, but every mother and father see some great invention or process detailed somewhere in the charcoal lines and hangs these proudly around their home. Tinker gnomes don't understand art as pure aesthetics; it must be functional in some way. Elaborate clocks and music boxes are considered childrens' play things, and they can't understand why other races often find the devices so fascinating.

The life of a young tinker gnome is centered on science and technology. Tinker gnomes are the most technologically advanced civilization on the continent of Ansalon. They have steam-powered ships and trains, clockwork timepieces and ore-refining plants for high-grade steel. In the distant past, tinker gnomes created

clockwork golems, but the knowledge was purposefully forgotten after the Clockwork War. This highly technological society has yet to become a major force in the greater world, because they tend to waste their energy on inventions that do not progress the race forward as a society. Miniature mechanical castles with moving knights and fire-breathing dragons, automatic hair cutting machines, machines that bounce in place, and inventions that change the color of water or your hair are just a few gnomish inventions, and the Great Gnomish Library has records of millions more.

Upon reaching adulthood, a gnome holds a special celebration to receive their Life Quest. In most cases, a gnome will stand before the council of the Guild with which they have been apprenticing the longest. Some family lines have even been tied to certain guilds, ensuring that gnomes and their children will work within the same guild. Once the applicant is ready, the council will suggest an assignment to the gnome to accomplish and thoroughly examine for the rest of their life. Sometimes a gnome will decide to take up the same Life Quest as their parents to ensure their parent's souls will rest in peace, knowing the Life Quest is still in progress. Once the gnome determines what he would like to work on, they declare their intentions at a Life Quest celebration. Gnomish celebrations are happy times. Tinker gnomes take time off to get together, dressed in their best clothes and doused in perfumes, and celebrate with dancing and eating. It also gives them a chance to talk shop with other gnomes they wouldn't normally see in their day to day routine.

Gnomish technology has developed a number of interesting weapons throughout the ages: the net-throwing arrow, automatically repeating crossbow, the belcher (cannon), and blunderbusses (guns). Many of these weapons end up hurting the gnomes just as often as they hurt their opponents. Thankfully, gnomes rarely find themselves in need of such weapons. Their mountain home has rarely been invaded, and the invaders usually do not stay long. Smaller settlements are usually so well hidden, they are typically ignored. When it comes to protecting their home, the Military Guild is called upon. All gnomes spend a number of years taking a limited amount of martial training in the Law Enforcement Colleges. Sometimes this training is appealing to a gnome, and they advance into the ranks of the Military Guild. There are Generals who have gone their entire life in the guild without fighting in one battle, the reason many gnomes have been known to remain in the guild.

Tinker gnomes do not have time to dwell on the past. They simply record it and move on. When someone close to a gnome is injured or killed, the grieving process is rather short, as their mind unerringly turns to other things. This lack of emotion is often viewed as heartless and cold, but to gnomes, it is perfectly acceptable. Gnomes are often buried in a location near their home. Near Mount Nevermind, there is a small valley where the dead are laid to rest. Once the gnome is buried, a close family member will stay for days, reciting the gnome's full name and listing off their lifetime of accomplishments.

ARTS & INDUSTRY

Pure aesthetics are unheard of in gnomish culture; if a contraption doesn't have a use when it's built, the device is a waste of time and energy. If art is created to determine

the physiological and emotional response to visual stimuli, it serves a purpose and is widely accepted. However, once the experiment has concluded, the piece of art should be dismantled and recycled for further use. Gnomes can appreciate beauty, but very few have ever taken the time to hang a painting on a wall, unless working on an invention to hang pictures. The closest most gnomes come to art is occasionally taking a broken piece of invention or some small object that inspired a great idea and placing it in a special place in their home. These are not actually considered art so much as reminders of things the gnome must keep in mind while continuing work on his Life Quest.

Inside Mount Nevermind, the idea of trade and commerce is one hotly debated by the Trade and Exact Change Committee, but life under the mountain has evolved into a system driven by Life Quests. Each guild provides a service dedicated to the upkeep and prosperity of the community as a whole. The Solamnics of Sancrist will trade with Mount Nevermind for small inventions and gems, of which the gnomes seem to have an unending supply.

Life on the mainland is different. Gnomes believe they have more technological know-how than all the races of Ansalon combined. However, the most technologically advanced race on Ansalon may actually be slowing the progress of industry on that continent. Their inventions, assembled from numerous cogs, gears, pulleys, levers, bolts, screws, and other strange components, often not only fail but fail disastrously. After one encounter with a gnome, most non-gnomes swear off technology for the rest of their lives.

However, there have been craftsmen throughout the ages who have examined gnomish inventions and have used them for inspiration in their own work. Gnomish windup clocks are one example of an invention that seems dreadfully incomplete but satisfies the human need to measure time, as inaccurate as it may be. Most gnomes who require money outside of Mount Nevermind often take jobs that allow them to continue their Life Quests. A gnome studying the density of different metals may work as a blacksmith, or a gnome mathematician working to derive one equation that can determine the best tasting cheese may work as a farmhand.

MAGICAL PRACTICES

Tinker gnomes do not officially support any magical practices. Theoretical magical research is acceptable, but no self-respecting gnome uses magic for things that could be accomplished with machines and proven scientific methods. Most of the research carried out by the Thaumaturgy Guild in the area of magic deals with finding ways to either use magic as an energy source to power their inventions or finding ways to replace magic with suitable contraptions. Magical items are carefully researched and, in some cases, deconstructed in order to determine the best way to create and improve upon them with technology.

There are only two types of magic widely accepted among the gnome populace. The first is healing magic. As often as they have been condemned, healing spells have proven far too effective at saving gnomes from terrible fates. Some argue that magical healing is a gift from Reorx, while others argue that magical healing denies the body

the chance to heal itself. Regardless of the debate, most gnomes will take magical healing when they can get it.

The other type of magic that gnomes are fond of is illusion. They treat it as a form of simple entertainment. They know it has no real substance, as numerous scientific tests have proven, and they find it amusing to make light of the arcane arts.

RELIGION

Gnomes have faith in technology, and everything else comes after. As such, there are few gnomish clerics. Their one true love is tinkering, and their divine word is the scientific methodology. Most gnomes believe in the existence of the gods; Reorx is highly respected as the father of the gnomes. They view him as a wizened old gnome who created the universe, which they affectionately refer to as the World-gadget. He is honored in tradition, and his clerics are well respected. Occasionally, gnomes will mutter a quick prayer to Reorx before they start up any invention.

Faith in the gods, however, is a difficult concept for most gnomes to comprehend. While the few gnomes of the Philosophers Guild have grasped the concept, an average tinker gnome tends to rely on what he can touch with his own hands. He understands the basics of holy weapons and artifacts, but not placing his entire life in the hands of an unseen deity of immeasurable power.

Among the halls of Mount Nevermind, there are three gods, in addition to Reorx, to whom a small number of clerical tinker gnomes pay reverence. Clerics of Sirrion are occasionally found among the Guild of Alchemical Sciences. Within the Sage guilds, Gilean is worshiped by certain gnomes for his love of knowledge, and among the Technical guilds, Shinare is worshiped for smooth-running machines.


Most religious study is associated with a gnome's Life Quest. Perhaps she is looking for a way to channel divine energy to power machines. With a willing deity, she could potentially have an endless supply of power. Some Life Quests may have to do with proving infallibly the existence of the gods. Still others deal with creating mechanical devices that allow a gnome to travel to the homes of the gods. This is often the closest many tinker gnomes ever come to godly worship.

The gnomes outside of Mount Nevermind tend to experience much more of the world than their cloistered brethren, and this often provides them with insights that most gnomes simply never experience. It also allows them to expand their views on the gods. Thus, gnomish clerics of Branchala may be working on perfecting the ultimate One-gnome-band machine, or gnomish clerics of Chemosh may be studying undead from the inside out.

FOLKLORE

There are a few issues that must be addressed before the concept of gnomish lore can be explained. The responsibility of the Historical Records Guild is to maintain accurate and up-to-date versions of all gnomish legends. The Great Library constructed to store and preserve these kernels of history has suffered many mishaps throughout the ages. A number of different processes have been developed to maintain order in the library and safeguard it against destructive forces.





Unfortunately, most of these precautionary measures only served to destroy more than they preserved.

The first major project was a cam-and-shaft data storage facility that would store the text of each document without requiring ink or paper. This machine summarily exploded, taking with it most of the ancient volumes concerning the gnomes' passage across the sea from a distant continent. Later, a new resin was developed that was intended to extend the life of parchment. This resin was lightly brushed over many of the pages documenting the founding of Mount Nevermind. The resin eventually hardened, and when the shelf containing the documents was accidentally knocked over, the entire collection shattered. It was determined that the best method for preserving gnomish history would be to have more than one copy of each document. Thus, the entire collection of original documents detailing the Clockwork Wars of Mount Nevermind were placed into the invention known as the Self Hardcopy Replicating Extractor with Dual Data Effigy Rotors and were never seen again.

Not surprisingly, there is very little left of actual gnomish history to draw from to create folktales. The Folktale Commission Board, a minor gathering of the Historical Records Guild, has put together one story they fashioned from old invention specifications and diary entries from their ancestors, but the tale takes days to retell and sounds too much like a technical manual.

The Proverb Committee was convened a number of years ago, and they managed to invent three gnomish proverbs after a number of failed attempts. They took some advice from a traveling Ergothian bard who somehow found himself trapped in Mount Nevermind. After he was forced to listen to only a few of the proverbs for nearly a day, he pointed out that proverbs are best remembered when short. The committee was impressed with his advice, and after months of deliberation, they condensed their works into three critical gnomish proverbs of only the most poignant essence:

"Never."

"A gear."

"Hydrodynamics."

The last saying is the most prolific and will always bring a tear to a tinker gnome's eye.

LANGUAGE

Gnome is an interesting language in the fact that it has evolved from an abstract language to one more generic. Ancient gnomes developed their own language, used within their societies and cultures. It was a highly structured language with numerous characters for letters and multiple words with the same meaning. However, as the gnomes made their journey from the distant shores across the world, they adopted the languages of other cultures. When their journey ended on Sancrist and they settled in Mount Nevermind, they adopted the language of Ergot. While they remained largely isolated, the gnomes learned new words from their limited trade and replaced them in their own language. They continued to use the old gnomish language for names, much of their written documents, instructions, and formal ceremonies, but the every day usage began to fade.

Once the trade language of Common became popular, the gnomes began to incorporate it into their language until it eventually became the primary language of the

gnomes. In true tinker gnome fashion, they have improved upon the Common tongue. They speak at such a breakneck speed that other races that also speak Common can hardly relate. When scientific, and not so scientific, jargon is added, gnomes sound as though they are speaking an entirely different language.

When two gnomes are talking to one another, this Hyper-Common is spoken by both at the same time. Since gnomes can listen and speak at the same time, the flow and ebb of the conversation takes seconds instead of minutes. Gnomes find this communication to be helpful in expressing ideas, theories, and complaints in the most efficient manner possible. When a gnome is speaking to a member of another race, they often forget they are speaking at an accelerated rate. They find it annoying to slow their speaking. They also tend to believe that other races are simply not intelligent enough to comprehend them.

In true gnomish fashion, bigger is better. The more amount of detail you can give the more accurate the communication. Gnomes endeavor to be as complete as possible in their answer; in turn, this leads to some extremely lengthy answers. Most folks tend to cut off a gnome well into the first few minutes of anything they say.

RACIAL RELATIONS

Gnomes are isolationists. They have always sought methods that allow self-sufficiency and prefer to dwell in seclusion to work on their Life Quests. Gnomes often spend the rest of their lives working toward the goal of completing their particular Life Quest, so unless their particular Life Quest forces them to interact with other races, many gnomes are content to remain within their own communities.

However, there have been gnomes who have taken to a life of adventure for various reason. Typically, these are the gnomes most races meet. Gnomes view all races with the same scientific curiosity. They do not have any historical enmity with one race over another. In simplest terms, they tolerate all races, and most races barely tolerate them.

Gnomes get along well enough with those humans who can tolerate their presence. The Ergothians and Solamnics have always shown a great interest in technology over magic. Even now, the Dark Knights in the service of Pyrothraxus, who has claimed dominion over the Northern Mountains of Sancrist, are constantly watching and asking about various inventions. Of course, this excites the tinker gnomes to no end and makes them work harder to improve their contraptions.

Gnomes tend to get along well with dwarves. Dwarves are one of the few races that understand and appreciate the gnomish fascination with technology. While it's true that dwarves are satisfied with only developing simple machines, gnomes applaud their effort.

While gnomes generally do not have problems with many of the races, they do not generally get along with elves. Many gnomes find magic to be a distasteful practice, as it defies the laws of science. Elves find gnomes longwinded, careless, and obsessive. So both sides generally agree to dislike one another. Occasionally, elves and gnomes have been known to become acquaintances; these relationships usually stem from a common love of knowledge.

The kender race is something of a mixed blessing to the gnomes. On one hand, kender are extremely curious and fearless, making them ideal companions and testers. On the other hand, the chances of an invention missing parts and failing often increase drastically whenever a kender is around. The actual statistics and percentages for such a chance are still under review by the Mathematics Guild.

Draconian and gnomish interaction is best described as brief and violent. The ever curious tinker gnomes are fascinated with the idea of an entire race of beings engineered to life. They admit that the use of magic to achieve such an endeavor is distasteful, but they admire the innovation it took to create such a race. Draconians generally find gnomes thoroughly annoying and would just as soon kill them as listen to their endless questions.

Gnomes don't mind minotaurs and usually treat them much the same as dangerous humans. Minotaurs find gnomes erratic, unpredictable, and general nuisances. Occasionally, a gnomish vessel will find its way to the Blood Sea. Most minotaur pirate ships won't board a gnome ship, and wise captains will usually steer clear before the gnomish ship malfunctions and ends up taking down both vessels.

Gnomes generally try to avoid ogres. The lack of intellect and abundance of mindless rage often makes ogres dangerous to be around. Even half-ogres are often treated with trepidation until the gnome gets to know them better.

A DAY IN THE LIFE

Gniknak wakes to a clap of thunder. He shoots up out of his bed, scattering papers and biscuit crumbs to the floor. Looking blearily around the cluttered room, he spies smoke drifting in from the direction of the kitchen area. Checking the water-clock next to his bed, by the light of a simple invention known as a window, he sighs and stumbles around the room, gathering together his fallen papers, pencils, small machine parts, and books into a leather sack. Then he brushes off any of the remaining crumbs from the wool britches and shirt he fell asleep in the night before. He dons a leather apron with numerous pockets and heads into the next room.

His mother is tinkering with the dough-rolling machine she has been improving. A thin trail of smoke continues to pour forth from the device. She cheerfully greets Gniknak and tells him to eat up before he goes to school. The young gnome sits down and helps himself to a bowl of porridge and last night's sausages. Trying to be discreet, he sniffs the porridge before eating it. He was still feeling the effects of a nutritional supplement his mother had tried out last week, but he smelled no trace of the concoction and ate his breakfast in a hurry.

Kissing his mother goodbye, he steps over a number of his sister's broken inventions scattered on the floor of the living room on his way out. Once outside his home, the music of Mount Nevermind rings down the shadowy hallway. The noises of gears grinding, whistles shrieking, steam blowing, hammering, sawing, and a cacophony of other building sounds put the gnome at ease. Gnomes bustle about in a hurry, each one on to something more important than the last. Gniknak waves to his friend Gnorm, and the two excitedly discuss last night's homework as they make their way to the jump-off point in the Inner Hall.

A line of gnomes stands in front of a platform overlooking an extreme drop from the twentieth floor of Mount Nevermind down the Inner Hall to a bubbling pool of lava. A gnome from the Transportation Guild calls out level numbers, and groups of gnomes step on the platform. At the sound of a shrill whistle, all the gnomes jump at once and disappear over the edge. A few moments later, the sound of a bell indicates that the next group of gnomes may proceed. Gniknak and his friend jump on the platform when the next level is called, and at the sound of the whistle, they take a step over the edge. Careful to hold on to everything in their possession, they fall down six floors to land in a net of tangled gnomes. The net retracts, and the gnomes are dumped onto another platform as a bell rings. The gnomes pick themselves up and continue in different directions.

The young gnomes head to the School of Sciences, where groups appear to be fleeing at top speed. Gniknak stops a passerby, and the gnome informs him that classes have been cancelled today on account of a rather noxious cloud of gas that has expanded from one of the examination rooms. A number of instructors are ill, and the Mishaps Guild has a group of gnomes cleaning up. All students are instructed to spend the day with their parents, observing the progress of their Life Quests.

Gniknak turns excitedly to Gnorm and bids him farewell as he makes his way to the nearest Inout. Once he passes through the portal to the outside, he rushes past two adolescent gnomes from the Law Enforcement Colleges. The older gnomes are supposed to be guarding the exit, but instead, they are too busy talking about the history of gnomish warfare to care much about who passes through. Gniknak hurries down the slopes of Mount Nevermind, past terraced fields of corn and wheat and fenced in collections of livestock. He journeys from the mountainside to the shores of Sancrist and a secluded location where his father and older sister are working. His father's Life Quest to extract electricity transferred by lightning strikes to seawater is in progress. Over the years, his family has discovered a number of useful applications concerning water and electricity, but they have yet to harvest the unaccounted mass of electricity they know the sea holds.

As he arrives, his father and sister Gnorra are sitting and discussing new theories over cheese, bread, and mutton. He joins them, explaining about the School of Sciences and catching up on their latest results. They spend the rest of the afternoon testing the new Seawater Lighting Electricity Extractor Prototype Unit Retractor, also known as the S.L.E.E.P.U.R. After a number of modifications, they run one final test before sundown. The results instantly bake any sea-life within a hundred feet of the device, and dead fish float to the surface. Gnorra writes down the details of the experiment, while Gniknak's father scratches his head and fiddles with the machine. His father instructs Gniknak to collect some of the fish for dinner the next night.

The three gnomes collect their invention, equipment, and abundance of fish and haul them back to Mount Nevermind. On the way back, a group of Dark Knights working for Pyrothraxus stops the gnomes. They were observing the tests and want to know more about the current prototype. Gniknak has the feeling the knights are not interested in harvesting electricity or killing fish.



Gniknak's father agrees to demonstrate the device for them the following morning, which makes Gniknak more than a little nervous, but his father seems pleased that someone is interested in his invention.

Once back at Mount Nevermind, the gnomes drop off their fish and supplies at the house and meet their mother at a nearby tavern for dinner. The gnomes sit at a long table, joining other gnomes who are shoving food into their mouths, talking excitedly, and spitting food in all directions. Heavily seasoned meats, cheese, potatoes with butter, and fresh bread are delivered to the table by servers of the Culinary Guild. Nearly everything is covered in flavorful gravies and floury sauces. Gniknak notices a gnome in the corner watching their group intensely and taking notes. He decides to eat only a little of tonight's meal.

After a full meal, the gnomes head for home, talking about how to improve upon the discoveries of the day. Gnorra has an interesting idea about using heat to attract the electricity. Gniknak finds it hard to sleep, worrying about his father and the meeting with the Dark Knights. He finally decides that his father is a smart gnome and can take care of himself, so eventually he drifts off to sleep.

TINKER GNOMES AS CHARACTERS

Playing a tinker gnome offers the player a chance to play a character who is situated outside the norm for most adventuring parties. Tinker gnome characters always seem a bit off kilter. Their assumptions are often misguided, and their methodology in dealing with different situations is often flawed. The challenge for a person playing a tinker gnome character is to find a way to make the gnome seem intelligent, yet often wrong. As the tinker gnome begins to spend more time among his companions, he will come to view them as one of his own inventions. Each person has a role to fill, and it is up to the gnome to make

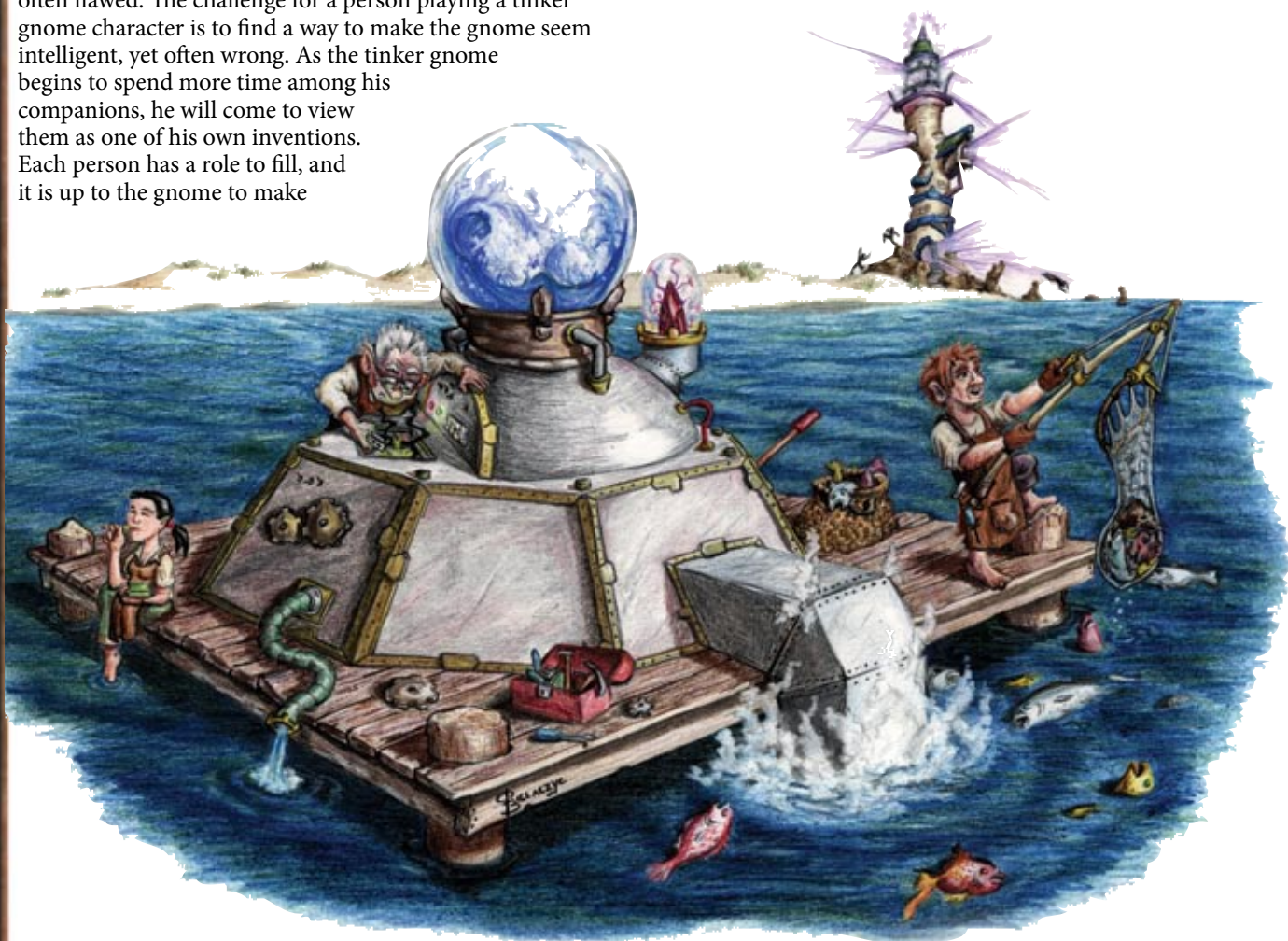
sure the invention runs smoothly and is improved upon. The gnome character in the party may grow to become a natural leader rather than a support character. The opportunity to grow from an outsider to a hero makes playing a tinker gnome an interesting prospect.

ADVENTURING TINKER GNOMES

Gnomes most often go adventuring to work on their Life Quest. Sometimes this leads them to the far reaches of the continent in search of specific items they must catalog and collect or some event they must witness for themselves to better study it. Some gnomes adventure in order to test certain inventions they have created. If they have designed a special suit of armor, they may wish to field test it in order to work the bugs out and discover how to improve upon it.

CHARACTER DEVELOPMENT

Tinker gnomes make great support characters. Tinker gnomes with the master class or gnomish tinker prestige class find they can be of great assistance to their party in bolstering their effectiveness in battle and often have a wide range of knowledge to help the party with key elements of the adventure storyline. Gnomish fighters are known to come out of Mount Nevermind for their own reasons. There are also rogues who were trained within bowels of Mount Nevermind in artifice and subterfuge. Whatever the class, make sure to take advantage of the additional skill points to Knowledge and be an expert in one concentrated area of your Life Quest.



TINKER GNOME RACIAL TRAITS

Tinker gnomes have the following racial traits:

- **-2 Strength, +2 Dexterity, +2 Intelligence, -2 Wisdom.** Small and skilled with their hands, gnomes tend to be more agile but less physically strong than larger races. With their keen inventiveness, gnomes are extremely intelligent, but they often put the quest for knowledge ahead of any consequences.
- **Small:** +1 size bonus on attack rolls, +4 size bonus on Hide checks, must use smaller weapons than Medium characters, lifting and carrying limits three-quarters of those of Medium characters.
- A gnome's base land speed is 20 feet.
- **Guild Affiliation:** At character creation, the gnome character selects a Guild with which he is affiliated. Since there are innumerable guilds, they are broken into three major categories: Craft Guilds (bowyer, blacksmithing, leatherworking, and the like), Technical Guilds (architecture, chemistry, engineering, scribes, and others), and Sage Guilds (botany, biology, education, mathematics, philosophy, and so on). If the gnome selects a Craft Guild, he gains a +2 racial bonus on all Craft checks. Technically inclined gnomes gain a +2 racial bonus on all Profession checks. Sage gnomes receive a +2 racial bonus on all Knowledge checks.
- +2 racial bonus on Craft (alchemy) and Craft (tinkering) checks. Gnomes have a keen sense of smell that helps them identify noxious substances, and all gnomes are at least somewhat skilled in making something out of disparate pieces.
- +2 racial bonus on Will saves. A gnome is constantly involved in the pursuit of a Life Quest. If the gnome appears constantly distracted from day-to-day matters, the gnome is caught up in thinking, dreaming, or planning his Life Quest. Because of this, it is difficult to sway a gnome from his chosen path.
- **Automatic Languages:** Common, Gnome. **Bonus Languages:** Dwarven, Ergot, Ogre, Solamnic.
- **Favored Class:** Any. A gnome's first class (the class he takes as a 1st-level character) is his favored class.

MAD GNOMES, "THINKERS"

In every society, there are individuals who operate outside of the accepted norm. This is no different for the gnomish race. In gnomish society, these individuals are known as mad gnomes. They are gnomes who repeatedly break or no longer conform to the acceptable customs of society. Following the Chaos War, many more so-called mad gnomes have surfaced in communities outside of Mount Nevermind. Understandably, this has given rise to great concern and conjecture among the gnomish community, as well as a profitable series of lectures.

There are a number of different ways a gnome might become branded a mad gnome. The gnome may continually break the laws of their Guild, sabotage another gnome's Life Quest, persistently display thought processes that do not resonate with gnomish culture (such as believing in Cause and Effect), always creating devices that work and are considered complete, or even displaying no

inclination for tinkering or science. In all cases, the gnome is considered damaged in some way.

Throughout the ages, gnomes have tried to institute various programs to assist these gnomes and re-educate them. In some cases, brainwashing has been effective, but the practice fell out of favor when a mad gnome abducted a number of guild leaders and used the same technique to make them believe they were chickens; the deprogramming took months. The mad gnome was never found, although his elaborate and ingenious plan did make the Grand Council think twice about branding him a mad gnome.

When gnomes are officially cast from society, a public trial is held in which the offending gnome is given a chance to speak for himself. Often times, the damage that has been done is irreversible, and the condemned only makes matters worse. In the trial, only the offender's abbreviated name is used. The book containing their full name is reduced to pulp to be recycled. Any inventions the mad gnome created are dismantled for parts. Their guild affiliation is revoked and their Life Quest is either handed down to another member of the family or regrettably left unfinished, which brings great dishonor to the gnome's family and ancestors.

Outside of Mount Nevermind, the process is much less official, and most gnomes simply expel the offending gnome from their community with a gnome flinger and a few choice words.

PHYSICAL APPEARANCE

Mad gnomes look exactly like their tinker gnome cousins, and as any given family could produce both tinker gnomes and mad gnomes, not even a close relative can isolate any specific differences. Mad gnomes—especially those who are given to calling themselves thinkers—are more likely to dress casually. They are more careful as to how they present themselves to the outside world, with far less concern for immediacy.

PSYCHOLOGY


Gnomes branded as mad gnomes usually react one of two ways. Either they are deeply remorseful for their behavior and saddened at the loss of connection to their community, or they are actually relieved to finally be free to go into the world and act as they wish. In either case, the social restrictions of the gnomish culture have been lifted for this particular character.

Mad gnomes have dreams and aspirations, just like everyone else. Some even continue on their Life Quest without the authorization of their former Guild. Once they have been exiled, most find a place to settle down until they determine how to best proceed. Those gnomes who do not go into hiding often begin businesses in small towns or villages away from other gnomes.

SOCIAL STRUCTURE

Mad gnomes do not have a society of their own. Most are outcasts from gnome society or choose not to be part of it. They usually live among other races or in seclusion. Some mad gnomes who are cast from Mount Nevermind will occasionally try to make a life in one of the gnomish settlements on the mainland. Unfortunately for the gnome, he is usually discovered and run out of town.





Mad gnomes are more likely to be leaders than tinker gnomes. They are often able to work outside of the normal gnomish mentality and focus their thoughts. Despite this, there are no significant mad gnome leaders, as no tinker gnome would consider following the orders of a mad gnome.

FAMILY LIFE

There are no known settlements of mad gnomes as they are usually rare individuals. A mad gnome will be shunned and run out of any proper gnomish settlement. Most mad gnomes who do not retreat from the world usually find themselves part of a human community. In these societies, they can eventually make close acquaintances, but are still often treated as outsiders. Mad gnomes rarely settle down and start families, as most gnomes would not put up with them for their rejection of proper gnomish culture.

NAMES

Most mad gnomes begin as tinker gnomes, which means they developed three names like tinker gnomes. When they are branded as mad gnomes, their name books are destroyed, often preventing the use of their names in their entirety. Living outside of gnomish settlements, most mad gnomes settle for the less descriptive shorter names that other races select. Most gnomes don't bother renaming themselves and simply use their shortened first name without any particular family name to go with it. Most other races still call them by nicknames based on the gnome's personality. Boomer, Flashbang, Gnewton, Gnero, Gnorington, and Watchit are common male names; female names include Cirrus, Fixit, Gnirdra, Gnerra, and Nuli.

EVERYDAY ACTIVITY

Mad gnomes do not have lands of their own. Most mad gnomes prefer to dwell in solitude, where they can work on their inventions without interruption. Some mad gnomes have been known to seek out distant remote lands where they work in private and set up elaborate traps and warning systems protecting their property.

RELIGION

A mad gnome's beliefs could be the key reason why he was branded as mad in the first place. In gnomish society, there are only a handful of actual clerics, and while tinker gnomes revere the gods, very few actually believe in worshipping them to the point where they gain divine spells. Those few who do are usually part of the Medical Guild and gain divine healing in order to assist in medical procedure or save lives. Those mad gnomes who

go beyond this worship and regularly display blind faith in a deity, rather than faith in the scientific method, are thought to be crazy and are branded as mad gnomes.

LANGUAGE

While mad gnomes still enjoy speaking incredibly fast, and tend to do so when excited, many of them have learned to slow down, so other races can keep up with them. When they move into communities, they make an effort to learn the local language and customs in order to better help themselves integrate into society.

RACIAL RELATIONS

Mad gnomes cover both ends of the spectrum when relating to other races. Some mad gnomes are much easier to get along with than tinker gnomes. Where tinker gnomes find that other races tend to be lacking in intelligence or simply want to study them as test subjects, some mad gnomes have a better understanding and can deal with them without the condescending tone of tinker gnomes. Those mad gnomes who choose to withdraw from society shy away from all races.

MAD GNOMES AS CHARACTERS

The fun of playing a mad gnome character lies in the flexibility of playing a gnome outside of the tinker gnome stereotype. The personality traits of gnomish condescension and uncaring can be put aside when you're a mad gnome. In addition, it allows you the challenge of roleplaying a character that has been ostracized from their own society, while at the same time, having to deal with the discrimination other races have toward gnomes in general. Rising above that and proving your worth can be an interesting journey. Alternatively, being a mad gnome also allows you to play a truly insane gnome. Maybe your theories are so bizarre that even Mount Nevermind can't fathom them.

ADVENTURING MAD GNOMES

Mad gnomes initially leave their communities, because they have been outcast for one reason or another. This prompts their initial path in the world. Some go forth to prove their theories, to be able to practice the magical arts, or to worship the gods as they see fit without discrimination from their own people. There are even a few mad gnomes who adventure in order to find a way to cure themselves of this madness, but more often than not, they discover along the way that their way of thinking is not incorrect, just different.

GNOMES AND THE MASTER CLASS

THE *War of the Lance Sourcebook* (Sovereign Press, 2004) introduced a new base class for the d20 rules—the master. Masters are to experts as fighters are to warriors, the best in their fields. Each has a primary focus, corresponding to one of four skills: Craft, Knowledge, Perform, or Profession. At higher levels, masters acquire a secondary focus to further define their work.

The master is an ideal class for gnomes, especially when Craft or Knowledge is taken as the primary focus. Players looking for a skills-based class alternative to rogue or bard are strongly encouraged to look into the master; many of the options for gnomes in this chapter, including the gnomish tinker prestige class on page 134, work well with the master class.

CHARACTER DEVELOPMENT

Mad gnomes do not have the bonus to intelligence of tinker gnomes, yet they also do not gain a penalty to wisdom. The lack of social restrictions allows a mad gnome to pursue a path as a cleric or a wizard. Since some mad gnomes still retain a curiosity about the world and have a bonus to Dexterity, the rogue, bard, or master class would all be acceptable choices as well. As your character gains levels, keeping Knowledge skills maxed out will help accentuate his intellectual heritage.

MAD GNOME RACIAL TRAITS

Mad gnomes share all the racial traits as ordinary gnomes except as follows:

- +2 Dexterity, -2 Strength. Mad gnomes do not display the feverish creative genius possessed by ordinary gnomes, nor are they as inclined toward acting before thinking.
- Mad gnomes have a +2 racial bonus on Open Lock and Disable Device checks. They possess a greater understanding of small mechanical devices and work on the smaller scale. Mad gnomes can use both the Open Lock and Disable Device skills untrained. This replaces the tinker gnome Guild Affiliation.
- Mad gnomes lose the +2 bonus on Will saves, since Lifequests simply have no real meaning to them anymore.
- **Favored Class:** Any. When determining whether a multiclass mad gnome takes an experience point penalty, his or her highest-level class does not count. Without the same focus and commitment to a single lifelong career as other gnomes, mad gnomes have reverted to the human quality of adaptability.

MAD GNOME ADVENTURES

Encounters with mad gnomes are different than tinker gnomes in that they can be even more unpredictable. When dealing with a tinker gnome, you can usually expect some type of invention or experiment to be involved, backfiring on the gnome. With a mad gnome, you never can tell exactly what to expect, especially if they manage to make inventions that always work.

- Some children have recently gone missing in the woods surrounding a nearby village. The local sheriff has arrested a gnome who lives as a hermit on the outskirts of town. He claims he didn't have anything to do with the disappearance of the children, but he is missing a device that creates something he calls a Wurm-Hole and is high distressed at its theft. The Sheriff believes the invention has something to do with the children's disappearance and hires the adventurers to find them both.
- Local gossip claims a gnome has recently cursed a nearby spring. Anyone entering the area around the spring will find they become extremely violent and remain that way for a number of hours after their visit. A number of people have seen the gnome and his tall pointed red hat near the spring, but they are afraid to go look for him. The adventurers are called to investigate the spring and the high pitched noise coming from it that only kender, children, and dogs seem to be able to hear.

WILD GNOMES

The gnomes of the Great Moors of Nordmaar have adapted rapidly to a life of rustic inventiveness and communal living, thanks to the inspirational leadership of Picket, their founder. These gnomes have become highly skilled, if erratic and unpredictable, biological tinkers, producing some of the most bizarre and unexpected plants and creatures on Ansalon.

PHYSICAL APPEARANCE

Wild gnomes range from 3 1/2 to a little over 4 feet in height. They have dark brown skin, usually covered in paints, oils, or herbal poultices. Their hair is naturally white, but they keep it in long ropey dreadlocks or bound up in braids and stiffened with fat or gum. Their eyes are a bright cobalt blue.

PSYCHOLOGY

Wild gnomes are obsessed with life and living things. Despite their name, they are not barbaric, merely unconcerned with civilization. Wild gnomes are unable to resist tinkering with genetics, hybridizing plants, interbreeding animals, and producing salves, poison, oils, and tinctures from organic sources. This makes them much more sympathetic to nature's inhabitants, although outsiders might view it as indifference.

A wild gnome who meets another creature spends some time studying, sniffing, prodding, and comparing it to other things. Wild gnomes have long discarded any notions of cleanliness or orderly conduct. Wild gnomes tend towards a chaotic alignment and are usually neutral. Very few wild gnomes are evil, only misunderstood.

SOCIAL STRUCTURE

Wild gnome society is commune-based. They work together, organized under a single leader or group of leaders, but share almost everything and fall naturally into roles matching their talents. They are exclusively rural, in between the somewhat civilized society from which they once came and the tribal existence of the humans who share their lands.

NAMES

Much like other gnomes, wild gnomes have three names. One is genealogical and includes comments about various inherited traits deemed significant by the gnome's family. The second is a shorter version that is still very long by other races' standards and consists primarily of a breeding record. The third is their commune name, used in daily parlance and typically a combination of nature-sounding words. Wild gnome names are genderless; Heathchestnut, Leafbloom, Marshrabbit, Moss glow, and Thistlewick are a few examples.

EVERYDAY ACTIVITY

Wild gnomes are found almost exclusively in the southern reaches of the Moors of Nordmaar in the village of Picketville near the Clocktower or in outreach communities deeper in the swamp. They make their homes in the swampy terrain, making use of existing buildings and structures or assembling large warrens of mud and peat moss.



RELIGION

Wild gnomes revere nature in all its forms, thus honoring Chislev. Those wild gnomes who develop a somewhat more spiritual approach to their obsession with nature become druids. Reorx remains a distant yet honored patron in the form of the God of the Clock, the one who ensures the sun comes up every morning, the seasons arrive on time, and everything eventually fits together.

LANGUAGE

Wild gnomes speak the same distorted form of Common as other gnomes, only slower, and any technical references are considerably more organic in nature. Their speech is peppered with animal sounds, grunts, and bizarre noises picked up from the environment. Many will attempt to engage animals, and even plants, in conversation, regardless of whether or not they actually have the ability to do so.

RACIAL RELATIONS

Wild gnomes consider other races on a case-by-case basis, treating them like any other life form encountered. They have already run afoul of bakali, humans, and even draconians in their attempt to capture and experiment with these races. Once they are made aware of a creature's intelligence, wild gnomes usually release them but remain intensely fascinated.

WILD GNOME CHARACTERS

Wild gnomes are a distinct change of pace from the standard tinker gnome, yet have just as much of the gnomish tendency to want to experiment and research as their cousins. Choose a wild gnome if you want a new approach to a wilderness-oriented class, such as druid or ranger, or if you like gnomes but not their inventions and gadgets.

ADVENTURING WILD GNOMES

Wild gnomes seek to explore the wider world with greater understanding and the analysis of living things. Several wild gnomes have set out from their small communities never to be seen again; others return after having only been gone a week with detailed, and often outlandish, reports of monsters and leviathans beyond the imagining of the other gnomes.

CHARACTER DEVELOPMENT

Although the druid and ranger classes are excellent choices for a wild gnome, any class is suitable, so long as it has some kind of wilderness, animal or survival related aspect. If it doesn't, such as the monk or wizard, you can always add that peculiarity to the character with the right selection of skills and feats.

Because of the low Strength of wild gnomes, direct melee combat isn't a favorable option. Also, the Charisma penalty actually makes classes like cleric, paladin, sorcerer, and bard somewhat poor choices. This will work itself out at higher levels, but for a successful development at low to mid-levels of experience, consider classes that benefit from high Intelligence, such as those with broad class skill lists.

WILD GNOME RACIAL TRAITS

Wild gnomes share all the racial traits of tinker gnomes except as follows:

- -2 Strength, +2 Constitution, +2 Intelligence, -2 Charisma. Wild gnomes are considerably hardier than ordinary gnomes but not as agile and nimble. They are just as intelligent, but while they are slightly more aware than other gnomes, their propensity for treating others as case studies makes them less socially gifted.
- +2 racial bonus on Handle Animal, Knowledge (nature), and Survival checks. This bonus replaces the tinker gnome Guild Affiliation, Craft (alchemy), and Craft (tinkering) bonuses. Wild gnomes are generally more focused in these areas than the broader range of guilds among ordinary gnomes.
- +2 racial bonus on saving throws against poison and disease. Wild gnomes have built up a number of resistances to the dangers of their environment.
- Favored Class: Ranger.

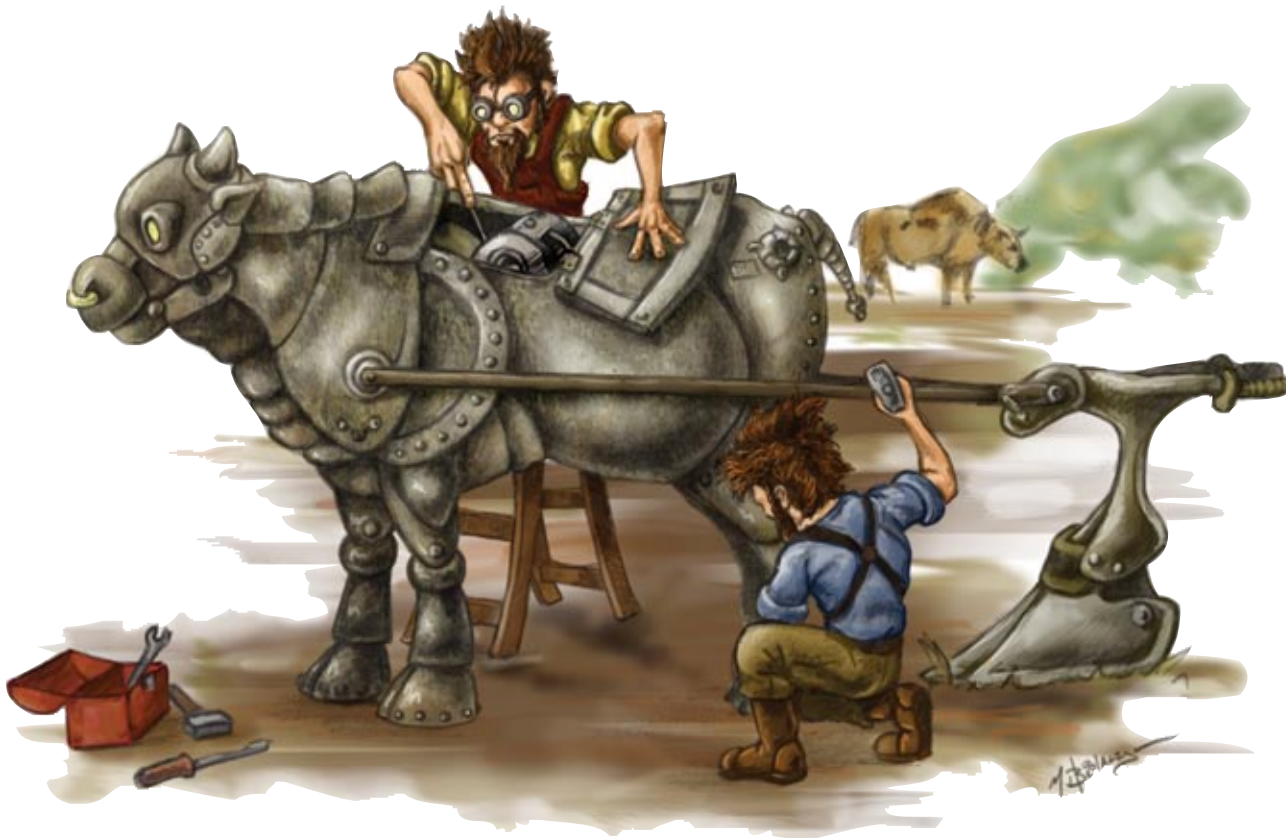
WILD GNOME ADVENTURES

Any adventure involving wild gnomes, either as player characters or as NPCs involved in a plot or story, should take place in the wilderness, preferably somewhere isolated, unexplored, or dangerous. The original wild gnome colony is in the Great Moors of Nordmaar, but you could have one almost anywhere that civilization fails to reach.

- The heroes are explorers seeking a vital cure for a plague in the Great Moors. They encounter the wild gnomes of Picketville, and depending on how they interact with Picket and his followers, they could be assisted on their expedition or hampered by gnomes who desperately want to keep their research untouched by outsiders.
- Washed ashore on an island far to the north of Ansalon, the heroes are shipwreck survivors who face threats such as dinosaurs, strange jungle animals of enormous size, foul vermin, a volcano on the verge of erupting, and of course a remote colony of wild gnomes, the last survivors of an ill-fated expedition to Taladas. The gnomes are sitting on the only real means of escaping the island, a mysterious Chaos-powered artifact, but they have no idea that it can be used to fly them all to safety.

HALF-GNOMES

Half-gnomes are exceedingly rare. Few humans or gnomes are even aware that any half-gnomes exist, let alone acknowledge it if they do know. As opposed to some other races, gnomes do not frequently come into conflict with humans, a common origin of many mixed-race individuals. The pairings that have produced children in the past have been most often between a gnome and human who share a similar obsession. Many members of both races find such relationships odd and sometimes scandalous, but intellectual attraction follows no known rules of rationality.



PHYSICAL APPEARANCE

Half-gnomes resemble taller, stockier versions of their gnome parent. Upon adulthood, half-gnomes generally are between 4 ½ and 5 1/2 feet tall. Male half-gnomes have difficulty growing facial hair; it usually grows patchy and wiry. Most males end up bald by adulthood. Approximately three-quarters of all half-gnomes inherit the coloration of their human parent; the other quarter has typical gnomish coloration and are prematurely gray-haired.

PSYCHOLOGY

Half-gnomes tend toward one of two extremes; some inherit the obsessive natures of both parents and, perhaps enhanced by the mixed bloodline, develop pathologically obsessive personalities to the point of compulsion. In some cases, half-gnomes need to be assisted in normal living; they will repeatedly forget to perform necessary mundane tasks, such as eating, as they become so fixated on exploring a highly focused object of study.

On the other extreme, some half-gnomes have inherited neither of their parents' intellectualism and are incapable of studying anything to any degree of depth. They drift from one interest to another with no rhyme or reason; today's keen enthusiasm is tomorrow's passing fancy. The unfortunate parents usually have no idea how to deal with such a person and intense familial friction can result.

The personality of a half-gnome is expressed markedly in his actions. A single-minded half-gnome makes his obsession the central focus of his life, which means he ignores events playing out around him unless they have some bearing on his fixation. His jack-of-all-trades kin,

on the other hand, is erratic and finds it hard to keep focused on any one task or activity for long, quickly being distracted by new things, finding another approach to something he was already doing, giving up and walking off in search of something else, and so forth.

SOCIAL STRUCTURE

As with most mortals of mixed race, half-gnomes do not form a distinct nation. A few have lived in Mount Nevermind, more than half of these born to human mothers and gnomish fathers. Outside of Mount Nevermind, a small number of half-gnomes have lived among gnomish communities in Palanthas, Sanction, and Kalaman, where gnomes and humans come into contact and work together.

FAMILY LIFE

Human women with interest in natural philosophy and science have sometimes been prevented from pursuing studies by social pressures. Over Ansalonian history, such women have sometimes found a home with the gnomes, who have been known to allow bigger folk who wish to pursue a Life Quest of their own into their midst. Gnomish women sometimes have physical difficulty carrying a part-human child due to its size. Gnomish midwives of the Medical Guild have devised techniques to reduce risks, but given the rarity of the circumstance, it's still a dangerous undertaking for a gnomish woman to carry and deliver a part-human child. As a result, some half-gnomes are raised motherless.

Half-gnomes are civilized individuals and usually raised by either their gnome or human parent in an urban environment. They grow up knowing the benefits

of civilized life, though depending on the nature of their youth, they may have some understanding of the wider world around their town, village, or Mount Nevermind itself.

NAMES

Half-gnomes adopt the naming traditions of the community in which they grew up. This name may change repeatedly throughout a half-gnome's life; jack-of-all-trades half-gnomes like to reinvent themselves on a regular basis, including their name and outward identity.

EVERYDAY ACTIVITY

Any community a half-gnome hails from is either a human or gnome settlement. Half-gnomes typically avoid communities where members of another race are dominant; they prefer to attempt to blend in with their parents' races if possible. Within such a settlement, a half-gnome finds his niche early, spending the rest of his life actively resisting this niche or endlessly diversifying to the point of losing any benefits he may have had. Thus, a half-gnome is often forced out of a community, not being able to properly settle down.

RELIGION

Half-gnomes vary greatly in their approach to religion. Some, the more single-minded of their kind, latch on to a specific cult, temple, or community of a specific deity, such as Reorx or Shinare, and never sway from it. They become the most fervent and pious of believers. Others, the jacks-of-all-trades, are unsure about religion or spirituality, always seeking something new from it, consequently shifting their beliefs from deity to deity or even philosophies independent of any Holy Order. This, combined with their racial penalty to Wisdom, hinders such a half-gnome's career as a cleric or mystic.

LANGUAGE

Half-gnomes aren't as likely to speak in the same rapid-fire manner as their gnomish parent and often don't even use scientific jargon at all. Depending on his outlook, a half-gnome may use a very simplistic or very eclectic vocabulary. Much of this depends on how they were raised and where they grew up. A cosmopolitan center might be a linguistic haven for jack-of-all-trades half-gnomes, their speech interspersed with a wide variety of odd phrases, forms of speech, and words from other languages, while a single-minded half-gnome's dialect finds purity in an exclusive or remote settlement like Mount Nevermind.

RACIAL RELATIONS

Half-gnomes find they get along well with gnomes and humans, but must overcome a number of social and psychological barriers to deal with members of other races. Acutely aware of their heritage, a half-gnome might try to find some kind of sympathetic or meaningful connection with other mixed-race characters, such as half-elves or half-ogres, though their backgrounds

are often quite different. Half-gnomes are just as charismatic and socially equipped as any human; they just take time learning to express it.

HALF-GNOMES AS CHARACTERS

The choice between a single-minded, obsessed character and a laid-back, shallow character is important, as each comes with its own benefits. Single-minded half-gnomes make excellent spellcasters and rogues. Jack-of-all-trades half-gnomes make well-rounded members of martial classes, such as fighter and ranger.

ADVENTURING HALF-GNOMES

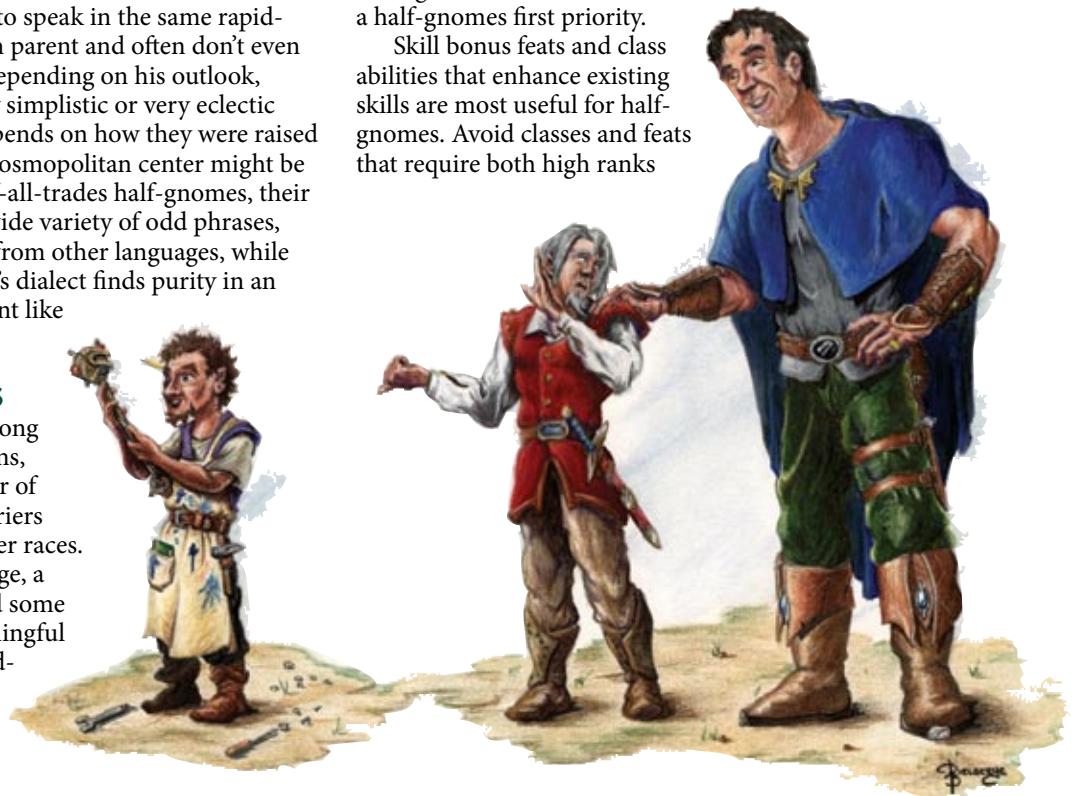
A half-gnome adventures because he doesn't fit in or cannot experience enough to satisfy his urges by staying in one place. He is naturally intelligent but lacks the common sense of other races. To compensate for his drawbacks or quirks, a half-gnome seeks out new avenues to pursue his obsession, if he is a single-minded half-gnome, or to placate his noncommittal nature, if he is a jack-of-all-trades half-gnome.

CHARACTER DEVELOPMENT

A half-gnome's developmental path is determined by his nature: single-minded or jack-of-all-trades. The former should choose a class and stick with it, perhaps entering a prestige class that refines or enhances a class feature at which he excels. The latter should consider multiclassing, keeping his class levels within 1 level of each other to avoid the penalty and making good use of his Jack-of-All-Trades racial feature.

Skill ranks are critical for half-gnomes. Be aware of your limitations; a single-minded half-gnome must always have more skill ranks in her obsession skill, while a jack-of-all-trades half-gnome needs to spend his ranks in many skills because of his lower skill cap. Clever use of skill choices will lead to a successful higher-level character, so management of skills should be a half-gnomes first priority.

Skill bonus feats and class abilities that enhance existing skills are most useful for half-gnomes. Avoid classes and feats that require both high ranks



in skills and a breadth of skills, unless you are a single-minded rogue character. Oddly enough, jack-of-all-trades half-gnomes may find they are excellent linguists, since the Speak Language skill is always a class skill and doesn't depend on skill caps.

HALF-GNOME RACIAL TRAITS

Half-gnomes share the racial traits of gnomes found earlier in this chapter except as follows:

- +2 Intelligence, -2 Wisdom. Half-gnomes share the keen intellect of their parents but have a poor sense of judgment and common sense, due to their extreme obsessions or complete lack of focus.
- **Medium:** Half-gnomes are larger than standard gnomes.
- A half-gnome's base land speed is 30 feet.
- **Single-Minded:** One half of all half-gnomes inherit the gnomish obsession with a specific area of expertise or knowledge. These half-gnomes gain a +2 racial bonus on any one skill chosen at 1st level. This skill is always a class skill for the half-gnome, regardless of class, but he must always have more skill ranks in this skill than his character level or incurs a -2 penalty to all other skill checks. A half-gnome with this racial ability does not have the Jack-of-All-Trades racial ability.
- **Jack-of-All-Trades:** Those half-gnomes who are not born with the gnomish obsession for a specific area of expertise find that they acquire many skills but can never truly master any of them. Half-gnomes with this ability treat all skills as class skills, regardless of class, but they must abide by the cap on skill ranks they would have if they were all cross-class skills (character level +3 divided by two). In addition, half-gnomes with this ability gain a synergy bonus at 3 ranks instead of the standard 5 ranks. This ability replaces the class skill list of a half-gnome's classes. A half-gnome with this racial ability does not have the Single-Minded racial ability.
- +2 racial bonus on Will saving throws. Half-gnomes, whether they are single-minded or hopelessly shallow, are resistant to efforts that sway them from their inclinations.
- **Automatic Languages:** Common, Gnome. **Bonus Languages:** Any. Half-gnomes often take their human parent's regional language as a bonus language.
- **Favored Class:** None. Half-gnomes do not treat any class as a favored class for the purposes of multiclassing, which means they must either remain in one class or sustain a balance between all their classes to avoid a -10% experience point penalty. Single-minded half-gnomes favor the former, while jacks-of-all-trades prefer the latter.

HALF-GNOME ADVENTURES

Because they can be found outside of Mount Nevermind, half-gnomes make for a unique introduction to the gnomish community, but a much stronger case exists for them to be introduced after your players are familiar with tinker gnomes. They will recognize the traits common to gnomes and see how this has manifested with a mixed-race character.

For a party that includes a half-gnome character, the best adventures are those tailored to the half-gnome's personality. An obsessive, single-minded half-gnome

needs to see his skill used in most cases, so if it's something that can be included in an adventure, provide some avenue for its use. On the other hand, a jack-of-all-trades half-gnome can deal with any adventure and benefits from short episodic sessions which don't focus too strongly on a single theme.

- The heroes join an expedition to Mount Nevermind to retrieve an artifact, have an artifact examined, or even to scout the area in which Pyrothraxus the Red is lairing. Before the expedition sets out, a half-gnome volunteers to act as a guide and interpreter. Unfortunately, the half-gnome is a jack-of-all-trades and soon loses sight of the original purpose of the expedition. This can happen at a critical point in the adventure, usually when he is most needed.
- While looking for a specialist in an area, the heroes learn of a half-gnome whose expertise is unmatched in his field. Getting to him proves to be a problem, however, as he has practically locked himself away in a mountain complex in order to avoid distractions. Even after they brave the complex and gain the assistance of the half-gnome, they must wrestle with his almost pathological inability to do anything else, especially when confronted by an opposing force who also wants his services.

GNOMES in OTHER ERAS

This chapter describes the gnomish race five years after the end of the War of Souls. You can use the information here to help determine how your character may act depending on the era of play. It is not difficult to apply much of the information here to gnomes of any past era in DRAGONLANCE.

LATE AGE OF DREAMS

(APPROX. 4000 - 1018 PC)

Following the release of the Graygem in 4350 PC to the transformation of their race at the Keep of Gargath, the gnomes of Krynn are a wandering race. Although some small pockets of their kind settle down, weary of the pursuit of the Graygem, it is not common for them to stay in one place for long. These early gnomes are more human than gnome.

Following the incident at Gargath's Keep, the gnomes make a home in Mount Nevermind and establish their guild structure. This period, which lasts for hundreds of years, includes the discovery of wild magic, the settlement of new colonies in distant lands, and their growing understanding of the unpredictable nature of the Graygem's changes. In a sense, it is a golden age for gnomes, a period of dazzling discovery, high adventure, and new horizons.

AGE OF MIGHT (APPROX 1018 - 1 PC)

The Age of Might sees the beginning of the relationship between the gnomes of Mount Nevermind and the humans who settle Sancrist. In turn, this brings them closer to the machinations of the human nations, and their expertise is highly sought after. Gnomes are in every nation of Ansalon at this time in small and discrete numbers, but as the rule of the Kingpriests spreads the Doctrine of Manifest Virtue, the gnomes slowly retreat to Sancrist and safety.



This is a very good time to explore the connections between human advancement and gnome science, the prejudice of Istar, and a world where lasting peace is close at hand until righteous ignorance puts an end to it.

AGE OF DESPAIR (1 AC - 383 AC)

This is an insular period for gnomes; few, if any, leave the confines of their volcanic home, and those who do are inevitably mad or simply too curious for their own good. Up until the War of the Lance, the only people who have anything much to do with the gnomes are the inhabitants of Sancrist, and even they find the fear and famine from those dreadful years after the sundering of Ansalon reaching their western shores. Gnomes in the Age of Despair are a critical part of the understanding of various new technologies, including the dragon orbs; adventuring gnomes become more common and even heroic.

GNOMISH TINKER

Contrary to popular belief, not all gnomes in Mount Nevermind have the knowledge, skill, and temperament to develop a mastery of invention and gadgetry. Indeed, most spend their years focused on their individual Life Quests, serving on work crews or in study groups, rather than direct application and planning. The gnome who does find himself in the workroom cobbling together wonders out of winches, pulleys, levers and corkscrews soon learns to go beyond these elements and forge new territory in the dramatic and dangerous fields of steam, clockwork, and hydrodynamics.

NPC gnomish tinkers become the heads of their respective guilds or serve long periods on advisory councils for matters outside of Mount Nevermind. Wandering gnomish tinkers lend a hand in small villages and towns, although this can often result in more harm than good. The majority remain in gnome communities, feverishly working towards their goals.

Gnosh, the representative of Mount Nevermind to the Whitestone Council, is an example of a gnomish tinker.

BECOMING A GNOMISH TINKER

Most gnomish tinkers are experts, rogues, or masters with the craftsman focus. The class has few benefits for those of the warrior classes, so fighters, rangers, and other martial classes rarely become gnomish tinkers. Clerics and wizards are seldom found among the gnomes, but those few who are may find the gnomish tinker an excellent choice.

ENTRY REQUIREMENTS

To qualify to become a gnomish tinker, a character must fulfill all the following criteria:

Race: Gnome or half-gnome.

Skills: Appraise 4 ranks, Craft (tinkering) 8 ranks, Disable Device 4 ranks.

Special: Approval of the Chief Review Sub-Committee of Engineers, Consultants, and Inventors by a majority vote and a signed waiver lodged with the Registrar of Contributing Administrative Functionaries and Governors. This may eliminate wild gnomes, mad gnomes, and half-gnomes, depending on how the Sub-Committee feels about their performance.

CLASS FEATURES

As a gnomish tinker, you gain access to some immediate, short-term gadget effects at early levels that are more reliable than those created with the gnome contraption rules on page 139. Your status among the gnomish community increases, and while your Will and Fortitude saving throws aren't stellar, your Reflex saves can get you out of a lot of trouble.

Kitbash (Ex) You are an expert at customizing and refining existing items and gadgets in order to improve upon their function. Beginning at 1st level, you may make a DC 20 Craft (tinkering) check in order to coax greater performance out of an item. Items so improved gain an enhancement bonus to any relevant skill checks, attack rolls, or saving throw DCs of up to the gnomish tinker's class level. This bonus does not stack with other enhancement bonuses, such as from a masterwork or magic item. Any character other than the gnomish tinker must make a DC 15 Craft (tinkering) or DC 20 Disable Device check in order to figure out how to make it work at its new improved performance rate. A natural roll of 1 on such a check renders the item useless until repaired.

The time spent making the improvement is equal to 10 minutes per point of enhancement bonus; subtract 5 minutes for every 5 points the Craft (tinkering) check exceeds the DC (minimum 5 minutes). Improvements require a number of tool points (see **Gnome Toolbelt** sidebar) equal to one tenth of the item's cost and last a number of hours equal to the gnomish tinker's Intelligence bonus (if positive) before losing their bonus. Working without tools incurs a -4 penalty to the Craft (tinkering) check, while masterwork tools grant a +2 bonus.

If you fail your Craft (tinkering) check, you only take half as long as you would have spent if you had succeeded but tool points must still be met. In addition, the item in question must make a saving throw (DC 10 + gnomish tinker's ranks in Craft [tinkering]) or become useless until repaired.

Unless your Craft (tinkering) check is an amazing success (10 or more points higher than the target DC), you must also make a roll on the quirks section of the Quirks and Mishaps table (page 146).

Toolbelt A gnomish tinker always needs his toolbelt and wouldn't be seen without it (see sidebar). At 1st level, you gain a fully-stocked toolbelt (with 10 tool points) for free. At every new level of gnomish tinker, you gain 5 tool points at no cost to you.

Consultant (Ex) You pride yourself on being an expert in your field, even if the finer points are lost on others. Beginning at 1st level, and at 4th, 7th and 10th levels, when you aid another with a skill check in which you have ranks, such as a Craft or Disable Device check, it increases the standard +2 circumstance bonus by the listed amount. Thus, at 1st level, the circumstance bonus increases to +3, at 4th level to +4, at 7th level to +5, and at 10th level to +6.

MacGuffin (Ex) At 2nd level, you acquire the uncanny ability to come up with some beneficial and outlandish tool, gadget, device, or item when the situation demands it. Once a day, you can produce a single-use item which duplicates the effects of any 0-level wizard spell as a full round action. The effective caster level of this device, cobbled together from spare parts and doodads you have in your toolbelt, is equal to your class level.

At 5th level, you can produce two 0-level items per day or may produce a single-use item, which duplicates the effects of any 1st-level wizard spell once per day. At 8th level, you can produce three 0-level items, two 1st-level items, or one 2nd-level item per day.

Only you can use these MacGuffins, and others cannot duplicate them. Once used, they are rendered inert. MacGuffins are not magical, even though they duplicate magical effects, and thus spell resistance and anti-magic effects do not affect them. Other defenses against these effects, such as energy resistance, retain their usual effectiveness.

MacGuffins use up tool points like kitbash items and contraptions, and if you wish to continue using this ability, you must maintain a well-stocked toolbelt. Each MacGuffin uses 1 tool point + one point per spell level. If you are bound, paralyzed, or otherwise helpless, you cannot use this ability, nor can you if ethereal or otherwise unable to get to your toolbelt and equipment.

As with most gnomish devices, your MacGuffin almost always does something you did not intend for it to do. When using this ability, make a roll on the quirks section of the Quirks and Mishaps table (page 146).

Remarkable Discovery (Ex) You occasionally make incredible leaps of intuitive logic which open up new ideas or ways to accomplish tasks. At 3rd level, and at 6th and 9th level, you gain a bonus feat from the following list, so long as you meet the prerequisites: Armor Proficiency (medium), Armor Proficiency (heavy), Deft Hands, Diligent, Exotic Weapon Proficiency, Improved Shield Bash, Martial Weapon Proficiency, Nimble Fingers, Rapid Reload, Skill Focus, and Weapon Finesse. If you have levels in spellcasting classes, you may choose an item creation feat if you meet the prerequisites.

Patent Pending (Ex) At 4th level, you have won widespread approval and renown for your work in your chosen field. Your racial bonus to Craft, Knowledge, or Profession (as chosen at character generation) increases to +3, and you may substitute ranks in this skill for ranks in Bluff, Diplomacy, or Intimidate when dealing with other gnomes or with individuals who possess at least 1 rank in the appropriate skill.

In Development (Ex) At 7th level, your fame and support increases. Your racial bonus to Craft, Knowledge,

or Profession (as applicable) increases to +4, and you may instantly gain 4 ranks in a single Craft, Knowledge, or Profession subskill in which you do not already possess ranks.

Grand Design (Ex) Upon reaching 10th level, you learn to see the world in its full and glorious intricacy, beyond the mundane and simple outlook of others. You gain a bonus to all saving throws against mind-affecting spells and spell-like effects equal to your Intelligence bonus (if any) and may substitute your Intelligence bonus (if any) for your Wisdom bonus on any Listen, Spot, or Sense Motive check.

PLAYING A GNOMISH TINKER

You are skilled in the knowledge of mechanics, engineering, and tinkering. You constantly find ways to improve the world around you through the use of technology. There is an inner drive that compels you to take the mundane and transform it into the extraordinary. Your fellow gnomes admire you for your skill and knowledge and look to you as a leader or comrade in times of need. Your ingenious and sometime unorthodox ideas are the stuff of legends and occasionally fables.

Combat: Your greatest contribution to combat lies in your talent to prepare before it begins. With the proper time and planning, you can use your kitbash ability to improve upon your companions' weapons or your own weapons to make them more deadly in combat. If you are in the middle of combat, step aside and whip up a quick MacGuffin to assist your comrades.

Make good use of your Disable Device skill and find ways to employ it during combats. If an enemy is near a door, see if you can disable the door to fall on top of him. Think about surrounding architecture and how it can be utilized within a fight.

Advancement: Gnomish tinkers learn through trial and error. Even when they complete something, they work to improve upon it to a point of failure where they can learn even more about the process.

Within Mount Nevermind, gnomish tinkers have no end of colleges with which to consult and train. Outside of gnomish settlements, gnomish tinkers find it difficult to find like minds. They are often left to their own devices in order to gain knowledge once they leave their homeland.

GNOMISH TINKER					Hit Die: d6
Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+2	+0	Kitbash, consultant +1, toolbelt
2nd	+1	+0	+3	+0	MacGuffin 1/day
3rd	+2	+1	+3	+1	Remarkable discovery
4th	+3	+1	+4	+1	Patent pending, consultant +2
5th	+3	+1	+4	+1	MacGuffin 2/day
6th	+4	+2	+5	+2	Remarkable discovery
7th	+5	+2	+5	+2	In development, consultant +3
8th	+6	+2	+6	+2	MacGuffin 3/day
9th	+6	+3	+6	+3	Remarkable discovery
10th	+7	+3	+7	+3	Grand design, consultant +4

Class Skills (8 + Int modifier): Appraise, Craft, Decipher Script, Disable Device, Escape Artist, Knowledge (all skills taken separately), Open Lock, Profession, Search, Sleight of Hand, Use Magic Device, Use Rope.

GNOME TOOLBELTS

A WELL-STOCKED toolbelt is every gnomish tinker's pride and joy and essential to the proper maintenance of inventions and gadgets. A toolbelt can hold up to 10 tool points, which are used when creating gnome contraptions, kitbashing, and producing MacGuffins. In addition to these uses, any gnome can spend a single tool point on a Craft, Disable Device, Open Lock, or Use Magic Device check in order to gain a +2 enhancement bonus, just as if the gnome had used a masterwork tool.

A toolbelt's initial cost is 100 steel pieces and includes 10 tool points. Tool points can be replaced at a cost of 10 steel each with access to a large town. Alternately, at the DM's discretion, a gnome can attempt to cannibalize parts from existing mechanical items, including mechanical traps the gnome has

already disabled, with a successful DC 20 Disable Device check. Such efforts produce 1 tool point + 1 for every 5 points the check exceeds the DC.

Gnomish tinkers often personalize their toolbelts; thus, the tool points of one tinker's belt are usually unsuitable for another's kitbash and MacGuffin efforts. If a gnome uses another gnome's toolbelt for tool points, each tool point only counts as half. If 3 tool points are required for a kitbash effort, the gnome needs to use 6 tool points from a colleague's belt.

Toolbelts are the first thing to suffer damage or ill effects on a gnome who fails a saving throw by rolling a 1. A toolbelt has a hardness of 5 and 5 hit points + 1 hp per tool point. A fully stocked toolbelt has 15 hit points.

Once you become a gnomish tinker, make sure to boost your Intelligence whenever possible. Don't disregard your Dexterity in using Rope Use, Open Lock, and Tumble. The Nimble Fingers feat could also come in quite handy.

Resources: Within a gnomish settlement, every gnomish tinker works within the guidelines of their guild. Working within a guild comes with additional responsibilities, but at the same time, you are often provided with all the material necessary to continue working on your Life Quest. When you are adventuring, you will need to find places where you can purchase materials necessary to stock your toolbelt.

If possible, acquire a *bag of holding*. While tinkers are generally opposed to casting spells, they have come to the realization that magic items can occasionally serve their purpose until a mechanical alternative can be found. Once you have obtained a *bag of holding*, buy additional tools and a backup toolbelt, so when you are out adventuring, you'll always have a spare.

GNOMISH TINKERS IN THE WORLD

Gnomish tinkers are almost always encountered within the boundaries of a gnomish settlement. Otherwise, they are usually encountered when their inventions somehow malfunction or when they are in the local area performing research or working on their Life Quest.

Organization: All gnomish tinkers have some ties with a particular guild to which they are obligated to report their progress and take orders. Any large town with any concentration of gnomes will always have councils representing the three major guilds and representatives for a number of smaller guilds. As gnomish tinkers advance in level, their reputation among other gnomes actually raises their status within their guild. More experienced and learned gnomish tinkers are given the authority to laude their knowledge over other gnomes, although guild masters are elected officials and still have the final word on all matters.

NPC Reactions: Gnomish tinkers are usually easily identified by their toolbelts. They are often discovered with some mechanical contraption that they are fiddling

with and worrying over. Most NPCs are curious about gnomes at first. Only those NPCs who have ever met a gnome in the past are likely to be unfriendly at first contact. Any large human settlement will usually have a small percentage of local gnomes who have set up various businesses, so it is not unusual to find gnomes in various locations around the continent.

GNOMISH TINKER LORE

Since most gnomes are reclusive in nature, the common folk of Ansalon have a number of misconceptions. Characters with Knowledge (local) can research gnomish tinkers to learn more about them. When a character makes a skill check, read or paraphrase the following material, including the information from lower DCs.

DC 10: Gnomish tinkers are the best of the best, able to come up with short-term gadget effects.

DC 15: Gnomish tinkers have the knowledge and skill to take any weapon and make additions that improve its performance. They can also create items that mimic low-level spells.

DC 20: Each gnomish tinker has a Life Quest they must examine to the best of their ability, or their immortal soul will never find rest.

DC 30: Characters who achieve this level of success can learn important details about the gnomish tinker prestige class.

GNOMISH TINKERS IN THE GAME

When you need an interesting guide for your PCs or a villain who is not necessarily evil, a gnomish tinker makes a good choice. Since many gnomes tend toward neutrality, they often cross the line when making moral choices concerning their own experiments and in what it would take to achieve their goals concerning that Life Quest. This makes gnomes interesting antagonists in any adventure.

Adaptation: Although the gnomish tinker prestige class was initially designed for use with the gnomish culture, there is no reason why other races couldn't take advantage of it. Humans would be the most likely race to become tinkers. Masters with the Craft focus (see the

War of the Lance Sourcebook) with a flare of eccentricity would be one example. The abilities tied to renown in the gnomish community could be modified to refer to a local craftsman organization or members of the new character's community.

ENCOUNTERS

When you are running encounters with gnomish tinkers, it is always best to demonstrate their affinity for creation and invention. Gnomish tinkers are passionate about their work and often get very excited when anyone shows any interest in their inventions. Insulting a gnome or their work may only make the gnomish tinker more determined to prove them wrong.

- A gnomish tinker from Mount Nevermind sets up a stall on the edge of a nearby town. He has called the party to perform a job for him. He has been trying to gather statistics on the local rat populace of the nearby town. To this end, he built a number of clockwork devices that he set loose into the sewers of the city to begin gathering rats. Unfortunately, none of them have returned, and he is unable to enter the town because of a small incident with one of his inventions and the town mayor's favored horse. Hopefully, the party can retrieve the devices before they malfunction and go haywire in the town.
- A group of gnomish tinkers and a black robed man have traveled from a nearby gnomish village to a well-known mystical location. Rumor says these gnomes are going to use their invention to gather the magical energies of the site in order to fuel their other contraptions. As the party travels nearby, they are approached by a trio of fairies who claim that if the gnomes aren't stopped, the fey creatures who live in and near that location will die. Can the gnomes and their mysterious leader be peacefully persuaded to stop their experiment?

GNOME ALTERNATIVE CLASS FEATURES

For a race obsessed with tinkering, tweaking, and over-analyzing every aspect of the world, gnomes have an undeserved reputation for being narrow-minded. While it is true that an individual gnome (whether tinker, wild, or mad) barely pays attention to anything outside his field of knowledge, the sheer breadth of possible fields of study and focus among the gnomish race is staggering. Gnomes bring a unique slant on each character class, insuring that while they will always be gnomes, they won't all be duplicates of each other.

The following alternative class features offer a sample of possible twists on standard classes. Tinker gnomes, wild gnomes, and half-gnomes are each represented here; mad gnomes favor the standard classes more than their intense cousins.

TINKER GNOME ROGUE

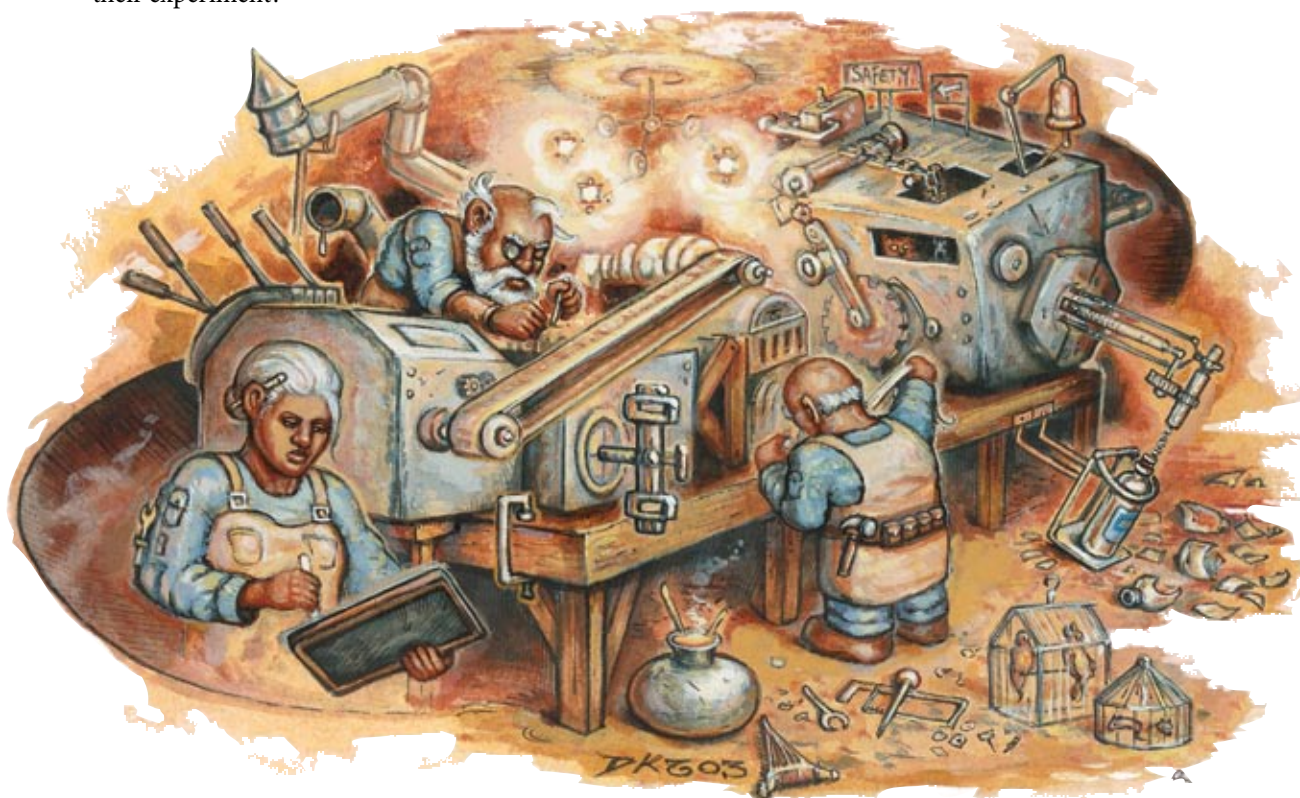
Tinker gnomes have a knack for using alchemical devices, given their background and their uncanny sense of smell. Those who have the natural talent for stealthy and subversive activities, such as the gnomes in the Guild of Loss Prevention and Counter-Subterfuge, make heavy use of alchemical items in their practice.


ALCHEMICAL EXPERTISE

You have learned to use alchemical items, especially those with offensive properties, with great skill.

Level: 3rd.

Replaces: If you select this class feature, you do not gain the trapfinding ability at 3rd level or any advancement of that ability at later levels.





Benefits: Beginning at 3rd level, you do not need to be a spellcaster in order to create alchemical items with Craft (alchemy). In addition, you gain a +1 bonus on all attack rolls and saving throw DCs when using alchemical items, such as tanglefoot bags, thunderstones, and alchemist's fire. This bonus increases to +2 at 6th level, +3 at 9th level, +4 at 12th level, +5 at 15th level, and +6 at 18th level.

HALF-GNOME FIGHTER

Many half-gnomes have trouble keeping their attention on one thing for very long. This approach to life can hinder a warrior, for remaining focused on martial discipline is critical. Those jack-of-all-trades half-gnomes who choose a life of conflict have learned to capitalize on their racial quirk, producing an unorthodox combat style that can throw off even the most skilled opponent.

ERRATIC COMBATANT

You broadcast so many confusing and mixed signals in the middle of battle, opponents may find it difficult to anticipate your next attack.

Level: 2nd.

Replaces: If you select this class feature, you do not gain bonus fighter feats at 2nd, 6th, 10th, 14th, or 18th level.

Benefits: Beginning at 2nd level, you gain the effects of the Improved Feint feat when using any weapon for which you do not possess the Weapon Focus feat. Your opponent's Sense Motive check is reduced by an amount equal to half your fighter level (rounded down) when opposing your Bluff check. In addition, against any opponent that you have successfully feinted, you gain a +1 dodge bonus to AC and +1d6 to weapon damage rolls until after your next turn. At 6th, 10th, 14th, and 18th level, these bonuses increase by +1 and +1d6 respectively. At 10th level, you may make a feint check as a swift action (like a free action, but only one per round on your turn) instead of a move action.

Special: Bonus damage from this ability stacks with sneak attack damage, and like sneak attack damage, it has no effect on creatures without a discernible anatomy or who are immune to critical hits and sneak attack damage.

WILD GNOME SORCERER

Wild gnome sorcerers are more common than wizards, if only because it is a form of magic in close alignment with wild gnome society. Understanding the ambient nature of the world around them, in the elements and the flow of essential power, brings a wild gnome a little closer to understanding the nature of the universe and his place in it. Wild gnomes tend not to attract familiars or dabble in ethereal and outerplanar matters, however, keeping their magic grounded in the real world as much as possible.

ANIMAL COMPANION

You have formed a close working relationship with an animal companion instead of the sorcerer's familiar, much like a druid.

Level: 1st.

Replaces: If you select this class feature, you do not gain the ability to call a familiar.

Benefits: You gain an animal companion, much like that of a druid or ranger. For the purposes of your animal companion's abilities and advancement, your effective

druid level is equal to half your sorcerer level (minimum 1st). Wild gnomes typically favor vipers, weasels, and owls as companions, although 8th level wild gnome sorcerers often acquire a crocodile or constrictor.

GNOMISH CONTRAPTIONS

Inveterate inventors, gnomes are never quite as happy as when they are mired in the complexities of a contraption, whether it's a new creation or one obviously in need of improvement (all other contraptions). Disdainful of magic, gnomes spend their time constructing bigger and better devices for any possible purpose one could imagine, from knitting and washing socks to flying high above the clouds in order to chart out the path of celestial bodies. These devices are known as contraptions, to distinguish them from other gnomish devices, such as those created by a gnomish tinker's kitbash or MacGuffin abilities.

Unfortunately, it is this same love for technology that is the gnomes' curse, for they can never be satisfied with the results; it must be bigger and better than ever before. Simple mechanisms are the product of simple minds, as nothing simple could possibly work properly. The worst insult one can deliver to a gnome is to call his work simple.

Contraptions are traditionally driven by basic mechanical devices: gears, windmills, waterwheels, pulleys, and screws. However, with the advent of the thinker gnome movement in the wake of the Chaos War, great strides have been made in steam-power and chemical combustion. The most exciting discoveries in recent years have been clockwork mechanisms and only recently, an increased understanding of the concepts of electricity. May the gods have mercy on Krynn.

Gnomish contraptions require three main stages or phases: Research and Development, Construction and Assembly, and Quality Assurance. Each phase demands the use of a different set of skills, but each is critical to the creation of any new contraption.

RESEARCH AND DEVELOPMENT

The initial phase of the contraption creation process is Research and Development or R&D. At this stage, the contraption's concept is considered, the various functions and components decided, and the schematics drawn up. In game terms, R&D is the design phase of the contraption and is characterized by the use of the Knowledge (architecture and engineering) skill.

A gnome may only attempt to design a contraption that's Total Complexity is equal to his character level + Knowledge (architecture and engineering) ranks + Intelligence score. This gnome is considered the lead designer, even if working alone.

Larger contraptions often require a group of gnomes, also known as a design group, R&D unit, or steering committee, working together in order to achieve the Total Complexity score; each successive gnome assisting in the design of a contraption may add their ranks in Knowledge (architecture and engineering) to the lead designer's total. Gnomes rarely agree on anything when it comes to design, however, so every gnome involved in a design group (with the exception of the lead designer) adds 2 to the contraption's Complexity, as confusing and often

contradictory elements are added to the schematics. Later, these additional assistants will be able to assist the lead designer in finalizing the schematic.

Five factors must be considered when creating a new contraption, and together these form the basis for the final complexity of the contraption. The more complex the contraption, the larger it is going to be, the longer it will take to build it, and the greater the chance of mishaps.

Type: This factor determines whether the contraption is stationary, vehicular, or portable.

Functions: Built into the contraption, functions are abilities that define how the device performs. Functions are the largest source of a contraption's overall complexity, which in turn determines the overall size of the contraption.

Complexity: This factor determines both the amount of time and effort it takes to construct the contraption, as well as how difficult it is to operate once constructed.

Quirks: Gnome contraptions often do not perform as they were originally designed. These Quirks can be either fortuitous or disastrous. These are what keep gnomes inventing, by keeping things ever interesting. The Quirks of a contraption also determine the types of Mishap, which occur when contraptions go wrong, as they so often do.

CONTRAPTION TYPE

Contraptions are one of the following basic types: stationary, vehicular, or portable.

STATIONARY CONTRAPTIONS

These contraptions are the most common and usually fairly big. They aren't designed to move anywhere, although they can often be relocated with the assistance of a wagon, a team of burly gnomes, or an altogether separate vehicular contraption designed for this purpose. Many stationary contraptions are assembled in the place where they are intended to perform their functions.

Size: Stationary contraptions default as Medium, but they may be increased in order to accommodate more functions and reduce the Complexity of each function. Larger contraptions are consequently heavier and more difficult to relocate.

Functions: A Medium stationary contraption has between one and three functions. Each function adds 10 Complexity to the total. Increasing the contraption's size above Medium allows it to possess an additional function for each size category larger and reduces the additional Complexity of each function by -1 per additional size category; however, it raises the minimum number of functions by +1. Thus, a Colossal stationary contraption has between five and seven functions and adds only 6 Complexity per function.

VEHICULAR CONTRAPTIONS

These contraptions are designed to move, usually with an operator or pilot. Some vehicular contraptions stay where they are and move their operator or pilot from one place to another, such as the legendary gnomefingers. Vehicular contraptions are never less than Small in size, but can very big indeed. Vehicles come in several basic forms: wheeled, walking, floating, submersible, or flying.

Size: Vehicular contraptions add Complexity based on size, but size also determines the number of passengers as follows:

- **Small**—Add 10 points of Complexity. A Small vehicle can carry one Tiny or two Diminutive or smaller creatures.
- **Medium**—Add 5 points of Complexity. A Medium vehicle can carry one Small or two Tiny or smaller creatures.
- **Large**—Add 10 points of Complexity. A Large vehicle can carry one Medium, two Small creatures, or numerous Tiny or smaller creatures.
- **Huge**—Add 13 points of Complexity. A Huge vehicle can carry one Large, two Medium, four Small creatures, or numerous Tiny or smaller creatures.
- **Gargantuan**—Add 17 points of Complexity. A Gargantuan vehicle can carry one Huge, two Large, four Medium, or numerous Small or smaller creatures.
- **Colossal**—Add 23 points of Complexity. A Colossal vehicle can carry one Gargantuan, two Huge, four Large, or numerous Medium or smaller creatures.

Movement: Base speed of a vehicular contraption adds to Complexity as follows: Add 0 points of Complexity for 10 ft., 3 points for 20 ft., 6 points for 30 ft., and 9 points for 40 ft. For each foot of speed beyond 40 ft., add one point of Complexity. If, rather than carry the pilot or operator, the vehicular contraption sends him elsewhere (such as by flinging, etc.), halve the Complexity for speed.

The method of propulsion or movement is important to size Complexity. Wheeled vehicles use the Complexity by size. Walking contraptions multiply the base size Complexity by two. Floating, including sail powered, contraptions multiply size Complexity by half. Submersible or flying contraptions, including contraptions that hurl the gnome through the air, multiply the size Complexity by four. If the contraption has more than one means of movement, add these together.

Functions: A Medium vehicular contraption has either one or two functions. Each function adds 10 Complexity to the total. Increasing the contraption's size above Medium allows it to possess an additional function for each size category larger and reduces the additional Complexity of each function by -1 per additional size category; however, it raises the minimum number of functions by +1. Thus, a Colossal vehicular contraption has five or six functions and adds only 6 Complexity per function.

PORTABLE CONTRAPTIONS

Portable contraptions are the mainstay of thinker gnomes, who prize smaller and more intricate contraptions, but many tinker gnomes favor them also. Portable contraptions range from gnome-sized (Small) to pocket-sized (Fine).

Size: Portable contraptions are Fine, Diminutive, Tiny, or Small. Anything larger is a stationary contraption capable of being moved from place to place with some effort.

Functions: Portable contraptions possess one or two functions. Each function adds a variable amount of Complexity based on the contraption's size: **Fine** 30 points per function, **Diminutive** 25 points per function, **Tiny** 20 points per function, and **Small** 15 points per function. Note that no portable contraption may cause more than 1d8 points of damage or 5 dice of area damage.

Special: Gnomish tinkers may kitbash a portable contraption or incorporate a MacGuffin, but both require



ESSENTIAL SKILLS FOR INVENTING

A NUMBER of skills come into play when designing, building, and testing contraptions. Knowledge skills provide the required design specs; Craft skills allow gnomes to actually build the contraptions once they come out of the planning stage; and Profession skills allow for the testing and everyday use of contraptions, as well as their approval.

Craft (tinkering), Disable Device, Knowledge (architecture and engineering), and Profession (quality specialist) are crucial skills, and expanded descriptions as they apply to gnomes are provided below.

CRAFT (TINKERING) [INT; TRAINED ONLY]

This skill, which owes a great deal to gnomish ingenuity if not gnomish obsession, remains common only among tinker gnomes, who have refined it into an industry all its own. Although other Craft skills are frequently employed in the construction of gnomish contraptions, they are usually limited to the crafting of specific parts and elements of the greater contraption. On the other hand, tinkering is the craft of throwing all of these diverse components together and fashioning something entirely different as a result.

Check: Like any Craft skill, Craft (tinkering) may be used to generate a modest income. Within Mount Nevermind, the result of any Craft (tinkering) skill check is doubled for the purposes of earning money; many gnomes spend their entire lives serving as part of gnomish work crews, relying on their Craft

(tinkering) skill to get by.

Because the gadgets, contraptions, and gizmos created by the use of the Craft (tinkering) skills are often very different from their component parts, a Disable Device check (opposed by the creator's Craft [tinkering] check) is required by anyone other than the contraption's inventor if it is to be used.

Special: Tinker gnomes and mad gnomes gain a +2 racial bonus to Craft (tinkering) skill checks. Wild gnomes and half-gnomes do not gain this bonus, but they are free to make use of the skill anyway. All gnomes, including half-gnomes, may use this skill untrained; other races must have ranks in Craft (tinkering) in order to use it.

Synergy: A character with 5 ranks in Craft (tinkering) gains a +2 bonus on any Disable Device check made to use a gadget, contraption, or gizmo assembled by a Craft (tinkering) skill check.

DISABLE DEVICE [INT; TRAINED ONLY]

Although not essential to the creation of contraptions and other gnome inventions, Disable Device is an important skill in their use by anybody other than the creator. Even other gnomes find that they must first analyze and study a gnomish contraption before they can actually use it. A close similarity to the science of trap detection and removal makes operating gnomish devices fall under this skill's auspices.

Craft (tinkering) checks against half the item's Complexity to do so.

CONTRAPTION FUNCTIONS

The first thing the lead designer must do, even before deciding how large his contraption will be, is to decide just what he wants the contraption to do. Given gnome ingenuity, what a contraption is supposed to do may not necessarily mean the contraption will do it.

Each separate function a contraption possesses must be designed separately and added to the contraption's schematic. If a gnome wishes to build a contraption that is a flame-throwing backpack, self-cooling, and armored against stray damage, he must figure out the flame-throwing function, the self-cooling function, and the armored function separately, then add all Complexity total modifiers together.

What follows are the main functions available to gnomish contraptions and the rules for designing each function.

ATTACK FUNCTIONS

The gnomes of Mount Nevermind design many contraptions for completely non-warlike purposes, but they prove to have an actual use in battle once completed. An attack usually has some other reason to exist in the

contraption, even if it isn't practical; when choosing an attack form from the following set of options, also consider what that attack's nature says about the contraption and what, if any, the original intent of that attack is during the design phase.

Each attack function must be a ranged attack, melee attack, or area attack.

Melee or Ranged: These are usually physical extensions or properties of the contraption, taking the form of mechanical arms, spikes, projectile-throwing launchers, and so forth. All melee and ranged attacks use the same base attack bonus, based on the size of the contraption. Additional points of attack bonus may be added up to a maximum of the lead designer's Knowledge (architecture and engineering) skill ranks. Each additional point adds 1 Complexity and only applies to a single attack.

- An attack that deals 1d4 points of damage is the default and adds 1 point of Complexity. Each increase in size of this die type increases Complexity by 1 to a maximum of 5 points of Complexity for 1d12. Additional dice may be added, but each additional die adds the listed Complexity to the total again plus one for each additional die; thus, 2d6 would be 2 points (for 1d6) + 2 points (for the second d6) + one (one additional die) for a total of 5.

- Additional damage points may be added to the damage die at a rate of 1 Complexity per point. Thus, 1d8+4 damage would add 7 Complexity (3 points for 1d8 + 4 points for the +4). The maximum amount of additional damage that may be added is based on the size of the contraption: 5 for Small, 7 for Medium, 9 for Large, 11 for Huge, 13 for Gargantuan, and 15 for Colossal.
- Determine damage type: bludgeoning, piercing, or slashing. This adds no additional Complexity.
- Determine reach to a maximum of 15 feet. Add 2 points of Complexity per five feet beyond the first five.
- Determine critical range. The default is 20/x2 for no added Complexity. Increasing either the threat range or multiplier by 1 step adds 2 points of Complexity. Attacks may not have more than an 18-20 threat range or a x4 multiplier, and no attack may be improved in both areas.
- If the attack is ranged, determine the maximum range up to a maximum of 150 ft. Add 1 point of Complexity per 30 ft.
- If the attack is a touch attack, add 2 points of Complexity if melee or 5 points of Complexity if ranged.

Area: These are often delivered by tubes, launchers, nozzles, or some other physical component, but they are almost always energy attacks of some kind. Much like any other contraption's function, the original design intent may be for this to serve a specific non-combat purpose, but it just so happens to be a deadly, or at least annoying, attack once the design is fully realized.

- Determine the energy type and damage die. Acid and sonic effects deal 1d4 damage. Electricity, fire, and cold effects deal 1d6. The saving throw type against these effects is Reflex or Fortitude for sonic effects. Contraptions are immune to the effects of their own energy attacks.
- Determine the number of damage dice. Add 2 points of Complexity per die, including the first, with a limit equal to the lead designer's character level or 10, whichever is lower.
- Determine the area of effect. Add 1 point of Complexity per 10 feet of a line effect, 3 points of Complexity per 10 feet of a cone effect, and 1 point of Complexity per 5 feet of radius of a spread or burst. Spread or burst effects default to being centered on the contraption, but they may be centered at range for 1 point of added Complexity per 10 feet of range.
- The saving throw DC of a contraption's area attacks defaults to 10. Increasing this DC by 1 adds 2 points of Complexity. The maximum added amount is the lead designer's character level / 2.

SKILL FUNCTIONS

A contraption may possess a skill as a reflection of a specific function, such as Jump for springs, Climb for traction or claws, or Swim for paddles. Possessing a skill often implies that the contraption has some measure of self-direction, although unless the contraption has been magically granted Intelligence, it is not a true

ESSENTIAL SKILLS FOR INVENTING (CONT.)

Check: The DC to use a gnomish device varies based on its Complexity. Disable Device may also be used to break a gnomish contraption down into its component parts, which is often far more difficult than it appears; the DC of this use of the skill is also equal to the contraption's Complexity.

Synergy: A character with 5 ranks in Craft (tinkering) gains a +2 bonus on any Disable Device check made to use a gadget, contraption, or gizmo assembled by a Craft (tinkering) skill check.

KNOWLEDGE (ARCHITECTURE AND ENGINEERING) [INT]

This skill, described in the *Player's Handbook*, is essential to the creation of gnome contraptions, though a few other knowledge skills are necessary to develop more unusual functions. Its mastery conveys knowledge of such obscure fields as kinetics and optics.

Special: The descriptions of contraption functions that follow assume certain minimum ranks in Knowledge (architecture and engineering) imply a familiarity with scientific principles:

5 ranks: mechanics (clockworks, hydraulics, steam engines).

8 ranks: kinetics (movement and locomotion, including flight, sailing, swimming).

10 ranks: mathematics (geometry, algebra).

12 ranks: communications (theories of sound, sound waves).

15 ranks: optics (theories of light, light waves).

PROFESSION (QUALITY SPECIALIST) [WIS]

Among the gnomes, one of the most important, yet often overlooked, factors in the process of inventing new contraptions and advancing gnome science is the quality specialist. Mount Nevermind has hundreds of quality specialists who go by many names: quality engineer, failure tester, playtester, process controller, or any number of other epithets. This skill represents a trade that ensures the proper testing, management, and approval of gnomish inventions, and membership in one of the several related Guilds that concern themselves with these areas is often mandatory.

Profession (quality specialist) may be used like any other Profession skill—to earn a modest income with approval forms and review meetings. It is also used in the final phase of creating new contraptions, as many well-designed, well-constructed contraptions simply fail to meet the rigorous testing and approval of a team of quality specialists.



construct and can only perform within certain programmed parameters or at the immediate direction of the operator.

Assign the function a skill bonus up to a maximum of the lead designer's character level +3. Add 1 point of Complexity for each point of bonus based on a physical ability score (Strength, Dexterity, or Constitution) or 1.5 points per point of bonus based on a mental ability score (Intelligence, Wisdom, or Charisma.) Some skill checks may not make a lot of sense; giving a contraption Use Magic Device or Spellcraft would require some extraordinary justification. A gnome on the design group must have at least 5 ranks in any Intelligence- or Charisma-based skill the contraption is given.

Contraptions that have been assigned a climb or swim speed automatically gain a +8 bonus in Climb or Swim as appropriate.

FEAT-DUPLICATING

FUNCTIONS

A contraption may possess a function duplicating the effects of a feat. Common choices include Weapon Focus (for an attack function), Run, and creature feats, such as Improved Natural Armor. Each feat adds 3 points of Complexity.

For the most part, prerequisites based on ability scores can be ignored, but if a feat requires another feat, that feat must be designed and added to the schematic separately.

DEFENSIVE FUNCTIONS

In addition to being able to provide the contraption with feats, it may also be given a function that allows it to resist forms of attack. Resistances to cold, electricity, and fire add 1 Complexity per 5 points of resistance. Resistance to acid or sonic attacks adds 2 Complexity per 5 points of resistance. Immunity to any of these costs 30 or the addition of an attack function that uses the energy. Hardness may be added also; the default for all contraptions is Hardness 0. Hardness adds 1 Complexity for each point but acts as damage reduction against attacks.

MISCELLANEOUS FUNCTIONS

Many functions don't require specific rules, such as drill rock or dig hole or measure weight of creature standing on platform. Often, these can be assumed to be part of another function, such as an attack. They add no additional Complexity outside the normal amount for a function.

MULTIPLE EFFECTS

If a function of the contraption has multiple effects that change an area in different ways, use only the most expensive area cost for determining the effect's Complexity



Modifier. For instance, a component is designed to create an acidic cloud with two different effects upon its area: 1d6 points of damage to everything within a 5-foot radius and an additional 1d6 points of damage to anyone who moves into or out of the area. Although the design group must factor in the cost for the damage twice, they do not pay for both the diametric area and the boundary area.

MAGIC, MAGICAL ITEMS, AND MAGICAL EFFECTS

It is possible for gnomes to incorporate magical effects into their contraptions, though very few gnomes would be caught doing so. A gnome wishing to incorporate magical effects must first possess the Craft Wondrous Item feat; all gnome devices are considered miscellaneous items, even if they incorporate weapons. The gnome follows all rules for both Contraption Creation and magic item creation, though the overall Complexity of the contraption is halved when calculating the amount of time it takes to build.

CONTRAPTION SIZE AND PHYSICAL TRAITS

Once the basic functions and properties of the contraption have been designed and added to the schematic, the other properties of the design based on size may be determined. Use the Contraption Physical Traits table to figure and make a note of these.

Base Hit Dice: Items are given a number of hit points based upon their size and base HD. It is possible to increase the hit points of an object above and beyond

CONTRAPTION PHYSICAL TRAITS

Size	Base Hit Dice	Base Attack Bonus	Natural Armor	AC/Attack Modifiers
Fine	1/8d10	+0	+0	+8
Diminutive	1/4d10	+0	+0	+4
Tiny	1/2d10	+0	+0	+2
Small	1d10	+0	+0	+1
Medium	2d10	+1	+0	+0
Large	4d10	+3	+2	-1
Huge	8d10	+6	+4	-2
Gargantuan	16d10	+12	+6	-4
Colossal	24d10	+17	+8	-8

what they would normally possess, by simply increasing the HD of the object, without a corresponding increase in size. A contraption's HD may be increased or decreased by two levels on the chart. An increase of one level bestows a Complexity Modifier of +5; a decrease by one level bestows a Complexity Modifier of -5. For example, Iota decides her automaton is Medium and has a base HD of 2d10; however, she wants the automaton to be more resilient, so she chooses to increase its HD by two levels to 8d10. This would bestow a total Complexity Modifier of +10 to the base complexity.

Base Attack Bonus: Use this for any attacks the contraption's functions might make. If the contraption has no offensive capabilities at all, you may ignore this column.

Natural Armor: Natural armor, based upon pure size alone, is indicative of the materials that went into its construction. Contraptions larger than Medium tend to be more durable, mainly due to the number of internal supports structurally reinforcing the contraption.

Armor Class/Attack Modifiers: Smaller contraptions tend to be both easier to use as well as more difficult to hit when they are in motion, just as larger contraptions tend to be more bulky and awkward.

CALCULATING COMPLEXITY

When all of the functions for the contraption are calculated, they are added together to determine the contraption's Total Complexity. From the Total Complexity, other facets of the contraption's construction can be calculated. The most important calculation is the Complexity DC, which is equal to the contraption's Total Complexity divided by 10 + 10. The Complexity DC is the target number for the various skill checks required to complete design, assembly, and approval of the contraption. For example, a contraption with a Total Complexity of 120 results in a Complexity DC of 22. The Complexity DC also serves as the target number for attempts to use the contraption successfully. (See the Disable Device skill in the sidebar on page 140.)

CALCULATING DESIGN TIME

The time it takes to research, plan, and design the final schematic for the contraption is based on Total Complexity. Each contraption takes a number of days to draw up a schematic equal to the Total Complexity divided by 5. For each member of the design group beyond the lead designer, this time may be reduced by 1 day, but the

process always takes at least a week. No designer worth his protractor would think of spending any less time.

FINAL SCHEMATIC APPROVAL

The last stage in the Research and Design phase is the approval of the schematic by the design group as a whole. Because they have worked together throughout the process, the schematic approval check, or design check, must be made by the entire team. If one or more of the design group are unable to be present for final schematic approval, the chances of it making it to the next stage are reduced.

A design check is a Knowledge (architecture and engineering) check against a DC equal to the Complexity DC of the design. This check is made by the lead designer. Each assistant on the design group may make an Aid Another check (skill check against DC 10) to add a +2 bonus to the lead designer's skill check.

If the check is a success, the schematic is approved and sent to the next phase—Construction and Assembly. The lead designer may or may not be the one who carries out this next step; usually, larger and more complex contraptions have a different team actually building it.

If the check is a failure, the schematic is scrapped, and the design team goes back to the drawing board. The same concept may be reworked, even to the point of having identical functions and traits, but the Complexity is increased by 5 and the design time reduced by half. A revised version, with one or more functions altered, requires no additional Complexity beyond what it adds up to, but the design time is unaffected and based on the new, revised Complexity.

CONSTRUCTION AND ASSEMBLY

The gnome who designed it sometimes performs construction of the contraption, but in many cases, it is left to a different gnome, known as the lead builder, who either takes on the job alone in his workshop or hires a work crew to help him. Craft (tinkering) is the primary skill used in this process; however, depending on the nature of the contraption's design, if the lead builder has ranks in other, appropriate Craft skills (such as carpentry or metalworking), he may grant himself a +2 synergy bonus. Only one such skill may be applied each day of work, and no synergy skill may be applied to the lead builder's skill check more than once every two days.


CALCULATING BUILDING TIME

The building time for a contraption can vary greatly, depending upon the Total Complexity of the contraption, the skills possessed by a gnome inventor, and the number of gnomes involved in the project.

Each day, the lead builder working on the contraption is allowed to make an appropriate Craft skill check against the Complexity DC. If the roll is successful, the lead builder adds the check result toward meeting the Total Complexity target. If the roll fails, but the roll is still equal to or greater than the lead builder's ranks in Craft (tinkering), then he adds only the number he rolled on the die toward meeting the Total Complexity target. If the gnome rolls a 1, an entire day is wasted, and the contraption develops another Quirk.

Additional gnomes on the work crew may make Craft (tinkering) checks against a DC 10 as an Aid Another





action. Each success adds +2 to the lead builder's daily check. Failure or a roll of 1 reduces the cumulative total the lead builder has been generating each day by 2 instead. This usually results in the lead builder firing the gnome responsible.

CALCULATING COSTS

Creating contraptions is expensive, no matter how it is approached. However, calculating the cost for each day's work isn't complicated at all!

The cost of one day's work is equal to the contraption's Total Complexity divided by 10. This number is the amount of tool points a gnome must use in order to complete a single day's worth of work. These tool points must be used, regardless of whether or not the gnome succeeds in his daily Craft check. Many gnomes cannot afford to invent by themselves, which is why the guild structure exists. Of course, filling out the requisition forms and waiting for the paperwork to go through its own intricate system adds a considerable amount of time to the originally estimated time of completion.

A lead builder or lead designer may make a Diplomacy check against the Complexity DC to convince one or more guilds to lend the project additional funds. Success indicates a loan of 5 tool points. For every 5 points by which the gnome beats the DC, an additional 5 tool points may be acquired. Of course, all of these tool points are expected to be paid back; typical loan arrangements require a 10% tool point restocking fee, a 5% Guild services fee, and a 5% interest fee applied to the total. Each of these can be bargained away with a successful one-time Diplomacy check (DC 25) per fee.

The lead builder must somehow acquire at least half of the daily tool point cost, either from his own funds or loans. The other half may be gained from his assistants, who can contribute their own tool points to meet the daily requirement. A lead builder typically promises each member on the gnome work crew some form of payment, even if it's just more tool points at the end of construction. There is no hard and fast rule, but generally you can assume that an assistant is a 1st-level expert and should be compensated as if he was a hireling (see the *Dungeon Master's Guide*).

QUIRKS

During the process of construction, there's a good chance a Quirk may pop up in the contraption. A Quirk is a strange side-effect that occurs during construction, becoming incorporated into the contraption's design—even if it wasn't in the original schematics!

CALCULATING QUIRKS

The formula for calculating the number of Quirks a contraption possesses is fairly straight forward. All contraptions, regardless of Complexity, begin with 1 Quirk. For every 25 points of Total Complexity (rounded up), the contraption gains 1 more Quirk. If during the building process, any gnome working on the contraption (in case of Gnome Crews, see above) rolls a 1 on the Craft (tinkering) skill check, the contraption gains another Quirk.

When a Quirk develops, roll on the Quirks and Mishaps table and add it to the device. Ideally, the lead designer is unaware of any Quirks until the contraption

is completed and used for the first time. Some Quirks may lay dormant for sometime, while others may show up every time the contraption is used. DMs and players are encouraged to expand upon this list, for it is by no means an exhaustive list of all the possible Quirks gnome contraptions can exhibit.

Each Quirk has an associated Mishap. When a gnome contraption is used (requiring the use of the Use Gnome Contraption skill), a Mishap occurs on any roll of a 1. For a device with only a single Quirk, the same Mishap will occur each time. However, for contraptions with multiple Quirks, only a single Mishap will occur, most likely a different one each time. The DM may either choose which Mishap occurs or assign a random determination based on the total number of Quirks a contraption possesses.

FINAL TOUCHES AND PRE-APPROVAL

Unlike the Research and Design phase, the Construction and Assembly phase has no final check to be made. Once the contraption is completed, it's ready to be inspected and pre-approved for delivery to Quality Assurance and Approval. This step is typically carried out by a separate quality specialist—who belongs to one of the various approval or invention testing Guilds—but some solo inventors and tinkers carry out testing on their own, with proper advance permission from the Guilds, of course.

A dispensation may be gained during play or applied to during the course of the design or construction phases. This can take weeks to be completed, however, and every single case is apparently unique. Most dispensations are approved for one contraption, which means some designers and builders find that they apply in advance with the barest outline of what they would like to work on, thus collecting a pile of dispensations with which to show the quality inspector when he arrives. A dispensation sends the inspector off in a huff, but if one hasn't been gained, the inspector spends a day or two looking over the contraption without actually activating it before stamping a few papers and arranging it to be relocated.

REPAIRING OR REBUILDING A CONTRAPTION

If the contraption breaks, or is sent back to be rebuilt, the Craft (tinkering) skill comes into play. A Disable Device check might be required if the lead designer or lead builder is not present to point out the key components. Both checks are made against the Complexity DC of the contraption.

Rebuilding works much like the building process, but the target that must be reached by successive checks is half the Total Complexity. Once met, the contraption may be sent back for approval. Rebuilding always adds a Quirk to the contraption, and a natural roll of 1 adds another.

Repairing the contraption is another matter. If a Mishap has occurred, the contraption may be Damaged. If it has been reduced to up to half its hit points, it is also considered Damaged. In either case, the contraption must be partially rebuilt, just as if it had been sent back by approval; the target required is half the Total Complexity. If it has taken more than half its hit points in damage, or has suffered more than one Mishap during testing or operation without being repaired, the contraption is Heavily Damaged and needs to be rebuilt from scratch.

Contraptions that are Heavily Damaged lose 1d4 of their Quirks and gain new Quirks from the rebuilding

process. If the contraption has been successfully patented and approved, the Total Complexity target required to repair is lessened to a quarter if Damaged or half if Heavily Damaged.

QUALITY ASSURANCE AND APPROVAL

The final stage of contraption creation consists of testing the contraption and ensuring that it meets the design specifications and fulfills all of the proper parameters. You may skip this step if your character is a mad gnome or lives outside of Mount Nevermind, but QA&A can make it easier to duplicate your work later, allows for your contraption to be entered into the Patents Department, and makes repair less costly.

TESTING THE CONTRAPTION

The lead designer, lead builder, or both must present the contraption to the panel of Quality Assurance gnomes. Sometimes they are the same gnome, and this makes things much easier. If they are two separate people, there could be a disagreement over who makes the presentation, but given that failure to pass inspection and testing sends it back to the work crew who built it, most lead designers defer to the builder.

A testing panel is almost always a group of gnome experts (with ranks in Profession [quality specialist] and Disable Device) led by the lead quality specialist. The lead specialist must first achieve a success with a Disable Device check (DC equal to the contraption's Complexity DC) in order to activate it. His assistants may provide Aid Another checks to help. If any Mishaps occur at this time, the contraption is immediately stamped with Failure to Operate and wrapped with caution tape; it must go back to Construction and Assembly and be rebuilt. If the quality specialist fails his check, he sends it to another specialist to review, which takes at least a week. Approval time can take months, especially if the contraption is too complex.

If the Disable Device check succeeds and no Mishap occurs, the testing panel spends the next 24 hours intensively testing and re-testing the contraption, often to the point of failure. The quality specialist in charge of the testing makes a Profession (quality specialist) check against the Complexity DC (with Aid Another checks from his panel). If he succeeds, the testing is successful, and the contraption is approved. If he fails, the results are inconclusive. If a Mishap occurs with a success, the testing was a success and the contraption is approved, but it is still sent back for repairs. If a Mishap occurs with a failure, not only is the contraption sent back to the builders, but the panel declares it flawed and requires rebuilding.

APPROVED!

Once the contraption is approved, a great deal of paperwork must be submitted, filed, stamped, signed, and triple-checked, but the contraption is deemed a successful implementation of the core concept. Patents are logged with the Guild of Patents, Trademarks, and Product Registration. There are three main effects of approval:

REPRODUCTION

The contraption may be reproduced, although this essentially means nobody else needs to go through the same Research and Design phase. Quirks may well be

entirely different, and the resulting contraption may look nothing like the first. That's the way of progress.

PROTECTION

The contraption is protected within the maze of gnomish bureaucratic law. If a gnome learns that another gnome has designed, built, and submitted for approval a contraption that does the same thing as his, he may file a complaint with the Guild of Patents, Trademarks, and Product Registration. The newer contraption is sent back for redesign in order to eliminate the offending features.

REPAIR

If the contraption breaks down or needs repair, the repair time is halved once the schematic and other details of testing and approval are on file. The cost remains the same, but there are short cuts and additional resources available from the Guilds, making it easy to fix what's broken. Of course, if the contraption could do with some adjusting, that's another story.

DENIED!

The contraption may never be approved, and in these cases, some gnomes spend their entire lives struggling to appeal or simply tinkering with the contraption in the Construction and Assembly phase until it bears no resemblance to the design specs. Some of these gnomes go rogue and take their contraption away from the other gnomes, using it in ways that are completely unapproved. Unfortunately, this is often how adventures start.

SAMPLE CONTRAPTIONS

The following serve as examples of gnome creativity and ingenuity. All of these items were in Research and Design by the War of the Lance and still pending before a Quality Assurance panel by the War of Souls.

MOBILE BOOKSHELF WITH SELECTOR ARM

Medium Vehicular Contraption

Total Complexity 57

Complexity DC 15

Build Cost 5 tool points/day

hp 11 (2 HD)

AC 10, touch 10, flat-footed 10

Speed 20 feet

Attack Slam +2 melee (1d6+1); or thrown book +2 ranged (1d4+1)

Space/Reach 5 ft./5 ft. (10 ft. with selector arm)

Skills Sense Motive +8

Functions Selector arm

Quirks Faulty transmission, hair trigger, noisy, stubborn

Selector Arm (Ex) The mobile bookshelf has an extendable arm capable of reaching up to 10 feet away. This arm can also be used by the mobile bookshelf as a bludgeoning weapon, inflicting 1d6+1 points of damage. Sometimes, the mobile bookshelf will want to get a book rapidly to the requesting individual, so it will hurl the book forcibly (as a ranged touch attack with a 30 ft range), dealing 1d4+1 points of missile damage.

Faulty Transmission Each time the mobile bookshelf is asked to activate, there is a 20% chance it doesn't

work that round. [Mishap: The contraption ceases to function completely until it is repaired.]

Hair Trigger Anytime the mobile bookshelf is moved, there is a 20% chance the bookshelf will spontaneously activate. [Mishap: Device begins to spontaneously activate and deactivate (2 round cycle), whether it is turned on or off. This continues until the bookshelf is left untouched for 1d6 hours.]

Noisy When activated, the mobile bookshelf makes a lot of noise from the wearing of its clockworks. [Mishap: On a Mishap, the mobile bookshelf emits a loud piercing sound, dealing 1d4 points of sonic damage to anyone within a 25-foot radius.]

Stubborn The mobile bookshelf possesses a mind of its own. An individual must make a successful opposed Bluff or Diplomacy check against the bookshelf's Sense Motive skill in order for it to function. [Mishap: On a Mishap, the mobile bookshelf gains a 12 Intelligence and an alignment of chaotic evil for 1d6 hours. During this time, it will seek to cause as much havoc as possible, flinging books wildly, etc.]

The mobile bookshelf with selector arm is a wooden bookshelf with a spring-driven, clockwork selector arm and a steam-powered trolley system enabling it to move. The mobile bookshelf is capable of recognizing verbal commands from its operator. When asked for a volume, it will use its arm to find the requested book and hand it to the individual who requested it... usually. Occasionally, the mobile bookshelf has a mind of its own and can be a bit overzealous in handing over the book.

The mobile bookshelf was designed to be able to recognize verbal requests for materials held upon its shelves and respond by selecting the requested book. Of course, it's not always that simple.

VERTICAL SOIL-EXPLORATION DRILLING APPARATUS MARK III (VSEDAM3)

Huge Stationary Contraption

Total Complexity 51

Complexity DC 15

Build Cost 5 tool points/day

hp 44 (8 HD)

AC 14, touch 8, flat-footed 14

Speed 0 feet (may be mounted on a track for 10 feet in fixed direction)

Attack Drill +13 melee (1d8+9)

Space/Reach 10 ft./10 ft.

Functions drilling, electrical resistance 10

Quirks Faulty transmission, noisy, smolders, stalls, ugly, vibrates

Drilling (Ex) The VSEDAM3's auger is capable of burrowing 10 feet per round, straight down, up to a maximum of 50 feet. It is then able to bring the excavated soil back to the surface and unload it.

Electrical Resistance (Ex) Because of its steel frame, the VSEDAM3 is a natural target during electrical storms. To counteract this flaw, the VSEDAM3's steel has been coated with special oils that provide it with an electrical resistance of 10.

Faulty Transmission Each time the mobile bookshelf is asked to activate, there is a 20% chance it doesn't work that round. [Mishap: The contraption ceases to function completely until it is repaired.]

Noisy When activated, the VSEDAM3 makes a lot of noise from the wearing of its clockworks and the whistling sound of its steam-driven auger. [Mishap: On a mishap, the VSEDAM3 emits a loud, piercing sound, dealing 1d4 points of sonic damage to anyone within a 35-foot radius.]

Smolders The frame and auger of the VSEDAM3 becomes uncomfortably hot when used, which may cause burns with prolonged contact. [Mishap: The contraption becomes so hot to the touch that it acts as though under the effects of a *heat metal* spell.]

Stalls When the VSEDAM3 runs for more than 1 consecutive round, there is a 20% chance each round after the first of it stalling. In order to get the VSEDAM3 started again, a full-round action is required. [Mishap: If the VSEDAM3 runs for more than 1 consecutive round, it continues stalling after the

RANDOM CONTRAPTION NAMES

FOR either inspiration or amusement, the following tables provide a means of randomly determining a contraption's registered name. This may have nothing at all to do with what the contraption actually does; a fibro-hydraulic chassis might be a giant mobile barber's chair or a steam-powered letter-opener.

To use the table, roll once on columns A, B, and C, arranging in any order. Alternately, roll on column A or B twice. You can change any component's ending to make it a separate adjective simply by replacing the last letter with -ic, -ous, -ary, or something along those lines.

RANDOM CONTRAPTION NAMES

d20	A	B	C
1	Computo-	Mechano-	Projectile
2	Endothermic	Pneumato-	Process
3	Electro-	Piezo-	Mechanism
4	Anabolo-	Iterato-	Machine
5	Alkalo-	Hydraulo-	Induction
6	Isotropo-	Hydrodynamo-	Hydrocarbon
7	Aerobo-	Heterogeno-	Gear Ratio
8	Ambulatori-	Statisto-	Equilibrium
9	Adiabato-	Isothermo-	Efficiency
10	Autonomo-	Integro-	Device
11	Organo-	Incremento-	Degree of Freedom
12	Metabolo-	Homogeno-	Component
13	Determino-	Confluo-	Combustion
14	Ferro-	Modulo-	Chassis
15	Calorimetro-	Reinforco-	Capacitance
16	Galvano-	Magneto-	Assembly
17	Diurno-	Structo-	Architecture
18	Exothermic	Quick	Apparatus
19	Alchemo-	Isobaro-	Acquisition
20	Fibro-	Spontaneo-	Accumulator

first round. The device's controller must spend a full-round action, every round, to keep the device going. This lasts until the VSEDAM3 is deactivated for 24 consecutive hours.]

Ugly The VSEDAM3 looks ugly and intimidating; theoretically, it shouldn't function, but somehow it does. [Mishap: The VSEDAM3 is so ugly that it's distracting! All creatures within a 10-foot radius suffer a -1 morale penalty to AC, saving throws, attack, and damage rolls for 1d4+7 rounds.]

Vibrates: The VSEDAM3 hums and rapidly vibrates while in use, distracting to those trying to Concentrate if they are touching the contraption (-7 penalty to Concentration checks). [Mishap: The contraption's vibrations are so powerful that it deals 1d4 points of nonlethal damage each round to any individual

remaining in contact with the machine. This continues until the machine is turned off.]

The Vertical Soil-Exploration Drilling Apparatus Mark III (or the VSEDAM3 as it is affectionately referred) is a device used for drilling into the ground and bringing the contents back up to the surface. Theoretically.

In appearance, the VSEDAM3 resembles a tower of beams, welded together to provide a support network for the massive drilling-claw at the bottom of a massive corkscrew. The spring-torsion clockwork device at the base of the tower provides limited locomotion along a set of tracks, while the drilling auger is driven by steam-power. It has often been mistaken for a siege weapon, though its purposes are usually a bit more mundane.

QUIRKS AND MISHAPS

%	Quirk	Mishap
01-04	Noisy: The contraption makes a lot of noise when used.	Screams: On a Mishap, the contraption emits a loud piercing sound, dealing 1d4 points of sonic damage in a 5-ft. radius per size category of the device.
05-08	Smokey: The contraption emits a cloud of smoke each time it is used in a 1-ft. radius per size category of the contraption, though the smoke isn't very thick.	Smoke Cloud: The contraption emits an obscuring cloud of thick, blinding smoke (equivalent of a <i>fog cloud</i> spell), filling a 15-foot radius per size category of the device. This lasts until the contraption is turned off +1 round per size category.
09-12	Vibrates: The contraption hums and rapidly vibrates, distracting those trying to Concentrate if they are touching the contraption.	Violently Shakes: The contraption's vibrations are so powerful that it deals 1d4 points of non-lethal damage each round to an individual remaining in contact with it. This continues until the contraption is turned off.
13-16	Smolders: The contraption is uncomfortably hot when used. May cause third-degree burns if used for too long.	Burns: The contraption becomes so hot to the touch that it burns (in effect, a <i>heat metal</i> spell).
17-20	Chill: The contraption becomes uncomfortably cold when used. May cause frostbite if used too long.	Freezes: The contraption becomes so cold to touch that it burns (in effect, a <i>chill metal</i> spell).
21-24	Glow: The contraption glows brightly when used, emitting a bright light in a 5-ft. radius per size category (5 ft. for Fine up to 45 ft. for Colossal).	Blinds: The contraption emits a blinding burst of light, forcing all creatures within a 5-ft. radius per size category to make a Fortitude save (DC 10 + 1/size category) or be <i>blinded</i> for 1 round/size category.
25-28	Stinks: The contraption gives off a foul-smell when used.	Noxious Fumes: The contraption creates a <i>stinking cloud</i> , filling a 5-ft. radius per size category of the contraption. This lasts for 1d4 rounds + 1 round/size category.
29-32	Faulty Transmission: Each time the contraption is activated, there is a 20% chance it doesn't work that round.	Breaks Down: The contraption ceases to function completely until it is repaired.
33-36	Hair-Trigger: Anytime the contraption is jostled (such as being carried by a gnome who takes damage or receives a glancing blow, even if it doesn't take damage), there is a 20% chance the contraption will spontaneously activate.	Device begins to spontaneously activate and deactivate (2 round cycle), whether it is turned on or off. This continues until the device is left untouched for 1d6 hours.
37-40	Overheats: Each time the contraption is used, there is a 20% chance that it overheats, ceasing to function until it is allowed to rest for a number of rounds equal to the number of rounds it has been used within a 24 hour period.	Explodes: The contraption explodes, dealing 1d6 points of damage per size category in an area equal to 10 ft. per size category.
41-44	Clunky: The contraption is one size category larger without an increase in HD, AC, etc.	Hindrance: The contraption is so clunky and unwieldy that it is effectively <i>slowed</i> (moves at 1/2 speed, -2 penalties to AC, melee attack, melee damage, and Reflex saves).
45-48	Mutation: The DM may design an additional effect that appears randomly whenever the device is used. This hidden function is worth 5 points worth of Complexity per size category of the contraption. These points are <i>not</i> added to the Total Complexity of the contraption.	Quirky: The contraption permanently acquires a new Quirk (rolled for or chosen by the DM).
49-52	Sweet Spot: The contraption is so contrary that the gnome must actually hit the contraption in order to make it work. To get it started, the gnome must make a successful melee attack against an AC of 10 + 1/size category. Note, if the damage isn't non-lethal damage, the gnome risks permanently damaging the device.	Structural Weakness: The contraption permanently loses 1 hit point per size category. This hit point cannot be repaired.

QUIRKS AND MISHAPS (CONT.)

%	Quirk	Mishap
53-56	Stubborn: For some strange reason, the contraption seems to have a mind of its own. The DM designates a Sense Motive score for the contraption (equal to the Complexity DC minus 10), requiring the gnome to successfully make opposed Diplomacy or Bluff checks in order for him to convince the contraption to work.	Possessed: It's true! Your contraption really is possessed! On a Mishap, the contraption acquires an Intelligence of 2d6 and an alignment of chaotic evil for 1d6 hours. It will turn itself on, run amuck, and generally cause as much hassle as possible before falling quiescent once more. Until the next time.
57-60	Leaky: The contraption is constantly oozing either water or some other disgusting substance.	Bursts: The contraption releases a burst of acid, dealing 1d4 points of acid damage in a 1-ft. radius per size category of the contraption.
61-64	Slow Starter: The contraption is naturally slow to start, requiring 1 minute per size category to power up.	The contraption is absurdly slow to start, requiring 1 hour per size category to power up. The contraption cannot be shut off or restarted until the full start-up has occurred.
65-68	Stalls: A contraption that runs for more than 1 consecutive round has a 20% chance of stalling each round after the first. In order to get the contraption started, it requires a full-round action.	Contraptions running for more than 1 consecutive round stall every round after the first. The device's controller must spend a full-round action every round to keep the device going. This lasts until the contraption is deactivated for 24 consecutive hours.
69-72	Fragile: The contraption is literally held together with tape, glue, and whatever other holding agent the gnome could get. The contraption has the HD and AC of a contraption one size category smaller.	Missing Pieces: A piece of the contraption breaks off, causing the item to have an effective HD and AC of a contraption 2 size categories smaller, until it is repaired.
73-76	Ugly: The contraption looks horrible; theoretically, it shouldn't function, but somehow it does!	Eye Sore: The contraption is so ugly that it's distracting! All creatures within a 10-ft. radius of the contraption suffer a -1 morale penalty to AC, saving throws, attack rolls, and damage rolls for 1d4 rounds + 1 round/size category.
77-80	Overly Complex: Even for a gnome contraption, this one is complicated! The contraption's Total Complexity is increased by 5 per size category without any additional functionality.	Where's the Manual? The contraption's controls are so obscure and unmanageable that the user must find the manual (Search check, DC 15 + 1/size category), and attempt to read the manual (Decipher Script check, DC equal to Complexity DC of the contraption), in order to understand how to get the contraption to function, which still applies a -1 per size category penalty to the user's Disable Device skill check.
81-85	Overly Simple: The bane of gnome inventing spirit, the device is actually quite easy to use! Reduce the Total Complexity by 2 per size category without any loss of functionality.	The device ceases to function and regardless of its normal function, loudly broadcasts an audio message stating, "Error #5! Not user repairable! Contact product service center for repair!" Repairing character must succeed in a Bluff check (DC 10 + 1/size category) to convince the device that the individual is a representative of the Product Service Center before the contraption will start to function once again.
86-89	Choose one from table above.	Roll randomly, checking only for Mishap.
90-95	Roll Twice on table above.	As per Mishap.
96-00	Erratic: This contraption always Mishaps on a 1 or 2, but it will always work on a 19 or 20. Roll again.	No additional Mishap.

Chapter 5: GOBLINS

Swearing under his breath, Tanis could do nothing but stand and stare at the figure emerging from the shadows. It was seated on a small, furry-legged pony that walked with its head down as if it were ashamed of its rider. Gray, mottled skin sagged into folds about the rider's face. Two pig-pink eyes stared out at them from beneath a military-looking helmet. Its fat, flabby body leaked out between pieces of flashy, pretentious armor.

A peculiar odor hit Tanis, and he wrinkled his nose in disgust. "Hobgoblin!" his brain registered.

Dragons of Autumn Twilight
Margaret Weis & Tracy Hickman

Some call them the slave race. Others refer to them as the unwashed mob. Still more consider them worse than gully dwarves. They have been dominated for centuries and forced to serve in mines or made to work as foot soldiers and messengers. In some of the worst realms of Ansalon, goblins struggle ceaselessly as lackeys for humans or ogres. Stray dogs and kender are treated better than goblins.

The free goblins who roam across Krynn are a skittish lot, cowardly unless their tribe is of significant numbers, and always fearful they'll end up under the thumb of a more powerful people. Cunning and resourceful, they manage to survive in the shadow of Krynn's greater races, foraging and raiding the smallest human settlements for food, clothes, and weapons. In some cases, they even form cities.

Their bigger cousins, hobgoblins and bugbears, are slightly more respected because of their size and ferocity. When hobgoblins or bugbears are found with goblins, the former are almost always in charge and receive the best of the spoils. Their presence motivates and emboldens the smaller goblins, which in sometimes has elevated goblinkind to rare heights of glory. For the most part, however, a goblin is a goblin—the weak, sniveling, scavenging underdog, waiting for a chance to break out of its cursed fate.

A BRIEF HISTORY

The goblin race first surfaced in the Age of Dreams, following the wandering path of the Graygem upon the landscape. Prior to the Graygem's mutagenic effects, legend does speak of high ogre breeding projects designed to produce a slave race to make up for the loss of humankind. These tales suggest that smaller ogres were interbred with captive elves, and the commingling of these bloodlines with the foul work of the high ogre priests of the Darklady was to blame. Others dispute this, claiming ogrekind was beginning to splinter into various offshoot races already, and the proto-goblins had no elven blood at all.

Kept as slaves, like so many other races before them, goblins spent the Age of Dreams changing, separating into the three major subraces of the current era. Whole tribes of escaped goblins, led by larger and more intelligent members, spread from the ogre-controlled lands of the Taman Busuk, Kharolis, and Blöten. The larger goblins, thanks to the incredibly high birth rate among their people, became the hobgoblins and bugbears after only three or four generations. The smaller goblins shrunk even smaller, to a size and stature similar to the kender and gnomes.


Only a handful of goblin tribes managed to remain independent as the other races claimed larger and larger territories left behind by the fading light of the ogre civilizations. As humans built cities, elves raised their forests, and dwarves delved into their mountains, the goblins of Krynn slipped through the spaces in between, usually coming up into bitter conflict with these races. The consequence of this long period of growth and warfare was a people divided into small, self-identifying, and self-loathing tribal groups.

As other periods of war arose, so too did the presence of the goblins in history. During the Second and Third Dragon Wars, goblins were forced into military service as foot soldiers and disposable cavalry. Goblin slingers and wolf-riders supported the Dark Queen's army under Warlord Crynus against the Knights of Solamnia. In skirmishes along the borders of Ergoth and the ogre lands, goblins were a constant presence. When the Kingpriest signed the Declaration of Manifest Virtue in 118 PC, goblins were near the top of the list of races to wipe from the land.

Although the might of Istar did much to reduce the goblin population, the goblins, hobgoblins, and bugbears were able to escape annihilation in some parts of Ansalon. Ergoth, in opposition to some of the policies of Istar, was home to a very persistent and stubborn tribe of goblins living in the Sentinel Mountains. These goblins, led by a wily goblin chieftain named Snagglefang, had fought for many years against the Empire of Ergoth, but when Istar flexed its religious muscle and began making demands of the West, both sides found they had a common enemy. This alliance between goblinkind and humankind was entirely one-sided for two generations; the humans had no idea Snagglefang and his united tribes were aiding them against Solamnia and Istar. Snagglefang's son Deathwielder eventually convinced Emperor Gwynned V of his people's remarkable understanding of tactics and warfare, and from that point onwards, he and his descendants formed a small but important element of Ergoth's military.

The Cataclysm was devastating to all of Ansalon's inhabitants, although it affected the goblins least of all. Within the first century of the Age of Despair, the population of the goblin race had surged across Ansalon. Those on the new mainland who had survived Istar quickly settled in ruins, abandoned cities, and regions stricken with loss of life. Ergoth's goblins formed the nation of Sikket Hul on Northern Ergoth, following a somewhat distracted Emperor's gift of land to the goblin chieftain Shadowstalker.

The War of the Lance was a pivotal period for the goblins. Not only had some of their kind found success in the Dark Queen's armies, such as the cunning hobgoblin Toede, but the forced migration and invasion of Ansalon's people by the Dragonarmies left some regions open to settlement by marauding goblin bands. Throt was the most significant of these; the city of Throtl was seized and the plains of the Throtl Gap between Solamnia and Estwilde held. This occupation has continued through recent history. Even the Chaos War failed to unseat some of these new goblin population centers, although the Dark Knights enslaved many more goblins as grunt labor. Despite success in Northern Ergoth and Throt, the majority of



goblins in the Age of Mortals persist as slaves to bigger races, dragons, or warlords.

However, the shamans of the goblin races speak of a time to come when their kind will rise above the tall folk, seize back the lands owed to them by virtue of their distant ogre ancestors, and shake off generations of slavery. The winds of change carry the stink of the goblins—and to the goblins this is the smell of a glorious future.

Common Traits

All goblins share a number of physical and mental characteristics that set them apart from the other sentient races of Krynn. A goblin, hobgoblin, or bugbear is a typically flat-faced, bandy-legged, and odiferous individual. Their facial features may be pronounced, moreso with bugbears, but their noses appear to be squashed underneath sunken eyes and above wide, toothy mouths. All goblins have spindly limbs, hunched shoulders, and an awkward gait, though this is far more noticeable in the smaller goblins and larger bugbears than in hobgoblins. The smell of goblinkind is pungent, and while it serves as another mark of identification for goblins, to non-goblins it is foul and reminiscent of rotting cloth, swamp muck, and spoiled grain.

Mentally, all goblin breeds are renowned for their tendency towards violence, brutality, and reckless behavior. In certain tribes or locations, this is much worse, with goblins and hobgoblins fighting constantly with their neighbors and each other; in other regions, a goblin is barely given the time or opportunity to express itself, even in anger, which leads to intensely depressed and frustrated servants and slaves. Scholars debate whether the goblin drive to kill, loot, and strip the land of its resources is merely a twisted remnant of their ogre heritage or a set of behaviors enforced by their squalid culture. Regardless of the nature of the goblin psyche, it is true some have risen above their base instincts and become true agents of their own will.

All goblins share the same basic approach to the question of gender: females are for breeding and magic. The latter is the preferred exit strategy for an exceptional female goblin; the former is the lot of 90% of the others. Even civilized goblins share this particular stereotype of female goblins; the Sikkēt Hul, who have only the heavily patriarchal and male-dominated Ergothians to base their enlightened ways upon, would never consider a female leader unless she had an equally powerful male consort and was able to use magic.

Goblins

While the term “goblin” applies to all examples of goblinkind, it is usually used to describe the lesser, common goblin of Krynn. Short in stature but large in number, common goblins make up almost seventy percent of the goblin population on Ansalon, even more on other continents. Although they outnumber their larger cousins, the hobgoblins and bugbears, they are hindered by a racial imperative to remain subservient to them.

A few goblins break out of this groveling mindset, and these are the chieftains and heroes of legend, like Snagglegang, Deathwielder, and Shadowstalker. Predictably, the bards and skalds of humans, elves, and dwarves have never heard of these legendary goblin champions. For the goblins, this is considered more a sign of the other races’ ignorance than a sign of their own

kind’s doomed future. A well-known aphorism among the bards of other races is this: “Set a goblin free, and you free a hundred others.” This saying is possibly more prophetic than the bards will ever know.

Physical Appearance

Common goblins are small, spindly-limbed humanoids with skin ranging from a pale yellow through russet-orange to a dark reddish-purple, depending on climate and other influences. They have dark hair, usually thin and stringy or growing in tufts from their cheeks and chins, and dull red or yellow eyes. Never more than three and 1/2 feet tall, goblins weigh between 40 and 45 pounds and are marked by their pointed ears, sharp fang-like teeth, and swift movement.

Goblins dress in leathers, skinned from any animal they can swarm upon and bring down; some tribes decorate or tattoo their warriors and chieftains with vivid markings or practice ritual scarification. Jewelry, mostly copper or bronze, is favored by females in the form of body-piercings and by males in the form of bracelets, torcs, and trinkets.

Psychology

Goblins value and respect power and strength. They aspire towards it, although most accept they cannot be powerful and strong themselves. They quickly adopt mob rule and mob mentality when brought together in a large group. This strongly resembles the manner in which wolves move as packs behind a strong leader. By himself, a goblin is more likely to focus on non-group traits, such as survival, cunning, and the use his size and speed to get what he wants. A goblin without a tribe or group often appears to be lost or alone, cut off from society, but in truth many lone goblins are entirely confident.

Goblins skulk, hide, and sneak whenever possible. Outside of combat, they emphasize their smaller size and generally try to remain out of sight or unnoticed. Because they are so used to being bullied or abused by larger creatures, including humans, even the more civilized goblins of Sikkēt Hul are constantly on guard for a smack on the back of the head, a knife in the guts, or something poisonous in the food.

When engaged in a conversation, a goblin speaks rapidly and nervously. Although they are small and forced to look up at their superiors, goblins almost always avert their gaze. There is safety in numbers, so many goblins in social situations will gravitate towards a cluster of other people of similar size. Failing that, they will hover in the shadow of a superior or a stronger character.

Social Structure

In the absence of bugbears or hobgoblins, the strongest and largest of the common goblins rules a tribe. Often leadership is won in combat, whether honorably or through trickery and assassination. Some leaders, called rukras, have been known to slay other strong members of the tribe, especially if they might pose a threat to their leadership. Rukras lead through strength, viciously striking down those who oppose them or who are weak and ill, forcing the tribe to slow down on their constant march. Despite their callousness, the rukras have the best interest of the tribes at heart—food, survival, and staying miles ahead of their enemies.

In mixed-breed communities of goblins, which include the larger subraces, the leader will always be a hobgoblin or bugbear, known as a murza. A murza will sometimes

work with existing goblin rukras if the tribe is particularly large, delegating authority. Normally, the sheer difference in size and physical power makes it difficult for any goblin to stand up to the larger goblinoid breeds, so falling into the rukra-murza relationship is quite natural. Goblin tribes that live in mountains are more likely to have bugbear murzas, while goblin tribes living in warmer climates or near hills are more likely to have hobgoblin murzas.

FAMILY LIFE

For the most part, goblins are nomadic. Because they are frequently bullied and enslaved by more powerful races, they have learned not to settle in one place for too long. Those who live above ground tend to carry their communities with them, their lodgings being little more than small hide tents and a collection of tools and baubles. Often they only carry crude weapons and personal wealth, such as it is, making tents from the hides of animals they kill in their new location or from the goods and wagons of traveling merchants they raid. These goblins leave their makeshift homes behind, scarring the land with the refuse and carcasses of their kills.

Goblins living in the caves and underground passages rife in Ansalon's mountain ranges have an easier life, as they always have shelter from the elements. Mountain goblins move into existing or abandoned mines, tunnels, and ruined dwarf settlements; the densest population of cave-dwelling goblins on Ansalon lies near the lower Dargaard Mountains beside Throt.

Whether above or below ground, goblin communities are noted for being unkempt and filthy, littered with the bones of creatures they've snared or the discarded spoils from travelers they've raided. They make no attempt to clean up after themselves, so often a goblin camp can be smelled before it is seen.

The goblin tribes in Sikk'et Hul are a clear example of goblins trying to become civilized despite their shortcomings. Their homes are made of wood and stone, often patterned off the buildings in nearby human settlements, though on a smaller scale. Most of the homes are built against hill slopes; only three walls need to be constructed. A few of these tribes keep livestock and have been known to trade with merchant caravans traveling through the passes. Goblins in other regions of Ansalon, outside of the Sikk'et Hul influence, will only live in permanent dwellings if they can find them already made by humans or other races.

NAMES

Goblins are named by their parents at birth. Birth names are often quickly lost, especially if a goblin does something to distinguish himself. Initially, a goblin is named either to reference a parent, leader, or landmark, such as Wee Gnasher of the Crooked Khur Peak or Belter's Son of Sharp-teeth's Tribe. The longer the name, the more likely it will be discarded. Goblins change their names when something momentous happens. If a warrior slays a bear by himself, the tribe could rename him Bearkiller or Redfur Bearkiller, if the fight was particularly bloody. Such a name is likely to stick with the goblin for the rest of his life, unless an even more momentous event occurs to warrant another renaming.

Names can be derived from horrendous events, too. The lone survivor of a Dark Knight raid might be called Lone Griever or Lone Walker. Goblins who do something shameful can be marked with a name that draws attention to their misdeed and could ultimately force a break with

the tribe, such as Pelt-Stealer, Dung-Eater, Backstabber, or Always-Hides.

A goblin joining an adventuring party likely will make up a new name for himself, no doubt one sounding important. Unless the other members of the band are familiar with goblinish customs, they will not know that their new companion has renamed himself.

EVERYDAY ACTIVITY

Goblins are simplistic but tied strongly to their cultural obsession with fighting, killing, being browbeaten by larger goblins, and doing what others tell them to do. As shortsighted as they are, most goblins cannot plan ahead more than a day at the most, which means their society is one of impulses if left to their own devices.

Goblins can be found anywhere on Ansalon, even in the coldest and harshest of places. They prefer temperate climates to extremes of temperature, and the largest concentration of goblins can be found in scattered tribes in eastern Solamnia, Throt, Northern Ergoth, Qualinesti, and the Taman Busuk. Mountain tribes share territory with nomadic humans, while goblins of the plains and forests continually struggle against centaurs, humans, and elves.

RELIGION

In centuries past, goblins worshiped Krynn's gods—namely Hiddukel, known to the goblins as Usk-Do, and Takhisis, known as Mwarg. A small percentage still reveres those gods, but they tend to do so secretly. The majority of the lesser goblin tribes worship no one, and these goblins proudly call themselves the Godless Folk. The gods did nothing to help them, they reason. The gods allowed goblin-kind to be subjugated, beaten, and enslaved. The gods made the other races, even the hobgoblins and bugbears, stronger; they allowed goblin-kind to be hunted. The gods forced goblins to be like rats, scurrying from one hole to the next to avoid being someone's puppet or meal. These goblins have decided that they do not need Krynn's gods. They rely only on each other, hoping to someday elevate one of their own to godhood.

Usk-Do has had tremendous influence over the goblins of Throt, Lemish, and Estwilde in recent years. Not once, but twice has the Lord of Lies risen a champion up among the goblin-kind of that region. On both occasions, however, the champion has not actually been a goblin; Two-Faced Grom was an ettin, and the warlord Ankhari, who so vexed the Solamnic Knights, was a half-giant. In the end, neither could have accomplished what their god demanded had it not been for their goblins.

FOLKLORE

Goblin legend relates that goblins were birthed in the valley of Neraka, shaped by Usk-Do from the yellow-red clay that stripes the land; the largest of them went into the Khalkist Mountains, evolving into hobgoblins and bugbears. Some goblin elders claim there are places of power hidden in the Khalkists and the valley of Neraka, places where the first goblins came into being and the arcane energy is a strong pulse beating through the ground. However, the presence of the Dark Knights and other humans prevents the goblins from searching for that magic and tapping into it.



LANGUAGE

Goblins and their larger kin share a language, Goblin, which to outsiders sounds like a series of grunts and clacks. In truth, it is a rich, complex tongue relying on pauses, intakes of breath, and gestures to convey whole meanings. It varies little from tribe to tribe, though those goblins living isolated on islands have developed different dialects.

Some goblins, especially slaves, have picked up human regional languages, such as Nerakese or Estwilde, having learned them from their masters. Others have learned a smattering of languages like Solamnic or Ergot from merchants they've captured or from studying nearby human settlements. Sikk'et Hul goblins attempt to learn to read and speak Ergot in order to present a more civilized front to the humans of Northern Ergoth. Some goblins will repeat and use phrases uttered by their superiors, even if they don't speak the language.

Goblins have no written language. However, some of the underground tribes use symbols to indicate safe or treacherous passages. Educated goblins find that their racial tongue is best represented by the Ogre language or, in the case of those living in Sikk'et Hul, the Ergot script.

RACIAL RELATIONS

Goblins rarely get along with other races, as almost all of them are more powerful and present a threat. They view humans, elves, dwarves, ogres, and even kender and gnomes with hatred and contempt. They associate primarily with their hobgoblin and bugbear cousins, and they have been known to welcome a number of other somewhat related creatures into their tribes, such as grimlocks.

The relationship between goblins and the intelligent worg-wolves of Ansalon is widely known. Even unintelligent wolves, such as dire wolves, have formed a strong partnership with their goblin allies. A successful goblin tribe keeps one or more packs of wolves around as mounts and aid for hunting. Rarely, a pack of barghests from the Abyss or one of the smaller border realms near that evil plane finds its way to Krynn, and the ability of these fiends to assume goblin shape has allowed them to integrate into a tribe for mutual benefit.

In Neraka, the Dark Knights and their allies have subjugated the entire goblin population and forced them to work in mines. As the Dark Knight factions continue to feud with each other, however, their attention has strayed from these goblins.

Goblins as Characters

A goblin character has the same challenges and rewards of playing any of the other Small player races, such as gnomes or kender, with an entirely different worldview. Goblin characters range from the freedom fighter goblins of Sikk'et Hul to the marauding scavenger goblins of Throt. Goblins with levels in rogue are perhaps the most

able to benefit from their race's physical characteristics, but a ranger, fighter, or even barbarian goblin offers a unique experience.

NPC goblins with class levels are always extraordinary. The bulk of goblins encountered by heroes are simply 1st-level warriors, straight from the *Monster Manual*, but an encounter with an experienced band of goblins can be an eye-opener.

ADVENTURING GOBLINS

Goblins rarely adventure, as it is a dangerous and deadly proposition for a lone goblin to venture away from his tribe. Such an adventurer is likely one who has been ostracized from his tribe, because he committed a taboo or his presence posed a threat to the leader. The adventurer could be an escaped slave who has thrown his lot in with a band of humans and elves for safety and to avoid recapture. Sikk'et Hul produces the most adventuring goblins; they are already familiar with many elements of social interaction and civilized life, even if they are still seen by most cultures as savages.

A goblin adventurer is seldom the leader of an adventuring group, unless the group is comprised primarily of goblins. A goblin adventurer is an outsider in a band, a part of it but apart

from it. He relies on his companions for security and as a means to help him gain wealth and some distance from whatever caused him to join the group in the first place. He is comfortable traveling, as most goblins are nomadic spirits and get uneasy staying in any one place for a long while. He is quick to pick up on game trails, to



recognize tracks, and would be willing to teach those skills to his companions.

He would be a boon in helping such a band survive in the wilds or in the underground, as well. Many goblins are expert foragers, so they can provide for their companions in even the harshest of climes. Some are expert fishermen and can help a party sustain itself by traveling along a river.

There are disadvantages to an adventuring party accepting a goblin companion. Goblins and their kin tend to be dirty, smelly, and socially inept by human and elven standards. What is acceptable behavior to a goblin or hobgoblin is often considered rude to others. Their limited language skills can pose problems when the band ventures into villages and cities.

CHARACTER DEVELOPMENT

In general, goblin characters should take feats and skills using the advantage of a goblin's higher than average Dexterity and compensate for their lower Strength and size. Ranged combat is a goblin's best option in a battle, although mounted combat feats combined with a wolf mount can offset many of the goblin's weaknesses. Goblins have average Intelligence and Wisdom, so the only mental disadvantage they possess is Charisma. For this reason, avoiding Charisma-dependent feats and skills is usually a good idea.

Goblins make able rogues and rangers, the former because they are small, dexterous, and prone to skullduggery and dishonesty. Goblins excel as rangers, because they are close to the land and reliant on it. Most of them are natural trackers, a skill helping them find game and stay away from creatures that would hunt them. Goblin rangers always take wolves or dire wolves as animal companions and favor the archery combat style, which allows them to excel at slings and short bows.

A few goblins are magically inclined and prized by the adventuring bands they join. These goblin sorcerers and mystics, or stone-tellers as some call them, channel the primal magic that flows through the land and can manipulate it into various enchantments. They are able to combine their incantations, producing ever more powerful spells. The more goblin casters in a spell circle, the greater the enchantment woven. Few other races on Krynn have managed to master combining ambient magic in this fashion.

GOBLIN RACIAL TRAITS

Goblins possess the following racial traits:

- **-2 Strength, +2 Dexterity, -2 Charisma.** Goblins are somewhat weak and socially awkward, but nimble and quick.
- **Small:** As Small creatures, goblins gain +1 bonus to Armor Class, +1 bonus on attack rolls, +4 bonus on Hide checks, -4 penalty on grapple checks, and lifting and carrying limits 3/4 those of Medium characters.
- **Humanoid (goblinoid):** Goblins are humanoids with the goblinoid subtype.
- A goblin's base land speed is 30 feet.
- Darkvision out to 60 feet.
- +4 racial bonus on Move Silently and Ride checks.
- **Automatic Languages:** Goblin. **Bonus Languages:** Common, Dwarven, Elven, Nerakese, Ogre.
- **Favored Class:** Rogue.

GOBLIN ADVENTURES

Because goblins are both feared and hunted, the adventure possibilities are endless. Someone or something could be pursuing a goblin in an adventuring party, particularly if the goblin is a coveted stone-teller or escapee. The motivation for the goblin being a part of the group is key. If the character is hiding from an enemy, that enemy could now also be after the other player characters. If he is an escaped slave, his former master might have others looking for him, so he can be brought back and made an example. The other characters in the party could be forced to take a stand on the issue of slavery.

- A stone-teller is with the adventurers when they learn of a place of power where the stone-teller might draw arcane magic from the ground to help channel his enchantments. However, the place of power is occupied, and the adventurers will have to route the creatures that live there if their companion is to find the earth-magic.
- The adventurers learn their goblin companion was a slave of a Dark Knight commander and might have overheard conversations about an upcoming battle. They must discover just what their companion knows and get that information to nearby Solamnic Knights who might be able to thwart the plan.
- Their goblin companion is a rogue who, before leaving his tribe, stole a magical item from the tribe leader. The tribe is fast on the adventurers' heels to regain the item and punish the thief.
- Sikkët Hul freedom fighters have arrived in the area, seeking to liberate their continental cousins from oppression and savagery. How the player characters deal with this new presence depends on whether they have a goblin hero in their midst or not. Complications include a fiendish barghest spy within the Sikkët Hul, Dark Knights of the Order of the Skull seeking to eliminate the Sikkët Hul goblins, or a band of hobgoblins or bugbears looking for bragging rights with local human warlords by confronting the freedom fighters—just as the player characters themselves arrive.

BUGBEARS

The largest and wildest of goblins are the bugbears, so named by humans because of their hairy pelts and bear-like noses. They have become the worst nightmares of many human settlements in mountainous areas. Aggressive, muscular, and quick, bugbears represent the segment of the goblin population about which the more civilized races—and the goblins of Sikkët Hul—have the most to be concerned. Unhindered by the strict militaristic dogma of the hobgoblins or the tendency towards groupthink of the common goblins, bugbears are the ideal marauder race.

PHYSICAL APPEARANCE

Bugbears are large, muscular goblins, standing as tall as 7 feet and towering over other goblin races. They are covered in coarse brown, black, or piebald hair; coloration varies greatly even among family groups. Bugbears have the same flattened faces as other goblins, although their ears are even more pronounced, their noses broader and more ursine, and their mouths filled with sharp teeth and tusks. Despite their hulking shapes and awkward gait, bugbears are just as stealthy, swift, and agile as their smaller cousins.





PSYCHOLOGY

Aggression is the number one bugbear personality trait. It can reach levels of animal-like ferocity at times, especially in bugbear barbarians. Others tend to express it in terms of being possessive, wanting more from life than it gives them, and bullying any creature smaller than they are in order to get what they want. Bugbears will stand up to anyone.

Bugbears are always keen to get into a fight, although unlike other warlike races, such as ogres, they don't rush into conflict. They aren't just violent; they're stealthy, so a bugbear's general attitude towards conflict is to come in from the side and never give their opponent a chance to react. This is true even in social situations; a bugbear will only speak in a direct fashion when making a decision. When at rest, they seem awkward and uncoordinated. When in motion, however, a bugbear is a frightening display of grace and speed, ignoring three hundred pounds of hair and muscle in the process. Bugbears are savage, almost bestial, but capable of subtle nuances that other races completely miss, because they're still looking for the beast.

SOCIAL STRUCTURE

The leader of a bugbear tribe is called a murza. These are usually the biggest and meanest of their tribes. Murzas administrate all forms of authority, deciding who the bugbears are going to war with, who they are making deals with, and who is going to be ignored. From time to time, a murza will be challenged by another bugbear. One of the two will win, or if both are evenly matched, the tribe will sometimes split in half. The newer murza spends a great deal of time asserting his new power, and if he has caused a tribal split, he can look forward to weeks of dissent and complaints.

Bugbears who share a tribe with hobgoblins find their leadership styles differ greatly. Usually, if a hobgoblin murza can demonstrate to a bugbear murza that he has either more power or more support than he does, the bugbear murza will accept a lower position of power. Of course, as soon as the hobgoblin displays any weakness, the bugbear will immediately attempt to seize control.

FAMILY LIFE

When not combined with lesser goblins in tribes, bugbears form tightly knit bands of aggressive semi-nomadic warriors and hunters. These bugbears take care of their non-combatant families by pillaging nearby settlements, raiding and ambushing merchant caravans, and killing rival bands. They are by far the most voracious, greedy, and aggressive of all goblins.

NAMES

Bugbears have similar names to goblins, only they tend to keep their birth names and simply add more onto the end as they get older or acquire greater and more impressive epithets. Common male names include Baslag, Dulguzdad, Iskmadzor, and Yogtrovag, while Aggadeen, Lomgaas, Moggaruug, and Sellinvoor are female names. By the time they are adults, bugbears may have multi-syllabic names combined with such descriptors as "the Bloody" or "the Fierce." Few adult males affect a name that does not in some way reflect their own perceived skill at killing other creatures or taking their possessions.

EVERYDAY ACTIVITY

Bugbears make their homes in cave complexes high up in the mountains, often with numerous points of entry and cliffside balconies. Bugbears bring their prizes back to these lairs, filling room after room with stolen equipment and provisions. Slaves or prisoners are also brought back and locked away in cages hanging over a precipice. All settlements are well guarded. If goblins live among the bugbears, they form the basis of the labor crews set to expand and dig out more space. Otherwise, the bugbears will usually go out and capture some other tough race, such as dwarves, to do their work for them.

Bugbears prefer higher altitudes in temperate climates to all others. The Taman Busuk (including Neraka), the Kharolis Range in Abanasinia, and the southern mountains of the Desolation are all home to bugbears. A bugbear tribe will carve out a niche in a mountain range or upon a plateau or mesa, sending out bands of hunters to the extent of a day's travel or more. This allows them to seize large areas of mountainous territory without having large numbers. If the bugbears live alongside goblins, they may even be found in hilly or valley environments, mostly to accommodate their smaller cousins and their talents.

RELIGION

Bugbears share the same basic beliefs and keep the same basic traditions as all goblins. Because they are less likely to have been abused and enslaved, however, bugbears are also much more likely to retain faith in the gods. Before the Chaos War, bugbear priests of Mwarg were common. Following the War of Souls, belligerent priests of Usk-Do and Orkrust (Chemosh) have risen among the bugbear leadership, gaining some measure of influence. Still, even with the new revivalist approach of these priests, they are outnumbered by mystics acting as tribal shamans.

LANGUAGE

Bugbears approach language the same way as goblins. The key difference with bugbears is that they are far less likely to want to speak in the tongue of another race, because they have no reason to genuflect or admit inferiority. Thus, most bugbears will force the issue in Goblin, resorting to Common or any other language only to prove they're not dull-witted.

Bugbears speak loudly in grunts and clicks. A bugbear's use of language reflects his mood; if he is angry, a bugbear speaks louder than usual. If he is happy, then he rambles on both fast and loud.

RACIAL RELATIONS

The simplest measure of determining how a bugbear tribe is getting along with another group, whether it is another tribe of goblins, a nearby community of humans or elves, or a larger neighboring nation, is to look at the tribe's murza. This individual dictates how the tribe will get along with any outsiders, and he will often affect trophies, issue commands and statements, or direct raids upon those outside groups that are enemies of the tribe. Bugbears don't usually form alliances, although with a powerful enough overlord (such as the Dragonarmies in the War of the Lance), relations can be eased between the tribe and another group. During this time, the murza will seek to learn as much as he can about the other leader in case he needs to exploit the information later.

BUGBEAR CHARACTERS

Bugbears are strong and quick, which makes them excellent choices for fighters, rogues, and barbarians. Bugbears who take levels in ranger also benefit from their excellent physical abilities and can take advantage of their scent ability to aid in tracking prey. Bugbears are poor sorcerers, and although a bugbear wizard would not suffer from penalties, other than the usual drawbacks of multi-classing racial Hit Dice with spellcaster levels, the Orders of High Sorcery would never admit a bugbear to their ranks. Trickery and War are good domain choices for bugbear mystics, and bugbear druids and clerics typically serve Hiddukel, Takhisis, or Chemosh.

ADVENTURING BUGBEARS

Any bugbear who chooses a life of adventure over a life of bullying, raiding, and pillaging is an exceptional one. Outcasts, former murzas, or uncharacteristically honorable bugbears are all good candidates. Because bugbears are raised in a tribal environment, those who leave their tribes for whatever reason will often find that an adventuring party fills the same need. Like the common goblin, which has a powerful need to become part of a mob, a bugbear finds solace and empowerment by being able to prove himself and draw on the resources of others.

Most communities will look unfavorably towards a bugbear adventurer. Certainly, an elven or dwarven settlement will want the bugbear to stay as far away as possible, and any mountain-dwelling nomadic human tribe will quickly form a defensive stance against one. Bugbear adventurers have a greater chance of being accepted if they associate with famous, notable, or influential heroes, so it is ironic indeed that a member of a race known for being greedy and aggressive may quite often find a new life among the generous and the noble.

CHARACTER DEVELOPMENT

Because much of the early stages of a bugbear's character are defined by his racial Hit Dice, there isn't much choice in how he begins his career. A bugbear's three humanoid Hit Dice only offer as much combat ability as a 3rd-level rogue, without the skill points or abilities. Bugbears should consider taking levels in classes that can quickly take advantage of the natural Strength, Dexterity, and Constitution of their race and focus on skills and feats that emphasize these traits.

If you choose to go the route of a spellcasting class, you will find that narrowing your focus is your best option. Choose feats such as Combat Casting, Spell Focus, and Spell Penetration to overcome your foes' defenses and eliminate the disparity between your character level and your caster level. Stealth, trickery, and ambush are a bugbear's greatest areas of proficiency, so spells that enhance, extend, or otherwise support these traits are ideal.

The higher-level bugbear should consider prestige classes such as the legendary tactician (*Dragonlance Campaign Setting*), shadowdancer (*Dungeon Master's Guide*), or horizon walker (*Dungeon Master's Guide*), all of which can improve upon the bugbear's natural talents. Evil-aligned bugbear characters should seriously consider the assassin, for which they are ideally suited.

BUGBEAR RACIAL TRAITS

Bugbears possess the following racial traits:

- +4 Strength, +2 Dexterity, +2 Constitution, –2 Charisma.
- **Humanoid (goblinoid):** Bugbears are humanoids with the goblinoid subtype.
- A bugbear's base land speed is 30 feet.
- Darkvision out to 60 feet.
- **Racial Hit Dice:** A bugbear begins with three levels of humanoid, which provide 3d8 Hit Dice, a base attack bonus of +2, and base saving throw bonuses of Fort +1, Ref +3, and Will +1.
- **Racial Skills:** A bugbear's humanoid levels give it skill points equal to 6 x (2 + Int modifier). Its class skills are Climb, Hide, Listen, Move Silently, Search, and Spot.
- **Racial Feats:** A bugbear's humanoid levels give it two feats.
- +4 racial bonus on Move Silently checks.
- +3 natural armor bonus.
- **Scent (Ex):** A bugbear has a keen sense of smell. He can detect opponents within 30 feet given range (60 feet if the scent is upwind, 15 feet range if it is downwind) and may take a move-equivalent action to determine the direction of a scent. If an odor source is within 5 feet, the bugbear can pinpoint that source. Bugbears can use the scent ability to track an enemy by smell.
- **Automatic Languages:** Common, Goblin. **Bonus Languages:** Dwarven, Elven, Nerakese, Ogre.
- **Favored Class:** Rogue.
- **Level Adjustment:** +1.

BUGBEAR ADVENTURES

Most bugbear adventures should revolve around three basic ideas: combat, acquiring treasure, and bullying others. Stealthy operations and missions into enemy territory are the meat and drink of bugbear adventure. A party that includes a bugbear could run into other bugbears, hobgoblins, or even ogres, all of which may decide the PC bugbear has outlived his transgressions. Bugbear heroes will gravitate towards adventures in which they can fight a lot, possibly gain wealth and riches, and show their prowess.

- The heroes are drawn into a tribal conflict revolving around revivalist bugbear priests of Usk-Do and another group of belligerent mystics of War. Each faction seeks to seize tribal control in the region in which the heroes are currently traveling. The factions learn of an artifact of ancient evil, which falls into the hands of the heroes before either the mystics or the clerics can reach it. The heroes must decide whether to aid one of the factions or oppose them both and what to do with the artifact.
- Bugbears and goblins under the leadership of an exceptionally strong murza sweep out of the mountains and overwhelm a town in the hills. The murza realizes this act will draw the ire of the human nation nearby, prompting a military response, which is exactly what the bugbears are planning. The bugbears have made an alliance with a number of other goblin tribes, and the heroes discover that the human army is being led into a trap. If the heroes destabilize the murza's alliance with the tribes, or manage to convince the angry human aristocrats of the trap, they can prevent a slaughter.



BUGBEAR RACIAL CLASS

HUMANOID (GOBLINOID)

Bugbears have three racial Hit Dice and a level adjustment of +1, making a regular bugbear the equivalent of a 4th-level character. If you want to start playing a bugbear at 1st level, you can use the bugbear racial class described below.

RACIAL TRAITS

Characters using the bugbear racial class start with the following racial traits. Note these are not identical to the regular bugbear's full set of racial traits, because the bugbear's ability scores and racial Hit Dice increase with level as shown below.

- +2 Strength, –2 Charisma.
- Bugbear base land speed is 30 feet.
- Darkvision out to 60 feet.
- **Automatic Languages:** Common, Goblin. **Bonus languages:** Dwarven, Elven, Nerakese, Ogre.
- **Favored Class:** Bugbear. A bugbear may not take levels in any other class except bugbear until he has gained all four bugbear racial class levels. Bugbears usually take levels in rogue or fighter after this point.

CLASS FEATURES

All the following are class features of the bugbear racial class.

Weapon and Armor Proficiency: Bugbears are proficient with all simple weapons, light armor, and shields.

Feats: A bugbear gains a feat at 1st level and at 4th level. Typical choices include Alertness, Dodge, or Weapon Focus. After 4th level, he gains feats normally according to his Hit Dice, level adjustment, and class levels.

Natural Armor: Bugbears begin with +1 natural armor at 1st level, increasing to +2 at 3rd level and +3 at 4th level.

Scent (Ex): A bugbear has a keen sense of smell. Beginning at 2nd level, he can detect opponents within the given range (double range if the scent is upwind, one-half range if it is downwind) and may take a move-equivalent action to determine the direction of a scent. If an odor source is within 5 feet, the bugbear can pinpoint that source. Bugbears can use the scent ability to track an enemy by smell.

HOBGOBLINS

Brawny and militaristic, the hobgoblins of Ansalon occupy a significant place in the hierarchy of goblinkind. They are stronger than the smaller common goblins and more

disciplined and organized than their larger bugbear kin. Hobgoblins thrive on war, terror, and the ever-present impulse within them to oppose all other races. There is hope yet, however, for within their ranks are many independent hobgoblins whose understanding of social networks exceeds their thirst for conquest. Rising out of the hobgoblin war machine, these *donek*, or renegades, are but one sign of the changing face of goblinkind's strongest breed.

The most famous hobgoblin of Ansalon is Lord Toede, the current Mayor of Flotsam and former Dragon Highlord. His situation is somewhat unique; other famous hobgoblins are nowhere near as well known outside of goblin, ogre, and Nerakese circles. The half-giant Ankhari, champion of Hiddukel, consulted with his adopted hobgoblin mother and high priestess, Laka; a line of mighty and brutal hobgoblin kings of Throth ended in recent years with the disappearance of King Uhkrin. As *donek* abandon their brutal pasts and seek places among the more civilized goblin tribes, and as huge armies of hobgoblins are splintered by opposition from the Solamnic Knights and their allies, Toede will soon find company in infamy.

PHYSICAL APPEARANCE

Hobgoblins resemble their smaller goblin cousins—flattened facial features, pointed ears, sharpened teeth, foul odor—but they are much stronger and at least as large as an adult male human. They have deep tan to dark red skin, yellow eyes, and black or brown hair. Compared to a human, a hobgoblin is faster and can withstand more punishment. Often clad in heavy leather brigandine or chainmail, hobgoblins favor the appearance of disciplined soldiers and use either the traditional longsword or a keen-bladed axe in battle.

PSYCHOLOGY

Hobgoblins enjoy structure, order, and an established hierarchy within which to operate. They prefer the vertical rungs of command rather than the horizontal qualities of a team; it is easier to motivate a hobgoblin with promises of promotion, recognition, or reward than it is to reinforce any kind of equity with his peers. Although they favor battle and glory, hobgoblins are almost always honorless fighters. They do not see the value in upholding some kind of higher code, like the Oath and the Measure, and see such things as chains worn by the weak-minded.

Hobgoblins love to fight, debate strategy, and be called on to achieve some kind of objective. When left to his own devices, a hobgoblin bores easily and will pick fights with his inferiors. A hobgoblin in an adventuring party

BUGBEAR

Class Level	Hit Dice	Base Attack Bonus	Fort Save	Ref Save	Will Save	Skill Points	CR	Special
1st	1d8	+0	+0	+2	+0	(2 + Int mod) x 4	1	Feat, +1 natural armor, +2 Move Silently
2nd	2d8	+1	+0	+3	+0	2 + Int mod	1	+2 Con, scent 10 ft., +4 Move Silently
3rd	2d8	+1	+0	+3	+0	—	2	+2 Dex, +2 natural armor, scent 20 ft.
4th	3d8	+2	+1	+3	+1	2 + Int mod	2	Feat, +2 Str, +3 natural armor, scent 20 ft.

Class Skills Climb, Hide, Listen, Move Silently, Search, Spot.

THE GURIK CHA' AHL

GOBLINS believe that some of their ancestors try to sneak their way back into the world of the living by possessing the bodies of infants. These twin-souled goblins are known as gurik cha'ahl, or ghost people. Deformed and misshapen, their appearance is thought to be the physical manifestation of the two souls warring for domination of the body. The gurik cha'ahl are abandoned in the wilderness instead of killed, because the tribe believes doing so will bring bad luck. Any malformed baby goblin runs the risk of this kind of abandonment.

The gurik cha'ahl goblins were once more common on the continent of Taladas. During the Age of Mortals, however, something happened to create a spike in the number of gurik cha'ahl produced in Ansalon. Many theorize that the altering of the land,

quickly determines where he is in the group's chain of command and will stand between weaker members and their opponents.

SOCIAL STRUCTURE

Hobgoblin tribes, or auls, are lead by a murza, who surrounds himself with a troupe of bodyguards, assassins, shamanic advisors, and at least one traitor who wishes to see him dead. If bugbears are in the group, many hobgoblins answer to them and not their own murza. If lesser goblins are in a group with the hobgoblins, the murza finds he has an army of willing followers.

FAMILY LIFE

Hobgoblins live in semi-nomadic auls, dedicated to warfare and conquest. Many also live within much larger goblin tribes, forming an elite caste from which the murza comes. A rare few hobgoblins eschew their auls and either become donek or find work in a human mercenary company, such as those in Lemish.

Hobgoblin settlements are much like common goblin villages—largely tent-like or built from wood in such a way that they can be uplifted and moved across most hilly or plains terrain. Otherwise, they stay where they are, clustered around a hill for burials, rituals, and forming defensive positions. It is not uncommon for hobgoblins to have permanent winter homes, which they leave in the early spring and return to in the late autumn, after a long year of nomadic life.

NAMES

Hobgoblin names are very much like goblin names and consist of one or more syllables. Common male names are Kargam, Mogrut, Nezzgam, Tazkar, and Zorok. Hogni, Laka, Ozjura, Simka, and Ulgi are female names. A hobgoblin will usually abandon his birth name in the same manner as a goblin, not because he finds it immature or weak but because all hobgoblins aspire to some level of greatness. Thus, fierce-sounding epithets are even more common among hobgoblins than among their smaller kin.

as well as the Dragon Purge and the effects of spirits draining spells from sorcerers and mystics, had a polluting effect on the goblin race. Others contend that the chaotic energies of entities such as Malfesus, the so-called son of Takhisis and Hiddukel, mutate goblins in the vicinity, creating larger groups of gurik cha'ahl. The latter happened recently in Throt, so this theory has greater support.

In addition to their great strength and speed, gurik cha'ahl goblins are naturally aware of a target's weak spots. Goblins, hobgoblins, and bugbears may all become gurik cha'ahl. For more information on these mutated goblins and other new creatures, refer to the *Bestiary of Krynn, Revised* from Margaret Weis Productions, Ltd.

EVERYDAY ACTIVITY

Most of Ansalon's hobgoblins, at least until a few years ago, lived in and around Throt, the windy and desolate pass between Solamnia and the Qlettaar midlands of Estwilde. Prior to the War of the Lance, this large population lived in the Taman Busuk mountain region. After Jaymes Markham's rise to power in 425 and 426 AC, the Estwilde/Throt hobgoblin population was widely scattered. Now, hobgoblins can be found as far south as the Plains of Dust and as far north as the Northern Wastes. Groups have defected en masse to the Sikk'et Hul nation on Northern Ergoth, seeking a new home.

RELIGION

Religion among hobgoblins varies in extent from aul to aul, sometimes being little more than knowing what oath to say before removing a foe's head in a battle. When a shamanic advisor channels the will of one of the gods, it is seen more as a means to engender fear, despair, and grief than as a revelation. Hiddukel is chief among the hobgoblin faithful in the wake of the War of Souls. Known to goblins as Usk-Do, the Prince of Lies has deep roots in the hobgoblin auls. Those hobgoblins who have made the pilgrimage to Sikk'et Hul are satisfied with mysticism and their own martial dogma, seldom investing in the external connection with the gods.

LANGUAGE

Hobgoblins speak and use Goblin, the same language as goblins and bugbears. Hobgoblins make use of Camptalk more than other goblins, and many officers and warlords seek to learn the language of the enemy. Unlike bugbears, who have a sense of racial pride in the Goblin tongue, hobgoblins regard it merely as a tool to bring about a stronger and more unified goblin culture.

RACIAL RELATIONS

Hobgoblins as a people have, at one time or another, been involved in open conflict with almost every other sentient race on Ansalon. They pride themselves in quickly turning a discussion into a declaration of war. They get along, so to speak, with goblins and bugbears; many murzas make



brief alliances with ogres, trolls, even humans. Otherwise, hobgoblins maintain a considerable level of belligerent détente with their neighbors.

HOBGOBLIN CHARACTERS

Playing a hobgoblin means being a level behind the other player characters, and the benefits may seem slight: +2 Dexterity, +2 Constitution, and some minor bonuses here and there. You will definitely notice in the early levels how useful it is to be quicker and tougher than many other characters. Later, this won't be quite as helpful, but by that stage, the +1 level adjustment will also be of diminishing influence. Like all of the goblin races, rogue is the ideal choice, but hobgoblins are primarily fighters; a hobgoblin fighter/rogue presents the best of all possible options.

ADVENTURING HOBGOBLINS

The hobgoblin adventurer is primarily one of two things: one who has abandoned his tribe or one who lost them all to war or natural disaster. Much of the time, hobgoblins in those positions will seek to join other auls, a goblin band, or something along those lines. Those who don't, can't, or have no knowledge of them, usually end up walking the lonely path of a sellsword.

Hobgoblins lack the excellent foraging skills of their small cousins, but they can provide welcome muscle to an adventuring party. They are quick to learn how to wield any weapon and rely on their fists and claws when other weapons are not available. While also not likely to become the leader of such an adventuring group, a hobgoblin may become second-in-command.

CHARACTER DEVELOPMENT

Hobgoblins share some of their cousins' skills, but it is rare to find a spellcaster among them. They are better suited to being soldiers and warriors. Their heavy frames are equipped to handle the bulkiest of armor, and their large hands wrap comfortably around the pommels and hafts of weapons. In adventuring bands, they often become the principal fighter, and they become listless if there are no creatures or other foes to challenge them.

Hobgoblins should focus on combat feats that improve their skill at using favored weapons, such as the longsword and battleaxe, or that make use of their above-average Dexterity score. Combat Reflexes, Dodge, Mobility, and Spring Attack are common feats of higher-level hobgoblin fighters. Non-combat hobgoblins, including spellcasters, may decide to commit toward stealth and stamina, the better to avoid an offensive.

HOBGOBLIN RACIAL TRAITS

Hobgoblins possess the following racial traits:

- +2 Dexterity, +2 Constitution.
- **Humanoid (goblinoid):** Hobgoblins are humanoids with the goblinoid type.
- A hobgoblin's base land speed is 30 feet.
- Darkvision out to 60 feet.
- **Racial Skills:** +4 racial bonus on Move Silently.
- **Automatic Languages:** Common, Goblin. **Bonus Languages:** Camptalk, Dwarven, Elven, Nerakese, Ogre.
- **Favored Class:** Fighter.
- **Level Adjustment:** +1.

HOBGOBLIN ADVENTURES

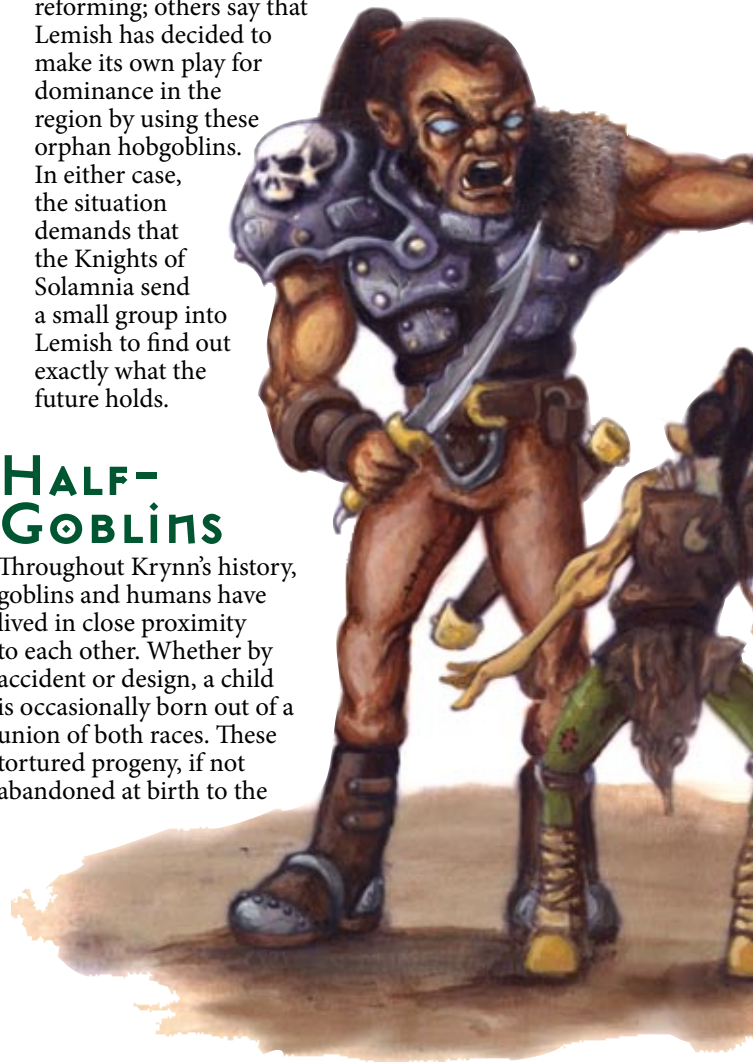
Many adventures involve hobgoblins, and they can easily become the standard for low-level challenges. One way to keep hobgoblin adventures fresh and exciting is to ensure that all the named hobgoblin NPCs have quirks, distinct personalities, and fit specific roles. Lord Toede is something of an exception, but he does demonstrate just how far a single hobgoblin can go if he's ambitious, sneaky, cunning, and organized.

Adventuring hobgoblins will face similar uphill battles as their cousins, but the reputation of hobgoblins as disciplined warriors can work to their advantage. Introduce storylines that allow the hobgoblin character to evaluate his role in the bigger picture and dig deep into the hobgoblin psyche. Alternately, give the hobgoblin character plenty of combat and see where that leads him.

- A hobgoblin bard, seeking to preserve and record the great and glorious oral history of the goblin race, realizes that large chunks of the past are strangely without record. The player characters have stumbled upon knowledge of their own that seems to hint upon a great secret stricken from the records at the Great Library of Palanthis. How are these related? What might the lost lore of the hobgoblins be and could the hobgoblin bard use this to unite the tribes?
- Bands of hobgoblin mercenaries from tribes that have been wiped out are starting to plague the Solamnic borders. Reports out of Lemish suggest that the remnants of Two-Faced Grom's army may be reforming; others say that Lemish has decided to make its own play for dominance in the region by using these orphan hobgoblins. In either case, the situation demands that the Knights of Solamnia send a small group into Lemish to find out exactly what the future holds.

HALF-GOBLINS

Throughout Kryn's history, goblins and humans have lived in close proximity to each other. Whether by accident or design, a child is occasionally born out of a union of both races. These tortured progeny, if not abandoned at birth to the



elements, are raised within cultures that both hate and inspire them. They inherit all the ambition and drive of their human parent and the ferocity and mob mentality of their goblin parent. If left to reach adulthood, the result is a zealous outcast who seeks to right all of the wrongs inflicted on his ancestors. Although some half-goblins rise to positions of power in goblin or human communities, most spend their entire lives trying to convince either race that the future lies with them.

PHYSICAL APPEARANCE

Half-goblins are scrawny, hunched humanoids who share the height and musculature of their human parent and the flattened features, pointed ears, and awkward posture of their goblin parent. Although half-goblin skin tones can vary greatly, most have a reddish or rust-colored tinge to their complexions. Some half-goblins, such as those with bugbear ancestry, are hairy and bulky around the shoulders; those with goblin ancestry are smaller. Half-goblins, while of a similar size to hobgoblins, look quite different; they do not have the sharp teeth of goblins, and their human-looking eyes betray their mixed blood.

PSYCHOLOGY

Half-goblins are typically confident, self-assured, and filled with a zealous drive to surpass themselves and their heritage. This may strike a curious contrast to their poor Charisma, but in truth, their expression of their own divided bloodline comes across to most others as overbearing, arrogant, or aggressive. This can score them points in societies that value or respect this kind of approach, but most of the civilized races of Ansalon see half-goblins as very obnoxious until they reveal more of themselves.

A half-goblin will see the bigger picture when confronted by a gulf between any two groups, so he pushes the issue whenever the question of taking sides comes up. He will suggest that a compromise can be reached or that both sides must come together to oppose a larger problem.

Half-goblins are larger and less awkward-looking than their goblin cousins, but those who grow up among goblins learn to move as they do—swift, short bursts, followed by sniffing the air and investigating the environment. Half-goblins from human towns or settlements never learn this sort of behavior. Both types of half-goblin are confident, rarely showing any sign of cowardice or even caution. Thus, while they may have the right skills for stealth, most choose not to use it unless there is a need.

SOCIAL STRUCTURE

Half-goblins find themselves filling leadership positions in tribes of goblins or humans, once they prove the worth of their ambition. Those who acquire status or power may quickly become frustrated. Half-goblins question leadership; they will not simply follow anybody who comes along. At times, a half-goblin will assume temporary control over a party of adventurers or a military unit, simply because it serves the group as a whole. After time, if the old leader is not replaced, the half-goblin makes this temporary role permanent.

FAMILY LIFE

Half-goblins have no independent society or culture. They adopt the social traditions of the people among whom they were raised, but they continually seek more. Unlike many other mixed-race characters, half-goblins have no internal conflict. Instead, they see conflict in the world around them. For a half-goblin, the ideal society would be one combining both goblins and humans, settled and nomadic, enabling the half-goblin to be part of a group that meets all of his cultural needs.

NAMES

A half-goblin is named according to the culture in which he is raised. Half-goblins from human settlements are given human names, and in much the same way, a goblin-raised half-goblin will take a goblin name. Interestingly, when the half-goblin matures and explores the diverse world outside his community, he may take on another name from the culture in which he wasn't raised. Therefore, many half-goblins may have odd-sounding combinations of name, such as Drastin Fangtooth or Grugniz uth Josten. Since Sikk'et Hul is home to the majority of Ansalon's half-goblins, many use the Ergothian name conventions, from which is where names like Melv Og-Gutwrench come.

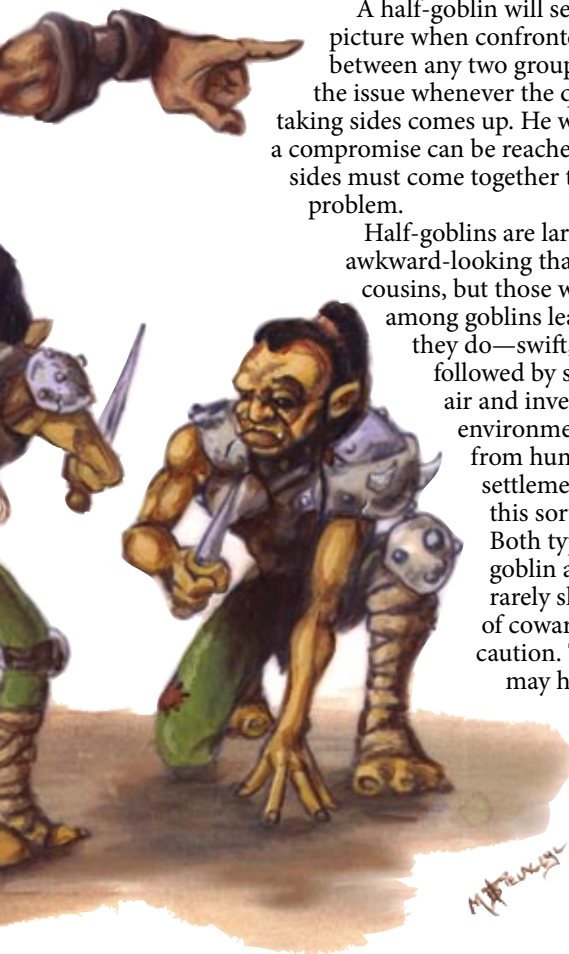
EVERYDAY ACTIVITY


Half-goblins come from the lands of their parents, but few remain for long. Their drive to become part of something larger leads them into a nomadic existence. Those who find a place in such a group can end up almost anywhere. Sikk'et Hul in Northern Ergoth comes the closest to meeting the needs of half-goblins, and the unique alliances between the Sikk'et Hul goblins and their human neighbors has given rise to more half-goblins in Northern Ergoth than anywhere else in Ansalon. Even half-goblins from other regions find their way to Sikk'et Hul for this reason.

Like other mixed-race characters, half-goblins don't have their own settlements. Instead, they reside in a different place every week, relying on an expanded network of contacts for information. They are as comfortable in a goblin tent-village or cave complex as they are in a human thatch-roofed longhouse or brick and wood city house, although their larger size can make some goblin-sized settlements more of a challenge.

RELIGION

The manner in which a half-goblin is raised affects their spiritual approach to life. Half-goblins from goblin tribes are more likely to place their trust in mysticism and ambient magic, as the pervasive belief that the gods have abandoned their kind is instilled from birth. Half-goblins from human backgrounds may have turned to the gods for solace, believing that only unswerving faith can lift them





out of their tortured lives. In either case, a spiritual half-goblin is zealous in the pursuit of his beliefs, much as a half-goblin champion is zealous in his pursuit of a cause.

LANGUAGE

Half-goblins have all of the language traits and characteristics of their goblin parent or human parent, depending on who raised them. The goblins of Sikkēt Hul usually raise their children to speak Ergot, while the most common languages learned by other half-goblins are Nerakese and Ogre.

RACIAL RELATIONS

Half-goblins may not always be peacemakers, but they do seek to establish relationships. Like other mixed-race characters, half-goblins are the bridge between two worlds. Half-goblins do this in order to gather their own mob or support network; they are more likely to get along with humans and goblins than either race could ever get along with each other. Other half-human races might see some camaraderie in half-goblins, especially those who hail from human society. Most other sentient races will treat a half-goblin as a big goblin, unless convinced otherwise.

HALF-GOBLIN CHARACTERS

Like goblins and bugbears, half-goblins make excellent rogues. Unlike their goblin kin, however, half-goblins may take advantage of their multiclassing freedom to combine classes without suffering XP penalties. As they have no penalties to physical ability scores, any fighting class works well for half-goblins. Their Charisma penalty makes them poor sorcerers and bards and can weaken their ability to succeed as clerics, druids, or paladins.

ADVENTURING HALF-GOBLINS

Most half-goblins adventure; they often have few other real options. Joining an adventuring party, a mercenary company, or an organization, like the Thieves' Guild of Palanthas or the Legion of Steel, gives the half-goblin a sense of community, a mob in which to grow and express natural instincts. A half-goblin who ends up alone can still make a living as a wandering sellsword, bandit, or scout, but the isolation will consume him. Those who grew up among a goblin tribe that has decided to accept them may not end up as adventurers until late in life, when they have fulfilled their duty to their brothers and sisters and can move on.

Goblin and human societies view the adventuring half-goblin in much the same way—a voluntary outcast, seeking to make a name for himself in the wider world. In fact, elders in the half-goblin's tribe or family will suggest that he make his way in the world as an adventurer, if only to allow the young half-goblin the opportunity to satisfy his zealous urges.

CHARACTER DEVELOPMENT

With the half-goblin's Bluff skill check bonus and high Dexterity, focusing on light weapons or precision attacks is recommended. A feat like Dodge, Improved Feint, or Weapon Finesse can work to emphasize the half-goblin's strengths. Outside of combat, half-goblin character development can often revolve around good use of multiclassing. Unless a strong single-class concept is being developed, a half-goblin character should take the opportunity to take two or more classes; ranger/rogue,

rogue/barbarian, and mystic/barbarian offer excellent progression in saving throws and class abilities that make use of the half-goblin's talents.

At mid-level and high-level, a half-goblin's racial abilities are usually not as significant as at lower levels. At this point, most half-goblin characters will focus on one or two areas of expertise. Half-goblins are natural zealots, and while their Charisma penalty is a setback early on, at higher levels, they can move beyond this and pursue prestige classes, such as the righteous zealot or legendary tactician.

HALF-GOBLIN RACIAL TRAITS

Half-goblins possess the following racial traits:

- +2 Dexterity, –2 Charisma.
- **Humanoid (goblinoid):** Half-goblins are humanoids with the goblinoid type.
- A half-goblin's base land speed is 30 feet.
- Darkvision out to 60 feet.
- +2 racial bonus on Bluff and Move Silently checks. Half-goblins inherit their goblin parents' knack for stealth, and most are also adept at fooling others in order to survive to adulthood.
- +4 racial bonus on Will saving throws to resist charm, compulsion, and fear effects. Half-goblins are fiercely resistant to attempts to control and manipulate them.
- **Automatic Languages:** Common, Goblin. **Bonus Languages:** Dwarven, Elven, Nerakese, Ogre.
- **Favored Class:** Any. When determining whether a multiclass half-goblin takes an experience penalty, his highest-level class does not count.

HALF-GOBLIN ADVENTURES

Planning an adventure involving half-goblins follows many of the standard rules for mixed-race encounters and storylines—creatures of two worlds; bridges between warring sides; lone wolves in the wilderness, outcasts from their homeland; and so forth. If one of the player characters is a half-goblin, including goblins, hobgoblins, bugbears, and any of their allies and cohorts in the story is a must. If the half-goblins are NPCs, they should be aggressive and skilled leaders of other goblins or humans. Half-goblins should never simply be a random encounter.

- The child of a merchant's daughter is a half-goblin. The merchant has covered up his terrible secret, but he is trying to marry his daughter off to another wealthy merchant family. The heroes are brought in to find the goblin tribe from which the young boy's father came and take him back before the daughter learns of her father's plan. Can the heroes resolve this complicated series of relationships? Will they be able to find the half-goblin's other family?
- A band of goblins has migrated to the plains of Abanasinia and is threatening the united Plainsfolk tribes under Moonsong. Moonsong, daughter of Goldmoon and Riverwind, calls upon the heroes for help. Rumor has it that the goblin tribe's leader is a half-goblin, the son of a Plainsfolk woman long ago thought killed in a series of goblin raids near the borders of Qualinesti. The half-goblin is filled with ambition and spite, very confident that he can unite both the goblin tribe and the Plainsfolk. Of course, the half-goblin chieftain cannot abide any competition, so the heroes will have their work cut out for them to prevent him from eliminating the ruling family of the Plains.

Goblins in Other Eras

Compared to the other races, goblins are relatively new. The circumstances surrounding their true origins remain a mystery. This chapter is set roughly around the same time as the *Elven Exiles* and *Rise of Solamnia* novels, although details are still being fleshed out in novels such as Jean Rabe's *Goblins* trilogy. If you are not playing in the current era, however, the state of goblinkind could be very different.

LATE AGE OF DREAMS (APPROX. 4000 - 1018 PC)

This is the age in which goblinkind first surfaces, deep in the mountains of the Taman Busuk. Sired by ogres and further mutated by the chaotic energies of the Graygem, the first proto-goblins are slaves and minions of ogrekind, in bizarre mockery of humanity's former enslavement. Fecund and highly adaptable, the goblins continue to spread and develop, with the larger breeds of hobgoblins and bugbears appearing within the first three hundred years. Playing a goblin of any breed in this era is an exercise in cultural transition. Magic is everywhere; armies of humans, elves, and even dwarves move across the continent.

AGE OF MIGHT (APPROX 1018 - 1 PC)

This is an age of steadily growing assaults on human and elven nations by the goblins; the humans and elves respond with increasing force. A thousand years of struggle and war follow, including war with the ogres, war with the elves, war with the Ergothians and Solamnics, and the threat of Istar's Proclamation of Manifest Virtue. Goblins in this era must ride out the wave of human dominance across Ansalon.

AGE OF DESPAIR (1 AC - 383 AC)

The years after the Cataclysm are good to goblins. Surviving the earthquakes, floods, plague, and famine, goblins have their choice of land, and there are easy pickings in the ruins of once-proud nations. In addition, the Queen of Darkness is gathering her forces in this era, assembling what will later become the Dragonarmies.

Sikk'et Hul Freedom Fighters

The goblin nation of Sikk'et Hul has managed a long-lasting peaceful accord with the Empire of Ergoth and the kender of Hyllo. Although rogue hobgoblins, savage bugbears, and rampaging trolls have crossed the border from time to time, the Sikk'et Hul goblins know more peace and prosperity than any other goblins on Ansalon. They believe this kind of life is worth promoting, so loose bands of freedom fighters form expeditionary parties that travel to other parts of Ansalon, either at the invitation of groups such as the Legion of Steel or on their own initiative.

Sikk'et Hul Freedom Fighter Entry Requirements

Joining the freedom fighters is as simple as gathering together a number of other like-minded goblins, contacting an existing freedom fighter, and letting him know where you plan on going, what you plan to do when you get there, and who's going with you. However, this is

a pivotal moment for a goblin. It represents a shift in his view of the world, from worrying about himself and his immediate surroundings to worrying about other goblins far away. Most goblins who make this leap never look back and make multiple crusades in their lifetimes.

Only goblins and their kin may join the Sikk'et Hul freedom fighters. A freedom fighter must acquire the Alertness feat; there are no other game mechanic requirements, though evil goblins are not a good fit for the organization and typically avoid it.

Associated Classes: Fighter, ranger, rogue.

Associated Feats: Alertness, Endurance, Improved Initiative, Lightning Reflexes.

Associated Skills: Jump, Listen, Move Silently, Search, Spot, Survival.

Sikk'et Hul Freedom Fighter Benefits

A freedom fighter cell enjoys a number of benefits before it leaves the goblin kingdom and enters the wider world. Thanks to a series of excellent trade arrangements with Ergoth and due to the continued demand for goblin-discovered ogre artifacts from the Sentinel Mountains, a cell can acquire masterwork and magical items at a discounted rate within cities such as Manic or Ker-Manth. A freedom fighter gets a 10% discount on the costs of pre-made masterwork and magic weapons, armor, and tools. This extends to potions, scrolls, and wands, all of which were originally created outside of Sikk'et Hul and imported.

Sikk'et Hul freedom fighters enjoy a number of other minor benefits:

- They may select alternative class features in certain classes.
- Freedom fighters gain a +2 bonus to Diplomacy checks with other goblins and the Legion of Steel.
- A freedom fighter cell may call on other freedom fighter cells for support. This takes a week and requires a successful Diplomacy check (DC 20). Success indicates 1d6 goblin fighters, rangers, or rogues will arrive in the cell's area, depending on the nature of the call. (Freedom fighter character levels are equal to the average level of the freedom fighters in the cell that summoned them -2.) For each call a cell makes on a specific mission or crusade, the Diplomacy check suffers a cumulative -2 penalty.


Sikk'et Hul Freedom Fighters in the World

Sikk'et Hul freedom fighters can be found throughout Ansalon in the Age of Mortals after the War of Souls. Prior to the current era, they were less organized and restricted their activities to Northern Ergoth. Early during Frost's reign over Southern Ergoth, goblins and other creatures fled the icy wrath of the White and headed across the Ergoth Divide to land on the Sikk'et Hul coast. Solving the disputes between civilized goblins and the warlike immigrants from Frost's realm required small groups of dedicated goblins who both acted as advocates for the new arrivals and protected the current inhabitants from waves of belligerent exiles. These bands became the earliest freedom fighters who later left Northern Ergoth and traveled abroad.

Organization

Because their activity is centered on small, individual cells and bands of goblins, betraying the influence of the Legion





of Steel, the freedom fighters might spend months at a time without seeing any of their fellow members or just the handful of companions they have recruited to help them. Goblins don't integrate well to widespread networks, but the cell structure of the freedom fighters works for them.

NPC REACTIONS

Sikk'et Hul freedom fighters are not always well received. Many goblins, especially those used to their lives, violently object to having a small band of uppity goblins show up and liberate them. Others hold out hope for assistance from another group. To non-goblins, the Sikk'et Hul freedom fighters are either just another band of rogues and raiders or the sign of a corner being turned within goblinkind. To be sure, the latter are mostly allies and supporters, while the former are 90% of the goblin population of Ansalon, but acceptance takes time.

SIKK'ET HUL FREEDOM FIGHTER LORE

The truth about the Sikk'et Hul goblins and their bands of freedom fighters can be difficult to sort out from their cherished myths. Most Ansalonians don't give goblinkind a second thought. However, in some areas of the mainland, such as Sanction and Throt, people know an agent of change when they see it.

The following list provides information gleaned from a successful Gather Information, Knowledge (local), or Knowledge (history) check. When a character makes a skill check, read or paraphrase the following material, including the information from lower DCs. Good places to find this information include the border villages between Sikk'et Hul and the other Ergothian provinces, free goblin communities around Ansalon, or Legion of Steel contacts. Player characters who are members of the Legion of Steel or were born in Northern Ergoth gain a +2 bonus to their skill checks.

DC 10: The goblins of Sikk'et Hul aren't like other goblins. They have their own kingdom, which is a province of the Empire of Ergoth. They read books about history and understand the use of trade.

DC 15: Border conflicts, refugee problems, and a reportedly altruistic level of support from Emperor Mercador Redic VI have created a number of small liberator groups. These groups are all made up of goblins, but their ability to cope with their problems is remarkable.

DC 20: The Sikk'et Hul freedom fighters have been engaged in a number of areas on Ansalon but are unwelcome in others. One such area they helped was Throt. With the help of two Legionnaires, Katja and Kiro Dorova, the Sikk'et Hul freedom fighters managed to eliminate Hangknarb, the hobgoblin slave camp leader who had been working with the red dragonlord Cinder. Soon after, they assisted the Legion and a party of adventurers in killing a powerful ettin leader.

DC 30: The goblins of Sikk'et Hul are bringing their own spirit of liberation and freedom of oppression to their kindred in other parts of the world, but the methods of some groups have been questionable. A freedom fighter cell assassinated Hangknarb, the hobgoblin slave camp leader, and some cells have come into conflict with the Solamnic Knights in the course of their crusades.

PLAYING A SIKK'ET HUL FREEDOM FIGHTER

The freedom fighters of Sikk'et Hul provide a great way to play a goblin, hobgoblin, or bugbear as a hero. Ranger, rogue, and fighter are the best choices for a freedom

fighter, as they generally have the appropriate skills, but any class might be appropriate with the right amount of background or choice in feats and skills. A freedom fighter cell usually numbers three to eight individuals, all goblins, but desperate times call for desperate measures. A goblin character, filled with motivation and the spirit of freedom, might gather together non-goblins to aid him. These others won't have access to the benefits of the Sikk'et Hul organization, but they can join in the adventure.

COMBAT

Sikk'et Hul freedom fighters favor guerilla tactics and the application of the goblin mob strategy that has worked so well throughout history. A freedom fighter is perhaps more educated because of his society's embrace of literature and learning, so some cells acquire tactical expertise from studying Ergothian military texts. In a combat environment, a freedom fighter will duck, weave, parry, and then race in to stab at the target with his short sword or spear; if his companions can harass and inconvenience the target at the same time, then so much the better.

ADVANCEMENT

As a Sikk'et Hul freedom fighter advances, keeping his ranks in associated skills like Listen, Search, and Spot at maximum ranks will work to his advantage. At mid-level, a Sikk'et Hul fighter might multiclass with one of the other associate classes, such as rogue or ranger, in order to maintain a fairly high Reflex save. Prestige classes like arcane trickster, duelist, shadowdancer, spellfilch (*Age of Mortals*), and any of the Legion of Steel prestige classes (*Age of Mortals*, or revised classes from *Knightly Orders of Ansalon*) provide additional abilities and tricks on which a Sikk'et Hul freedom fighter can depend.

SIKK'ET HUL ALTERNATIVE CLASS FEATURES

The Sikk'et Hul freedom fighters have learned a number of tricks that take advantage of their better-than-average goblin education, their study of Ergothian military history, and their own racial strengths. The following alternative class features are available to any goblin, hobgoblin, bugbear, or half-goblin who has joined the Sikk'et Hul freedom fighter cell network.

SIKK'ET HUL RANGER

Rangers are essential on a crusade for they have mastered the wilderness skills that goblins prize above all others, including the ability to track those who escape the Sikk'et Hul freedom fighters' form of justice. A Sikk'et Hul ranger excels at speed and accuracy, though he loses touch with the natural environment as a result.

SWIFT AND SURE

Sikk'et Hul rangers are required to travel great distances in a short time, without becoming lost. Their single-minded approach to travel affords them no time to spend training and raising an animal companion.

Level: 4th.

Replaces: If you select this class feature, you do not gain an animal companion.

Benefits: At 4th level, you gain the fast movement ability of a barbarian. Your base land speed is +10 feet

faster than others of your race. Apply this bonus before determining the effects of encumbrance and armor. In addition, at 8th level, you may re-roll any Survival check made to avoid getting lost or pick up the trail of your prey if you lose it. You may only re-roll once per situation.

DEADLY PRECISION

The keen eye of a Sikk'et Hul ranger gives him an advantage with ranged attacks. Like all goblins, Sikk'et Hul freedom fighters have learned that taking down a foe at a distance is more efficient than dealing with one up close.

Level: 6th.

Replaces: If you select this class feature, you do not gain the Manyshot feat as your improved combat style (archery) ability at 6th level.

Benefits: At 6th level, if you have selected archery as your combat style at 2nd level, you may add your Wisdom bonus (if any) as a bonus to your damage rolls when making a ranged attack. This bonus is considered to be precision damage and has no effect on a creature with no discernible anatomy, immunity to critical hits, or that the Sikk'et Hul ranger cannot see. It applies to all damage from iterative attacks you make in a round, but only applies once to any attack involving multiple weapons or ammunition (such as Manyshot damage or from throwing more than one shuriken).

At 11th level, the Sikk'et Hul ranger has the option of taking Manyshot as his combat style mastery or Improved Precise Shot as normal.

SIKK'ET HUL ROGUE

Rogues form the backbone of the Sikk'et Hul organization. They have the skill, expertise, and stealth a crusade requires, and many of them also multiclass as fighters or rangers to enhance their combat performance. Sikk'et Hul rogues can handle themselves in a fight, however, especially if they keep moving.

SKIRMISH

You sacrifice the opportunistic approach to combat in return for delivering swift and deadly blows from all sides, keeping your defenses up.

Level: 1st.

Replaces: If you select this class feature, you do not gain the sneak attack ability.

Benefits: You deal an extra 1d6 points of damage on all attacks you make during any round in which you move at least 10 feet away from where you were at the start of the turn. The extra damage applies only to attacks made after you have moved at least 10 feet. The skirmish ability cannot be used while mounted. The extra damage applies only to attacks taken during your turn. This extra damage increases by 1d6 for every four level gains above 1st (2d6 at 5th, 3d6 at 9th, 4d6 at 13th, and 5d6 at 17th level).

The extra damage only applies against living creatures with a discernible anatomy. Undead, constructs, oozes, plants, incorporeal creatures, and creatures immune to extra damage from critical hits are not vulnerable to this additional damage. You must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. You can apply this extra damage to ranged attacks made while skirmishing, but only if the target is within 30 feet.

At 3rd level, you gain a +1 competence bonus to Armor Class during any round in which you move at least 10 feet. The bonus applies as soon as you have moved 10 feet and lasts until the start of your next turn. This bonus improves

by 1 for every four levels gained above 3rd (+2 at 7th, +3 at 11th, +4 at 15th, and +5 at 19th level).

Special: You lose this ability when wearing medium or heavy armor or when carrying a medium or heavy load. If you gain the skirmish ability from another class, the bonuses stack.

SIKK'ET HUL FIGHTER

In any Sikk'et Hul freedom fighter cell, the fighters are the workhorses. Even goblins, who are smaller and scrawnier than most of their opponents, have the courage and tenacity to keep fighting while their companions work to free enslaved goblins, circle about for an ambush, or run off to get more help. Sikk'et Hul fighters are also experts at mob fighting tactics—something in which goblins are already quite proficient.

MOB TACTICS

With this ability, the Sikk'et Hul fighter demonstrates how the goblin culture's racial disposition towards fighting in large numbers can be honed and mastered for use against bigger foes.

Level: 2nd.

Replaces: If you select this class feature, you do not gain your 2nd level bonus fighter feat.

Benefits: You gain a +1 morale bonus to your melee attack rolls against an opponent at least one size larger than yourself for every ally who also threatens that opponent. The total morale bonus you gain from this ability cannot exceed your Dexterity bonus. In addition, if you use an Aid Another action to grant an ally a +2 dodge bonus to AC against an opponent at least one size larger than yourself, you gain a +1 dodge bonus to AC against that opponent.

TAKE THE BRUNT

A Sikk'et Hul fighter often needs to step in and interpose himself between an opponent and one of his companions. This ability allows him to take the damage an ally would have taken if the Sikk'et Hul fighter had not been there to get in the way.

Level: 6th.

Replaces: If you select this class feature, you do not gain your 6th level bonus fighter feat.

Benefits: At the beginning of each combat encounter before any actions are taken, you may choose a single ally to be your ward for the battle. Any time your ward is within 5 feet of you and suffers an attack, you may elect to switch places with your ward and take the attack yourself. This must be declared before the attack roll is made, and you must be aware of the attacker and not flat-footed. You may not change who your ward is during the encounter, although if you have not used this ability and an ally enters the battle after it has already begun, you may choose to make him your ward at that point as a free action.



Chapter 6: KENDER

Then there were the kender themselves. None of the Plainsfolk had ever seen more than a handful in one place at any time. Here, though, there were thousands, more than the city was meant to hold, thanks to the refugees who had flooded into town over the past few weeks. They jammed the streets, a pushing, shoving yammering sea of topknotted heads. The humans, Riverwind in particular, felt like giants as Paxina and Kronn led them through the crowds. Many of the kender stopped and stared at them, their jaws hanging open in awe as they looked up. The mob around them grew steadily thicker as people crowded around, trying to get a look at the rare Plainsfolk.

That wasn't the worst of it, though. Kender being kender, for every one who was content simply to stand and gawk at Riverwind, Brightdawn and Swiftraven, there were three who just had to find out what was inside the Plainsfolk's purses. The humans quickly discovered they had to carry their pouches—along with swordbelts, quivers, and anything else they wanted to hold on to—above their heads, where the kender's reaching, grasping hands couldn't get near them. Even so, the Plainsfolk lost the buckles off their boots and most of the beads from the fringes of their buckskin tunics.

The noise too, was incredible. The air was filled with the clamor of voices, screeching hoopaks and other strange weapons, and occasional musical instruments or exploding firecrackers.

Spirit of the Wind
Chris Pierson

Kender are the children of the Krynn. They are an adventure-loving, curious, spontaneous race that embodies the youthfulness and lust for life many adventurers share. Their closest relation on other worlds would be halflings, but even halflings cannot compare to a kender's curiosity, fearlessness, or knack for finding trouble.

Almost every kender encountered is in the thrall of wanderlust, an affliction striking kender hard during their late teen and early adult years. Wanderlust causes kender to pick-up and travel the world far and wide in search of one exciting adventure after another. They roam aimlessly and are not known for following orders, unless they believe they came up with the idea themselves or are interested enough in what might happen if they followed that order.

Every race on Krynn has encountered the kender. A kender's curiosity and fearlessness take them to places no sane being would think to go. This includes pockets, private homes, and locked chests. However, the majority of kender are appalled at the thought of stealing. Most true kender do not steal; they handle. Handling is simply the act of picking up an item and examining it out of curiosity. They are often so involved with examining the item that they wander away and forget to return it. To a kender, this makes perfect sense, but to other races, it's just another word for stealing.

A BRIEF HISTORY

Shortly after their creation by the Graygem in 3951 PC, the kender race, looking for a place to call their own, began to follow Balif, an elven general of Silvanesti and honorable rival of Silvanos, the leader of the Silvanesti elves.

During their journey, Balif befriended the kender, and

offered them a place in the lands east of Silvanesti that were given to him by Silvanos. Balifor was slated to be the next great elven nation; elven households had been making plans to settle the region and establish a second great elven city for years. Balif granted the kender the rights to settle in the forests of Balifor.

Balif's relationship with the kender made him something of an outcast among his people. The animosity of some elves towards Balif, and those jealous of the protection Silvanos afforded him, came to an end in 2750 PC when Balif was murdered. The Silvanesti blamed the kender and closed their borders. Kagonesti loyal to Balif assisted the kender in preventing the Silvanesti from retaking the lands the elven general had given to them.

For the next thousand years, the kender civilization spread throughout the region of Balifor. Many small villages popped up in the far corners of the forests and even the sparse grasslands on the edge of the desert wastes. Those kender on the borders of the wastelands dealt with goblins and sligs that raided their villages from time to time. Fierce kender fighters were born in these parts, and eventually, some of these kender took up the nomadic lifestyle of the human tribes that survived off the desert lands.

Around 2600 PC, a clan of kender discovered a floating citadel. The accounts of its discovery are still unclear, as records pertaining to the creation of the first flying citadels are a closely guarded secret. Some stories say it was found abandoned; others claim the kender were slaves or servants to a group of wizards who were constructing it. However it occurred, these kender boarded the citadel and caused it to take off. It flew across the continent and crashed in the foothills of the Sentinel Mountains of Ergoth. The surviving kender settled this lush forestland and named it Hylo, because the citadel that brought them there was first high and then low. They lived among the forest for almost two hundred years without the intrusion of other races. They spread out around a giant bay they named the Bay of Monsters. It was called this because they wished it were full of monsters, not because it was.

Over the years, many rulers looked to the lush forests of Hylo, intent on conquest, but none prevailed. In 2200 PC, Emperor Ackal VII annexed Hylo, renaming it Kenderhome. This meant they were now subject to taxes and forced conscription, but the kender never minded sharing and were happy to visit new places with the armies of Ergoth. However, by 1886 PC, the kender of Hylo had enough of Ergoth. The tax collections had steadily increased, and the honor of traveling with the army had lost its novelty as kender were usually given thankless jobs. A group of kender complained to the imperial governor, and he had them killed, their bodies hung from his palace walls. This act caused all of Hylo to rise up and wage a fierce guerrilla war against the Ergothian occupation force. The battle lasted until 1810, when the emperor at the time decided Kenderhome was not worth the trouble it cost to occupy and withdrew his troops. In 1801 PC, Hylo officially declared their independence from Ergoth after hearing of Vinas Solamnus's rebellion. The Statement of Rebellion confused Ergoth, as it had considered Hylo independent for almost ten years.

In the following years, to better control international trade, Istar aggressively imposed and enforced trade and

fair-price standards on neighboring nations, including the kender of Balifor. Kender, enjoying the barter and haggling system, refused to obey the strict trade tariffs. Years of Istaran military action, failed lawsuits, and kender manipulation of supplies resulted in Istar's near economic crash. In 727 PC, with a special tariff exception known as the Kender Tax, kender ceased their market manipulations, resulting in the Kendermeld.

In the centuries leading up to the Cataclysm, missionaries from Istar repeatedly visited Balifor and Hylo in an attempt to convert the heathen kender and teach them the ways of the true gods. Unfortunately, these new methods were very tedious and required complex rules and meditation, something with which the kender quickly grew bored. They also failed to understand the concept of tithing and were reprimanded when trinkets and baubles started replacing coins in the collections for Istar. Eventually, in both kender nations, all Istaran clerics were driven out. In turn, the Kingpriest of Istar eventually established in the Proclamation of Manifest Virtue, that all kender were inherently evil. Bounty hunters captured kender for a fee and some even took their tongues to keep them from talking.

The Cataclysm was particularly devastating to the kender of Balifor. More than half of the region was submerged. The flooding was instant, and thousands of kender were lost to the violent waters. Some of the surviving kender of Balifor and Kenderhome were scarred emotionally. They couldn't understand why the gods had punished them along with Istar. Many of these kender seemed very subdued, scared, and meek. They became paranoid and were prone to fits of violence. However, within three generations, most of these kender's offspring had returned to being their normal, happy-go-lucky selves.

In the centuries following the Cataclysm, the kender of the east settled the newly formed peninsula, naming it Goodlund. The city of Kendermore was built within walking distance of a strange magical ruin. Kendermore prospered for hundreds of years until the arrival of the Dragon Overlord Malystryx.

The dragon destroyed Goodlund and Kendermore, magically transforming the land into a great waste renamed to the Desolation. Most survivors of the attack on Kendermore migrated across Ansalon in a great Diaspora called the Kender Flight to Hylo. Many of these kender were emotionally scarred, much like the kender following the Cataclysm. These afflicted kender have had a hard time living among the true kender of Hylo. However, an afflicted kender, Belladonna, took control of Hylo and currently rules the kender there.

TRUE KENDER

PHYSICAL APPEARANCE

Kender typically stand no more than 3 to 4 feet tall, with the males usually being taller than the females. They weigh between 80 and 100 pounds. Adult kender are well muscled, despite being thin and light of build. Kender are sometimes mistaken for young humans, but closer inspection reveals the pointed ears, face wrinkles, and many pouches indicative of kender. Kender find their face wrinkles, also called crow's feet or laugh-lines, highly attractive.

Kender hair color ranges from light blond to deep brown to black with a few sporting red-orange hues. Most kender wear their hair long. The most common hairstyle

is the topknot. It's also common among kender nobility to braid their sideburns as a sign of their status.

Kender typically favor bright colors and gaudy apparel that is at the same time rugged and rustic. Most kender add accents to their clothing and weapons by tagging them with ribbons, feathers, beads, or colorful scarves. All kender-made clothing, regardless of what it is, has pockets and lots of them. The staple of all kender outfits, however, is the many pouches. It is rare to see a kender with less than two pouches, though they usually have many more than that.

PSYCHOLOGY

An old kender proverb goes: "If you find an open door, go inside, and if you find a locked door, open it." Kender are born with the heart of an explorer and an intense curiosity that can not be denied. This leads them to explore every nook and cranny, check behind every door, and snoop in every pocket. Over time, a kender can learn to understand the need for caution in some situations, such as when their friends may be hurt as a direct result of their actions.

Kender are attracted to magic and gadgets like dwarves to ale. Kender are in awe of anything magical; items, spells, and creatures pique a kender's interest, and they can often be found wandering around places rumored to be magical. Gnomes are very fond of kender, because they are fond of anyone who shares an interest in their creations; however, a kender will rarely hang around for the full explanation of an invention's specifications.

Kender do not feel fear, magical or otherwise. In the face of the most intense fear, most kender have stated that they have felt an odd fluttering in their stomach, similar to getting a bad case of indigestion. This is usually enough to let the kender know they are in a perilous situation. They are unaffected by dragon fear, the fear of the undead, and any fear created through magical means. This does not mean that kender are entirely reckless and without a sense of self-preservation, however. The only thing a kender usually fears is the loss of a close friend.

Kender are fiercely independent. This independence, coupled with their fearlessness and irrepressibility, often gets the kender and his companions into trouble. "I know you told me not to open the door with the magical writing on it, but it had such an interesting lock, much like the one my Uncle Lefty had the accident with, and it was much closer than that other ordinary looking door. Sorry about the whole banshee thing, but I think it'll be morning soon and we'll be able to crawl out any time now." The most feared statement any fellow traveler can hear from a kender companion is "Oops!"

Kender have a unique concept of personal property. If they see something not being used, they will pick it up and take it with every intention of giving it back to the owner when they are done using it or looking at it. It's really not their fault they forget to give it back. Naturally, most others term this as thieving, but kender see it as simple handling and are simply curious about the world around them.

This absentminded approach to others' personal property can make the owner view a kender as a liar when he is caught in the act. In most situations, the kender will automatically have an excuse ready:

- "You left it, so I didn't think you wanted it anymore."
- "I was just holding it for you."
- "I was gonna give it back, but you wandered off somewhere."
- "It must be magical, because it just appeared in my pouch!"





- "Someone was going to steal it, so I'm holding it for safekeeping."
- "Just because I have it, and you didn't know that I took it, doesn't mean I stole it."

Even more frustrating for the owner, the kender is totally sincere and truly believes what they have just said. Kender do not always realize what they are doing might be wrong.

SOCIAL STRUCTURE

A minor collection of kender elders presides over most kender communities. In smaller communities, one or two older, more experienced kender are often looked up to and consulted for their wisdom. They are unofficially given the authority to act as arbiters of local disputes. In larger communities, this usually manifests as a Council of Elders. In addition to the every day problems of the community, the Council of Elders usually makes laws (that are rarely followed) and makes important decisions (like what color every one must wear on the third day of every month).

Ruling over most councils is one individual who has somehow found himself in the esteemed position of ruler. Kender often follow anyone who has a high enough Charisma. Kender tales tell of communities ruled by all manner of beings: a kindly barbarian ogre, a traveling minotaur bard, an insane wizard, a ghost, a sphinx, and even a mysterious wooden totem pole that the kender swore spoke to them when the wind blew. Although some of these may simply be kender tales, they are not far from the truth. The present ruler of Hylo, Belladonna, rudely took the reigns of power from the Windseed family, rulers for an unprecedented twelve years!

The majority of the kender nation is located primarily in the region of Hylo in Northern Ergoth. Sometimes

referred to as Kenderhome, the inhabitants of Hylo are a content group of people. They are well protected on all sides from outside threats, and due to the fact that there is very little there others would want, the citizens of Kenderhome have lived in relative ease for thousands of years.

Since the majority of the inhabitants are kender, most other races steer well clear of this region of Northern Ergoth. The kender here are typical kender. They are interested in other races, open, friendly, and willing help outsiders. The region is populated with kender tree villages, ancient ruins, and small hamlets. To most people, the homes in these areas look unfinished. The motley collection of domiciles are mismatched and run together. Ladders run straight from some homes up into tree dwellings and rope bridges connect others. People from other races just shake their heads and wonder how the kender survive and know where they're going.

Kender are also known to reside in small villages and cities on the outskirts of the Desolation in the east. These kender are often dark and sullen folk, afflicted by the taint of magic corrupting their former homeland of Goodlund.

FAMILY LIFE

The average kender family is composed of a mother and father with three to five children. Mothers who find themselves with child during their wanderlust years often settled down to have the child before continuing their wanderings. Often, rather than risk the child's life on the road, the infant is left with one of the parent's relatives who has settled and is past the age of wanderlust. This is why so many kender seem to have a favored uncle, aunt, or grandparent who they refer to so often. These individuals usually raise the kender child for most of their formative years.

Wanderlust is perhaps the biggest impact on kender culture. This drive to leave home and explore the world is undeniable. Wanderlust lasts anywhere from five to fifty years, or until the kender dies, which ever comes first. Typically, kender wander for a decade or two before wanderlust begins to wind down and the kender feels a longing to return to their community. At this time, kender begin to feel the need to spend the rest of their days experiencing the adventure of raising children and living in a community that would never look down on them or treat them with disrespect.

Most kender communities have fairly regular celebrations known as moots. The moots are really just excuses to gather the community together and keep up with one another. Meals at these celebrations are usually something special. Sometimes kendermaids will bring individual dishes, like mongoose pie or willowroot salad. Other times, it's a potluck where each family brings an ingredient, and it is all thrown into a communal pot for stew. Chicken eggs, bacon, goat's cheese, goat's milk, and a variety of greens are a standard fair.

NAMES

Tradition dictates kender parents select a name for their child around the moment of birth. The child's first name can be based off any combination of factors. The most common method is to name the child after an existing relative; Kipper, Kronin, Tavin, Rufus, or Meridon are a few. Occasionally, parents name the kender after an event in a recent adventure, such as Triplever, Mudskipper, or Thistleprick, or after common kender objects like

Lockpick, Toolkit, and Topknot. There are countless other variations of kender first names.

Each kender takes their parent's last name. There are specific family names, which have survived the ages; Metwinger, Thistleknott, Thistleswitch, and Burrfoot are some examples, but it is common practice for kender to adopt a more descriptive name later on in life after their adventures, such as Springheel, Lightfingers, Pakslinger, or Lampwick. Usually during their wanderlust, they leave home to make a name for themselves, literally. Some also decide that they want to be like famous kender who came before them, and take on that kender's name. This happened in the decades following the War of the Lance when a large number of kender took the name Tasslehoff Burrfoot.

KENDER LIFE

Kender tend to have a relatively easy time giving birth; scholars speculate this is because kender in general have such a high mortality rate. Kender babies are usually born with a full head of hair, and their ears are extended but do not yet have the pointed tips characteristic to the race. The pointed tips develop over the next couple years and become fully developed by their third birthday. A popular saying of older kender to younger kender is "You haven't even grown into your ears yet!"

As they grow up, most kender become curious about everything. This leads to kender beginning their schooling at a fairly young age. Kender do not attend school in one location, but various locations around their community. Because the entire kender community assists in raising kender children, they also assist in their education. When a child hears a tale of how their Uncle Slipknot managed to write himself a pardon letter, thereby saving himself from execution, they want to learn how to write. When the latest craze among young teenage kender is learning how to taunt in Kothian (the minotaur language), they learn how to speak another language. Young kender will drift from one kender mentor to another, continuing to do so for much of their younger years. These skills are often utilized during their years of wanderlust.

Most serious love affairs in a kender's life occur after wanderlust, when a kender has the inclination to remain in one place surrounded by other kender. A kender who gets involved with another will sometimes take a braid of their potential mate's hair and wear it as a sign to other kender that they are taken. Once a kender couple has decided to marry, preparation time can range anywhere from one day to one month. Kender weddings, when held in villages or cities, are usually a more elaborate affair than those held during wanderlust. The bride traditionally will have flowers woven into her topknot, and both kender do not wear shoes to symbolize the many roads that will be traveled together and the shoes that will be worn out.

Every kender knows there is a very long and complicated, unwritten marriage ceremony. The reason for this is that they understand marriage is a very important thing and feel the ceremony part of the wedding should be long and meaningful. That being said, most kender marriage ceremonies are spontaneous and usually end when the audience is tired of standing or sitting still and are ready to get to the reception.

War rarely comes to the kender nations. They have never had a standing army for more than a few weeks. Usually, it is every kender for himself, unless there is a leader charismatic to somehow rally the chaotic kender together. While kender are not burly fighters, they do

excel in guerilla warfare and hit-and-run tactics. Groups of kender will set one strike after another and disappear into the surrounding territory before their opponents have time to react. Their natural stealth allows them to enter enemy camps and commit acts of espionage and sabotage that halt many invaders before they even reach the kender settlement.

Kender view death as The Last Great Adventure. Not to say that every kender has a death wish, although this has been suggested on more than one occasion. Kender simply have a curiosity about what death might feel like and what lies in the realms beyond.

When a kender is laid to rest, a eulogy is often given by a close family member or friend that will relate some of the highlights of the kender's adventures or favorite tales. The deceased's possessions are divided among the immediate family as heirlooms, and each family member and friend present offers some small tribute to the departed. A time-honored tradition is giving a map pouch with a quill, ink, and blank scroll to chart the departed's new travels on their next adventure. At least one pouch is always left empty for the deceased to fill in the afterlife.

ARTS AND INDUSTRY

To a race that has little conception of ownership, the arts of music and storytelling are a divine gift. They are a perfect possession—delightful gifts that can be given away time and time again without ever being misplaced.


The kender love of music prompted the race to develop most of their tools and weapons into makeshift musical instruments. The long-handled whip, known as the whippik, is a favorite weapon among kender females and can be strummed as a stringed instrument. The chapak is a combination hand axe and slingshot. The hollow haft has finger holes drilled along its length and can be played as a flute if the end plugs are removed. Even the traditional hoopak can be twirled overhead to make a low bullroar that can add an eerie low thrumming tone as a background to a kender melody.

In kender settlements, kender work in crafts and services; leather working, wood carving, carpentry, and alchemy; or they run stores that trade and sell finished products; grocers, weapon traders, or services such as inns and taverns. Kender do have craftsmen among them who are capable of planning and overseeing the construction of large-scale buildings. The architectural styles of these buildings are often heavily borrowed from other cultures. A kender town or city may have representations of Silvanesti towers and Solamnic libraries. Unfortunately, kender crews can grow bored with long, overly complicated projects, and some structures are left incomplete or missing walls or doors. It's a truly ingenious kender architect who can keep his crew motivated long enough to finish an entire project.

MAGICAL PRACTICES

Magic has always fascinated kender. To a race that can get excited about small shiny objects, it's not too hard to see how the fireworks and fascination of the magical arts could hold their attention. At the heart of each kender beats a longing to know more about or experience magic, just as they long to explore the mysteries of the world. There is nothing quite so stunning as the look of child-like wonder of a kender staring at a mage as she performs extraordinary feats of enchantment. Magic is just one of the things making the world worth living in for kender.





Most kender find divine magic to be easier to call upon and manipulate. Arcane magic requires too much time and concentration. This is also what makes the arcane arts such a curiosity to kender, as they often hear about or see arcane magic but rarely get to experience it for themselves.

RELIGION

Early in the Age of Might, many kender found that worshipping the gods could be fun and exciting despite the strict rules many churches imposed. Eventually, kender clerics brought the teachings into the kender communities, and religion spread. These early clerics did not build temples to their gods. They instead took to the roads, like all good kender eventually do, and walked across Ansalon spreading their faith.

Some clerical organizations started to question the wisdom of allowing kender to be clerics. They were hard to keep track of because they were always wandering away and refusing to stay in one location for very long. Worse than that, however, it was common knowledge that all kender engaged in petty theft at one time or other, which reflected poorly on the church to which the kender cleric belonged. The kender clerics also tended to be disrespectful and engaged in name calling if provoked, instead of assuming a demeanor of holiness and piety. Despite these drawbacks, the kender themselves were very dedicated and sensitive to the needs of their flock and could always be depended on to defend those in need.

The Cataclysm struck a horrible blow to all religions. Kender clerics and druids vanished, and no amount of searching could find them. Many kender wandered the world looking for a sign of the true gods, but no evidence to their whereabouts was ever revealed. New generations began to think of the gods as just another kender tale, and they investigated the various cults and religious factions that sprang up in the absence of the true gods. Very few kender ever remained part of these false religions for long. They found them lacking and decided they would be content to live their life without the gods as best they could.

After the War of the Lance and early into the Age of Mortals, a number of kender returned to the worship of the gods. The tales of the legendary Tasslehoff Burrfoot and his good friend Fizban became popular, and a number of kender took to worshipping Paladine in their own odd way. In the aftermath of the War of Souls, kender clerics tend to follow three gods. Branchala is considered the highest god of the kender. His love of music and enthusiasm for life is embraced by all kender. Kender followers of Mishakal are welcomed in any kender community. They often wander from one kender village to the next, lending their aid any who need it. A number of kender bards and storytellers also worship Gilean for his collection of knowledge. Kender clerics of Gilean often carry journals and ink to record their adventures during their wanderlust years.

Although the gods of darkness have been worshiped by kender over the years, it is usually out of curiosity and not because the kender is truly devoted to doing bad things. Kender clerics of Chemosh often grow bored of animating corpses. Clerics of Sargonnas don't have the heart for revenge, and priests of Morgion only ever seem to be able to produce terrible head colds. Most kender just don't have it in their souls to be truly evil.

FOLKLORE

Kender love stories. They have a strong affinity for making them, listening to them, and living them when possible. Kender tales range from simple fabrications to fantastically embellished tales of kender folk heroes.

Kender have the gift of gab, which most other races do not fully appreciate. They enjoy developing stories that entertain and, in some cases, enlighten the listener. In fact, the phrase "kender tale" was coined from the kender's love of exaggeration and overstatement in story telling. A good kender tale will change a bit with each retelling, becoming a bit more outrageous, until at last you have talking mammoths and plants that levitate.

The greatest kender folk hero is Tasslehoff Burrfoot. Legends of Tasslehoff's exploits are spoken about in nearly every kender community across the continent of Ansalon. From his early years of defeating a black hearted demon summoner and saving the entire city of Kendermore to his final days of traveling to the moon to free the good dragons of Krynn from the grips of the evil One God, Tasslehoff Burrfoot has been immortalized in countless tales. The only kender folk hero who might outshine Tasslehoff would be Tas's own Uncle Trapspringer. If possible, the tales of Uncle Trapspringer are even more unbelievable than his nephew's!

Not all kender tales are outrageous. Many of them are also crafted to teach important lessons, although these lessons invariably have a certain kender take on the subject. Here is an example of popular kender folk stories.

THE ANT AND THE GRASSHOPPER

In a field one summer's day, a Grasshopper was wandering about, chirping and singing to its heart's content. An Ant walked by, grunting as he carried a plump kernel of corn.

"Hullo there, where are you going with that heavy thing?" asked the Grasshopper.

Without stopping, the Ant replied, "To our ant hill, you doorknob. This is the third kernel I've delivered today. Now go away."

"Why not come and sing with me," said the Grasshopper, "instead of working so hard?"

"Silly grasshopper, can't you see I am helping to store food for the winter," said the Ant, "and if you had half-a-mind, you would do the same."

"Why bother about winter?" said the Grasshopper. "We have plenty of food right now."

But the grumpy Ant stomped on its way

The weather soon turned cold. All the food lying in the field was covered with a thick white blanket of snow that even the grasshopper could not dig through. Soon the Grasshopper found itself dying of hunger.

He staggered to the ants' hill and saw them handing out corn from the stores they had collected in the summer.

Then the Grasshopper knew: He should have tried harder to make friends with the ant, so he would have a nice place to stay during the cold winter months.

THE KENDER WHO CRIED SLIG

There once was a kender who was bored as he sat on the hillside watching the village sheep. To amuse himself, he took a great breath and sang out, "Slig! Slig! A slig is chasing the sheep!"

The villagers came running up the hill to help the kender drive the slig away. When they arrived at the top of the hill, they found no slig. The kender laughed at the sight of their angry faces.

“That was a good trick,” praised the villagers, “but we’re all busy, so only call if you really need something.” They went back down the hill.

Later, the kender sang out again, “Slig! Slig! The slig is chasing the sheep!” To his impish delight, he watched the villagers run up the hill to help him drive the slig away.

When the villagers saw no slig they said, “Fool us once and fool us twice, but fool us three times, and it’s not nice.”

The boy just grinned and watched them go grumbling down the hill once more.

Later, he saw a real slig prowling about his flock. Alarmed, he leaped to his feet twirled his hoopak and sang out as loudly as he could, “Slig! Slig!”

But the villagers thought he was trying to fool them again, and so they didn’t come.

So, the slig ate the foolish kender and scattered the flock.

The important lesson to be learned here is that if you want someone to believe you, don’t always use the same old line.

LANGUAGE

Kender primarily speak Common, but they also have their own language of Kenderspeak. True to kender nature, Kenderspeak borrows heavily from other cultures. While Kenderspeak is primarily Common, there are so many other words, phrases, and slang adopted from other cultures that it would take a master linguist to identify where each particular word originated. As a kender learns a new word or phrase they find interesting, they borrow it and begin using it. Eventually, when it is used enough and by enough kender, it is adopted into their language.

Since kender are always finding new words and phrases, Kenderspeak changes rapidly. Sometimes kender who have been wandering for a time must take a couple days to familiarize themselves with the new lingo. Fortunately, kender are quick studies when it comes to speaking languages, and this transition time doesn’t usually take long.

Other than their clerics of Gilean, kender rarely keep written records. Nearly all of their history is handed down orally from one generation to the next. Of course, this also greatly distorts actual events, as kender try to make it more exciting and appealing than what really happened.

The kender race has an innate ability to manipulate words into tapestries of verbal abuse. Coupled with their ability to scrutinize and read an individual, it provides a kender the uncanny capability of knowing just how to push an opponent’s buttons. When a kender is angry or being threatened, they can determine just the right words to say that will cause their opponent to fly into an uncontrollable rage, thus making the attacker focus on the kender and give less consideration to their own defense. A kender’s enemies aren’t just ugly; they are so ugly that it looks like their face caught fire and then was stomped out. This subtle wordplay is common among kender, and taunting contests between young kender are common.

Kender have a number of phrases handed down through the ages. These phrases often change slightly, but the meaning remains the same.

“Why insult a door’s purpose by locking it?” This phrase is usually uttered when the kender is frustrated about something. It also comes in handy when facing a locked door.

“If the milk is spilt, the cat will lick it.” Kender seem to leap before they look, and this rationalization just confirms that.

“Anything easy is more trouble than it’s worth.” Kender prefer to jump through hoops to get where they are going. They long for new experiences and bore easily. This phrase emphasizes the longing for excitement. It is usually uttered by a kender to his companions when he has concocted a spur-of-the-moment plan.

“Oops!” Unfortunately, this phrase is uttered by kender far more often than it should be. While it is common knowledge that kender are extremely lucky, their companions, as a general rule, are not. Companions of kender have often learned to duck, cover, and run when a kender says this.

RACIAL RELATIONS

True kender are optimistic, openhearted, and trusting. They get along with most all other races and are highly friendly to most everyone they meet. They make strong friendships and are quick to defend against those who would hurt their friends. However, other races don’t particularly feel the same about kender.

Kender find dwarves to be amusing. Their constant grumbling and complaining fascinates kender, who can not understand how dwarves can view the world as such a horrible place. Nearly every kender considers it their duty to show dwarves just how positive life can be, although this usually only serves to make the dwarves complain even more.

Kender find most elves to be kind but often boring. Silvanesti elves can be downright rude, while Qualinesti elves are friendly. Kagonesti are by far the most fascinating and exciting of all the elves.

Gnomes are intriguing and often have wonderful inventions. They also speak funny and are on friendly terms with most kender. Kender and gnomes seem to get along very well.

Kender usually treat half-elves the same way they would treat half-kender—with courtesy and enthusiasm. They view the idea of belonging to both humans and elves as a blessing in which the half-elf only inherits the best traits from both races.

Humans are just plain remarkable. Despite the fact that humans have some strange ideas and laws concerning what is private property and public property, many of them are quite polite. Since humans are as varied as pouch items, it’s always hard to tell just what kind you’ll discover at any moment.

Kender don’t inherently dislike any race, but they are often more careful around draconians than other races. Because of their intense curiosity, kender will often pester civilized draconians about their heritage, eating habits, lack of ears, and other such minor details.


Minotaurs are often rude and smelly. Occasionally, a minotaur won’t want to kill a kender outright, but it is rare. Most minotaurs are easily annoyed by kender and consider them bad luck.

Ogres are even worse than minotaurs. They have a terrible attitude and a worse smell. Ogres are violent and don’t have a sense of humor. Kender often try to make themselves scarce when ogres are around.

A DAY IN THE LIFE

Terra Twiddletoes wakes to the sound of her Uncle Butterfiddle singing an old Ergothian pirate chant. Her Uncle sings out as he nudges each of her three sisters and tells them in singsong that it’s time to get up. Terra rubs her eyes and looks around the room her and her sisters share. She decides that it’s entirely too small and stretches.





Then she hops over her sisters and heads for the window her uncle just scrambled through.

The window leads into the main chamber of the house. Uncle Butterfiddle tosses Terra a melon and a knife; she catches both with practiced ease and sits down to slice the melon. Uncle Butterfiddle walks out the front door and returns a couple moments later with a silver pitcher filled with fresh goat's milk.

By this time, Terra's little sisters are out. Keyara, Sidnee, and Madysong are talking excitedly about the dreams they had last night, the things they found yesterday, changing the color of their hair, what shirt to wear, how many pouches they should put on, and a multitude of other frivolous topics. They crowd around Terra who pushes them away with her elbows until she's done slicing the melon. When she finishes, they each eagerly grab a slice and drink down some goat's milk. Uncle Butterfiddle bids them goodbye in the ogre tongue, grabs his mandolin and hoopak, and heads out the door.

Terra orders her sisters to get dressed; all of them crawl back through the window into their room and pull out a chest containing all sorts of colorful shirts, leggings, scarves, and ribbons. They each dress in a multitude of colors. Terra helps Madysong with her clothes, and she ties ribbons in her topknot.

Once they are all dressed, Terra leads her sisters out of the house and into the village. Erratic rows of homes are seated along winding trails with little gardens. Outside, kender are singing and tending to their gardens or heading off to morning chores. The kender wave to Terra and her sisters as they wander near their neighbors' large fence. As they approach, Terra's sisters begin to scale the fence that apparently has no gate, and she waves at the older kender on the porch who wave back. A gaggle of kenderkin pours from the house to greet Terra's sisters, and they all quickly disappear back inside. Now that her sisters are occupied, Terra goes to visit Granny Clawfingers.

As she travels through her village, she sees kendermaids down by a local well, washing clothes and chatting animatedly with one another. When a young kender walks up to the well to get some water, he stops to chat, and the kendermaids giggle. Terra passes a fruit stand where an old kender politely waves and offers some fruit. Terra picks up a Khurish peach and gives the merchant a small wooden sculpture of a dragon she picked up somewhere. He smiles and thanks her, and she continues on.

Granny Clawfingers' house is in the branches of a tree on the outskirts of town. Terra loves spending time with her, because the old kendermaid tells some wonderful stories. She climbs a rope ladder to the house and lets herself in. Granny Clawfingers is sitting in her rocker knitting, surrounded by a number of other young kender. She nods to Terra and invites her in. First, Granny gives the children a brief rundown on the basics of sewing. Terra has heard it before, so she finds a needle and thread, picks out some clothes from a nearby basket, and starts to mend some trousers. All the other kender do likewise, and Granny launches into a story of an adventure she had on the Minotaur Isles while the younger kender sew.

By lunchtime, a handsome young kender arrives carrying a bushel of apples from a nearby orchard and offers them to the group. He gives Terra a quick glance and blushes before excusing himself. Other kender come and go, picking up mended clothing and dropping off clothing to be mended. After lunch, Terra excuses herself and heads for the nearby creek. She detours to pass through the apple

orchard and spies young kender boys collecting apples with their hoopaks. She smiles and continues on her way.

Down at the creek, older kender are collecting buckets of water to take to the village. Younger kender are playing in the water and call Terra to join them. She strips to her small clothes and jumps in. After a time, they hear calls from the shoreline. Serrano Goldenleaf has arrived!

Everyone knows that Serrano plays the best game of hide and seek, so the children get out of the water, quickly dress, and disappear into the surrounding forest. Serrano Goldenleaf finds each kender in turn, tells them how he found them, and gives tips on how to hide better next time. He finds Terra in the branches of a nearby tree and helps her down. When all the children are found, he teaches them about hunting rabbits and foraging for food. Terra digs up some turnip roots Serrano said would be delicious in a stew. As the sun sets, Terra proudly takes her roots and heads home to Uncle Butterfiddle's house.

Everyone is home when she arrives, and she can smell supper cooking. All of her sisters are lined up to grab prepared vegetables from the table and drop them in the boiling rabbit stew. Terra quickly washes the turnip roots and cuts them up for the pot. Uncle Butterfiddle takes out his mandolin and sings a song for the girls, letting each one make up a lyric. When the stew is done, they eat, and Terra finds a small wooden toy top in her bowl one of her sisters must have dropped in the stew by accident. She holds it up, and everyone applauds for her good fortune.

After dinner, they all head to bed. Terra dreams of seeing her parents again and the day she will take off down the road herself. Maybe that day will be tomorrow.

KENDER AS CHARACTERS

The best way to play a kender character is to rein in some of the more overbearing kender personality traits. Many DMs have banned kender characters from their games, because most players feel in order to successfully play a kender they must be foolish and disruptive to the game. Be friendly without talking endlessly, be fearless but not foolhardy, be curious but smart. If you are a true kender, don't always attempt to steal valuable items. Keep in mind that to a kender a shiny river stone is just as enticing as a diamond.

Play against stereotype—the kender stereotype is so well defined and so overplayed that it has garnered a bad reputation. Not all kender are like Tasslehoff Burrfoot. Nightshade Pricklypear is an excellent example of a kender from the novels who is not good at handling and instead has the interesting ability to communicate with the dead. Try something different and look for a unique niche for your kender character.

ADVENTURING KENDER

Wanderlust is a phase in a kender's life that throws a kender's curiosity into overdrive. Their desire for action is multiplied, and the simple joys of living from day to day are simply not enough. They must investigate the world and meet new people. They must experience everything there is to experience. Wanderlust is responsible for kender packing up their meager belongings and moving out across Ansalon.

Much like puberty in humans, wanderlust is slightly differently for each kender, but it always happens. It is simply a part of growing up. Some kender start wanderlust earlier than others. Kender as young as 15 and as old as 25 have felt the desire to investigate just beyond the next hill and then just beyond the one after that, until they are



far from home and journeying across the world. Some kenderkin think they feel the call earlier than their mid teens, but these treks almost always end up back where they began a week or so later. False starts are rare but not unheard of. Once on the road, wanderlust keeps most kender mobile. As the kender saying goes, “Kender feet have a mind of their own, and they tend to wander away now and again.”

Eager to know what adventure the next city, cave, or sailing ship will hold, kender wander from one place to the next, always looking forward to the next great adventure or the possibility of making a new friend. This does not mean kender must constantly be on the move. Many kender make close friends with other adventurers, and find a home away from home is a common occurrence. As long as the kender has enough adventure to keep their wanderlust satisfied, they will make a home or adopt a home of their own. Sometimes, the drive for adventure is too strong, and they simply live a vagabond life, wandering from town to town, making due with what they can find on the road, and looking for places to stay during the winter months.

CHARACTER DEVELOPMENT

Contrary to popular belief, even though all kender are handlers, not all kender are rogues. Kender gravitate toward classes that make use of their natural agility and allow them to experience nature or magic.

Barbarian: Kender barbarians are rare. In the forests of Nordmaar and the Desolation, there are small tribes of kender that fit the barbarian lifestyle and produce a number of fierce kender warriors.

Bard: Kender bards hold a special place in kender society. They are an important part of almost every festival and celebration. From marriages to funerals, spring dances to homecomings, kender bards hold sway over crowds of spirited kender with songs of fancy and stories

of adventure. They are also, sometimes inadvertently, the leaders of some communities. Their social skills give them an advantage when dealing with other races. Kender bards are also the keepers of kender history.

Cleric: Clerics are common among the kender race. Many kender clerics worship Branchala, the Songmaster and later become choristers. Other have been known to worship Gilean and Mishakal. Kender clerics are not overly concerned with ceremony and exact traditions which often comes to odds with the established church of their god.

Druid: Kender have always had a special connection to nature. They prefer to reside in the forests and woodlands and have a special empathy for animals. To true kender, the ideology of druidry is not simply seen as a love of the earth, plants, and animals, but also a celebration of life and the arts, ritual, poetry, and music. To kender, the arts are a natural part of the world, so that aspect of life is shared in the love of the earth.

Fighter: There is no great physical distinction between kender handlers and kender fighters. Both dress and act in similar manners. They wander continuously and are both overly curious. They also happen to get themselves into trouble now and again. The only real difference is when the kender is forced to do battle with an opponent. A kender fighter will show his true colors. Not content to sit back toss daggers or slinging bullets from the sidelines, they prefer to get up close and personal, gaining advantages by sneaking and attacking from behind or making use of their small size against larger adversaries. Kender warriors implore hit-and-run style attacks, guerilla tactics, and unorthodox strategies when combating a foe.

Mariner: Many kender have taken up a life upon the high seas. Most kender choose to act as temporary deck hands on those few ships that will take them. Instead of dedicating themselves to just one ship, they can experience different ports of call before meeting a whole new crew and setting off to some new destination.

Master: Those kender who choose the master class most often choose the performer focus. Many kender take advantage of their high Dexterity and perform great acts of tumbling to lift the spirits of their friends and allies.

Monk: Kender monks are extremely rare. While kender obviously have the acrobatic ability to perform the martial arts, they lack the disciplined mind that the monk class requires.


Mystic: A number of kender turned to mysticism during the Age of Mortals, although few of them trained long enough to become very powerful wielding the Power of the Heart. The greatest numbers of kender mystics are found in the Desolation. Kender communities depend on their healing abilities in the hard environment of the Desolation.

Noble: Kender nobles exist, but they are rare. In Hyllo, the Windseed family is considered nobility, even if they were ruthlessly dethroned by the afflicted kender Belladonna.

Paladin: Paladins are rare, and kender paladins even more so. Although there have been kender who have taken up arms in the name of one god or another, none have ever been the chosen holy warrior for a particular god. However, following the return of the gods in the Age of Mortals, this may change.

Ranger: Wandering forest trails, hunting for small game and setting traps, playing hide and seek among the trees and bushes of the forest, kender grow up learning





many of the skills necessary to be rangers. If not for their extraordinary handling ability, it could be stated that kender are naturally inclined to be rangers. Kender rangers are usually known as Trail Trackers or Woods Kender. These kender wander the world just as any kender, exploring dark caves, searching ruin old ruins, crossing arid deserts and icy tundras, picking up knowledge of how to survive and travel these regions, which serves to expand the areas they can explore.

Rogue: Kender are natural thieves; they can't help themselves. Their natural Dexterity and insatiable curiosity have them forever opening locked doors, slipping into restricted areas, and reflexively swiping whatever happens to strike their fancy for closer investigation. As such, a kender does not so much as choose to be a rogue as all kender are born with the skills of the class.

Sorcerer: Kender sorcerers revel in the freedom of casting spells outside of the Order of High Sorcery that kept them from casting magic for so long. The kender's lack of focus, however, affects sorcerers just as much as it affects wizards.

Wizard: A true kender has never officially been accepted into the Orders of High Sorcery. This may simply be because no kender has ever passed the Test of High Sorcery. However, there is strong evidence to suggest that the Orders simply will not allow the kender race to learn the arcane arts, believing the race, as a whole, is incredibly irresponsible.

KENDER RACIAL TRAITS

- +2 Dexterity, -2 Strength, -2 Wisdom. Quick and agile, the small and wiry kender are built for nimbleness rather than brute strength. Driven by insatiable curiosity, kender lack the ability to think things through or to consider the consequences of their actions.
- **Small:** As Small creatures, kender gain a +1 size bonus to Armor Class, a +1 size bonus on attack rolls, and a +4 size bonus on Hide checks. They must use smaller weapons than humans use, and their lifting and carrying limits are three-quarters of those of Medium characters.
- A kender's base land speed is 30 feet. Kender are faster than their size would suggest.
- **Weapon Familiarity:** Kender treat any kender exotic weapon as a simple weapon.
- +1 racial bonus on all saving throws. Due to their eternal optimism and inherent belief in the goodness of all people, kender manage to survive and thrive in a world that is often hostile to them.
- +2 racial bonus on Spot checks.
- +2 racial bonus on Open Locks and Sleight of Hand checks. Kender can use these two abilities as though they were trained, even if they have 0 ranks in the skills.
- **Lack of Focus:** Kender have a -4 racial penalty on Concentration checks. Kender don't necessarily lack magical talent, but their general lack of focus discourages them from pursuing careers in magic.
- **Taunt:** Kender have an uncanny insight into the motivations and characteristics of other races. They can use this insight to unleash a verbal barrage of sarcasm, insults, and crude comments that cause the targeted victims to lose their temper. Kender receive a +4 racial bonus on all Bluff checks to taunt someone.
- **Fearlessness:** Kender are immune to fear, magical and otherwise.

- **Automatic Languages:** Common, Kenderspeak. **Bonus Languages:** Dwarven, Ergot, Elven, Goblin, Solamnic.
- **Favored Class:** Rogue.

AFFLICTED KENDER

After the Chaos War, when the gods made a pact with Chaos and the great Dragon Overlords first appeared on Krynn, Malystryx arrived soaring over the Misty Isles. The great red dragon claimed all the lands from the Dairly Plains to the Bay of Balifor. She took up residence and began to use her magic to transform the surrounding lands into a habitat more suitable for her. Once lush forests withered and died. Forest fires broke out. The land became arid and dry, and animals became sick from the blight Malystryx brought to the land.

Eventually, every living thing on the Goodlund Peninsula was affected by her magic. The kender living there could feel it, and it changed them. It saddened them to see the lands that they called home dying, knowing there was nothing they could do to stop it. They were powerless to prevent this perversion.

Within a year of Malystryx's arrival, she had made her way to Kendermore. Once there, she slaughtered thousands of kender. The destruction was so horrible and on such a grand scale that any living kender who was tainted by the Overlord's magic or witnessed the horrors of the attack learned the one thing kender had blissfully been immune to since their creation: fear. The survivors headed west toward Hylo, the only other major kender nation on Ansalon, each bringing some atrocious tale of death and destruction. Led by Moonsong, daughter of Goldmoon and Riverwind, they traversed thousands of miles of hostile territory to get to Hylo. This became known as the Kender Flight.

The refugees were welcomed with open arms by their kindly, distant relatives. However, it was clear the kender from Goodlund had been changed by their experience. They were no longer the carefree kender they used to be. They retained that lust for life but had lost their innocence. They formed their own villages and communities and distanced themselves from their cousins. They became known as afflicted kender.

Many of the children of afflicted kender are not similarly affected by the malady. In Hylo, more children of afflicted kender seem to show signs of being adventurous and fearless, much like any ordinary kender. Of course, this annoys and worries their afflicted parents to no end. The exception to this seems to occur for the kender living in or near the Desolation. Whatever magic altered the peninsula continues to affect the kender of that region. The fate of afflicted kender in the east may be tied to the restoration of the Desolation.

PSYCHOLOGY

Some afflicted kender are depressed, timid and jump at every encounter. Others are similar to true kender, those whose parents experienced the Kender Flight, but they always seem to shy away from anything too dangerous. Those kender from the Desolation have a harder edge to their personalities than the fun-loving kender of Hylo. They are more confident in their abilities and shocked at the relative comfort other races take for granted.

Afflicted kender tend to over analyze situations. They don't like surprises and do their best to discover them before they happen or avoid them completely. If this means checking every chest, opening every door, and

rifling through people's pouches when necessary, so be it. Afflicted kender are motivated by a need to feel safe and secure at all times. This need does not make them shut-ins, but instead, they feel motivated to do what they can to ensure their own safety and that of their friends and companions.

There are afflicted kender whose personalities have changed in drastic ways. These afflicted kender, who bear emotional scars from the Kender Flight, can be dangers to themselves and others. These kender have an attitude unlike any kender before them. They are distrusting, overly cautious, brooding, quiet, and vengeful. They suffered the worst of the attack in Kendermore and often have physical scars to show for it. These kender have been known to become thieves, bandits, and assassins, professions from which any true kender would naturally steer clear. The only possible good coming from this insanity is the focus of their anger against the Dragon Overlords and their minions.

SOCIAL STRUCTURE

The leadership of afflicted kender tribes usually consists of an elder or group of elders. These are usually kender who escaped the destruction of Kendermore over forty years ago. Kender warriors comprise a large part of the tribe. These kender have grown up in the Desolation and learned how to survive its dangers. Those kender who do not hunt perform various tasks around the hidden villages of the Desolation, setting traps and keeping watch in the nearby region for threats to the security of the tribe. Older kender look out for the kender children within the confines of village and only take them out to teach the dangers of the land around them.

In Kenderhome, the afflicted kender Belladonna rules the nation. She is a tough but caring leader. Belladonna uses her skills as a leader to organize the normally chaotic kender into scouts and defenders.

FAMILY LIFE

The afflicted kender of the Desolation live in small, scattered tribes across the broken landscape of the Desolation. Opposed to the communities of true kender, afflicted kender prefer to live in more structured and safer family groups. Wanderlust is much more mild in afflicted kender. The urge to protect their family and tribe prevents afflicted kender from staying away for too long.

Afflicted kender of the Desolation dwell in small settlements that are expertly camouflaged and always have multiple escape routes. Natural cavern systems are ideal locations for afflicted kender villages. The kender always make sure the caverns are fully explored and collapse any tunnel they can't trust. The entrances to these settlements are almost always trapped in some way, and only the afflicted kender who dwell within know the safest way through. Homes built of wood are of no use, as they are too easily destroyed by passing dragons and not easily defended.

In the forests of Kenderhome, most afflicted kender dwell with true kender. They prefer to live in villages that afford them the most protection against invasion. You can always tell the home of any afflicted kender, as they have locks on the doors and shutters on the windows, foreign concepts to any true kender.

NAMES

A simple first name is given to kender by their parents upon their birth. Once the kender has grown up, he may take a new first name if desired. Male names include Blight, Cutter, Rusty, Scar, Shade, and Trundle, while common female names are Ash, Blister, Cindra, Drifter, Moonwillow, and Tepid. Last names tend to be family names or descriptive names from their adventures, such as Darkwatcher, Emptypouch, Lockbreaker, Milerunner, Shadewalker, Singeheel, and Tripspring. Many afflicted kender took on new names after the Kender Flight to represent their physical and emotional wounds.

EVERYDAY ACTIVITY

The majority of afflicted kender in Ansalon dwell in and around the Desolation. These kender refused to give up the land they once loved to Malsytryx. Now that the Dragon Overlord is dead, the kender continue to dwell there and fight against the evil that she brought to the place. To the west of the Desolation, a group of kender dwells in the ruined section of Port Balifor. These kender act as guides to anyone foolish enough to travel into the Desolation.

Within the safe haven of Hylo, afflicted kender have established a few of their own villages, and even taken over some of the true kender villages, where they live side by side with their true kender cousins.

RELIGION

Afflicted kender have little use for the gods. The kender who were alive during the Chaos War will not forgive the gods for abandoning them, and the kender born after the Chaos War were raised in a time without gods. Now that the gods have returned, they are largely untrusting. The idea of a being who can see you at all times and kill you with a mere thought unnerves the fearful, distrusting kender.

Unfortunately, there has only been one deity who has made an impression on afflicted kender—Hiddukel the Prince of Lies. Hiddukel promises safe haven for those kender who learn to utilize deception and trickery for protection and to make themselves stronger than their enemies.

LANGUAGE

Afflicted kender share the same language as true kender. They speak Common and Kenderspeak. At one time, the language of Kenderspeak was relatively consistent between the kender nations of east and west, as the kender freely traveled between both. Now the language has grown more fractured, as the afflicted kender of the Desolation have coined new terms and meanings. Afflicted kender don't talk as much as other kender. In fact, sometimes they don't talk at all.

RACIAL RELATIONS

Afflicted kender usually keep to themselves. While they feel safest with other kender, they often find true kender to be foolish and irresponsible. Some afflicted kender don't mind dealing with humans, elves, dwarves, and gnomes, but they are at least always initially suspicious of the motives of other races, and those races must prove themselves before the kender will trust them. Within the Desolation, afflicted kender only trust the Kagonesti. The afflicted kender and wild elves of that region have worked together for decades to battle the evil creatures of the land.



AFFLICTED KENDER AS CHARACTERS

Because of their natural stealth and skills outdoors, afflicted kender make good rangers and scouts. They also have a better ability to focus on tasks than true kender, making them better spellcasters. Many afflicted kender begin with a couple levels of rogue before switching to other classes.

ADVENTURING AFFLICTED KENDER

Afflicted kender do experience wanderlust, although the calling is much less powerful than with true kender. This diminished wanderlust and strong connection to safeguard their friends and family make adventuring afflicted kender a rarity. There are some afflicted kender who do travel the world. The most likely reason for an afflicted kender to leave home is to discover outside threats, so they can return some day to report their findings and begin working on ways to defend themselves. Other afflicted kender may form a bond with a trusted individual and feel more comfortable traveling the world with their friend.

CHARACTER DEVELOPMENT

Afflicted kender should focus on classes that will make the most use of their natural Dexterity. Focusing on defensive feats, such as Dodge, Mobility, and Run, will help to reinforce the idea that the afflicted kender is more concerned with keeping themselves safe than dealing out damage.

Barbarian: There are a small number of afflicted kender barbarians who reside in the Desolation. These are among some of the most aggressive and antagonistic kender. They tend to be more violent than careful. These afflicted kender exist as if they have nothing worth living for.

Bard: Afflicted kender bards are rare. Those few who do exist focus on spreading the word of the atrocities committed against kender and attempt to teach true kender how to protect themselves. Not surprisingly, these afflicted kender bards are not very popular.

Cleric: This is a rare class for afflicted kender. If an afflicted kender worshiped a god, there must be an interesting story behind it. Some ideas for afflicted kender clerics might be a cleric of Mishakal who is searching for a cure for kender affliction. An afflicted kender may serve Hiddekul while pretending to serve another deity.

Druid: There are a few afflicted kender within the Desolation who have taken up druidry since the return of the gods. These kender use their skills to protect the kender of their tribe and to search for a way to speed up the healing of the Desolation.

Fighter: Afflicted kender fighters tend to be much more ruthless and intense in battle than true kender.

Mariner: There are few afflicted kender mariners. Those afflicted kender who do take to the sea often do so to escape something too painful for them to deal with back home.

Master: Very few afflicted kender take up the master class. Those that do favor the Professional focus.

Monk: This class is very rare. While afflicted kender are more structured in their thinking than other kender, there are no formal schools to teach afflicted kender these skills. There is always the off chance an afflicted kender orphan was raised by monks.

Mystic: There are a number of afflicted kender mystics who live among the tribes of the Desolation. These kender draw forth this energy out of desperation for their people. Outside of the Desolation, there are few afflicted kender

who have found the power within themselves. Many afflicted kender seem to lack the self-confidence needed to manifest the power.

Noble: The closest afflicted kender have to nobility is the Thistleknott family. They are the only kender nobility known to have survived the devastation with the fall of Kendermore. The aging and grizzled Kronn Thistleknott lives in Port Balifor on the edge of the Desolation, working to find ways to hunt down the dragons and other evil of the region.

Paladin: There are no known afflicted kender paladins, as the majority of these kender care nothing for the gods.

Ranger: There are numerous afflicted kender rangers called Desolation Trackers. These rangers specialize in traveling the broken and harsh landscape of the Desolation peninsula.

Rogue: The key difference between true kender and afflicted kender rogues is that most afflicted kender understand other societies view handling as wrong, and sometimes they feel remorse at having walked away with something they don't own. Regrettably, there are some afflicted kender who enjoy taking things from others; when they are caught, they pretend to have found it.

Sorcerer: Afflicted kender sorcerers are rare. Their ability to concentrate on certain tasks makes sorcery easier for them to manage, but few actually do.

Wizard: There has never been a recorded instance of a kender passing the Test of High Sorcery. Afflicted kender could possibly become wizards, but it would be a singly unique individual who did.

AFFLICTED KENDER RACIAL TRAITS

Afflicted kender share all the racial traits of true kender except as follows:

- +2 racial bonus on Climb, Hide, Jump, and Move Silently checks. Afflicted kender go out of their way to pass unnoticed and avoid drawing any attention to themselves.
- Afflicted kender gain no bonus on their Bluff check to taunt foes and do not possess the stereotypical kender fearlessness. They do not have the lack of focus of normal kender and do not suffer the penalty of Concentration checks.

AFFLICTED KENDER ADVENTURES

Adventures featuring afflicted kender often focus on misdirection and redemption. Since there are not always physical differences between true kender and afflicted kender, one might be mistaken for the other, which could lead to false assumptions. Most afflicted kender encounters would probably occur in or near the Desolation.

- A nearby village sends out a call for anyone willing to help solve a problem concerning an undead plague. As the adventurers arrive, they discover that the town is being overrun by undead. Not just any undead—zombie kender to be exact. While in town, a kender by the name of Mobie Springheel joins the party. She was in the area for a family reunion when she heard of the attacks. One of the undead kender looks like her Uncle Flatfoot. She would like to join the party to investigate the problem. What the party probably fails to realize is that Mobie is an insane afflicted kender who discovered a way to overcome the fear of her family coming to harm by bringing on their death at a time of her choosing. Now she is willing to give her gift to others, and the adventurers will be the first to volunteer.

- While traveling across the Desolation, the party ventures too close a hidden afflicted kender village. Unfortunately, this particular tribe had recently had a run-in with a group of explorers who were working for the Dark Knights. The explorers befriended the group to gain information and then killed a number of the afflicted kender in a surprise attack. Now the party has discovered one of their secret hideouts containing a number of mothers and children. The party must now find a way out of the predicament.

HALF-KENDER

Like the results of many other pairings between races, half-kender often feel they are relegated to the edges of the world in which they live. However, half-kender have one comfort not available to many other half-breeds—they do have one community that accepts them, the greater kender community. Whether or not they feel accepted largely depends on their own position toward the childlike attitude of the kender. Outside of the kender communities in Ansalon, half-kender find themselves viewed with as much suspicion as ordinary kender and are often not welcome to stay for any length of time. The onset of wanderlust in late adolescence contributes to this rootlessness, and half-kender usually feel they have little connection to the world around them, not fitting in with kender as they age but also unable to settle down with human communities. For this reason, half-kender are natural adventurers and often find comfort with those who also turn to wandering the world for their own reasons.

PHYSICAL APPEARANCE

Half-kender can often pass for slightly smaller, thinner humans. They can be anywhere between 4 and 5 ½ feet tall and weigh between 100 and 130 pounds. A half-

kender's hair and eye color are usually determined by the nationality of her human parent. Most half-kender will wear their hair long, but only some adopt the famous kender topknot style. Their ears can have a slight point, but it is easily concealed. Half-kender will also develop face wrinkles as true kender do; however, they will not be nearly as pronounced.

PSYCHOLOGY

For a half-kender, adventuring is often as much about discovering her place in the world as it is about satisfying her wanderlust. She combines her inherent sense of wonder with the opportunities open to humans in Ansalon to fill whatever role is necessary in life. The adventuring process is usually a growing process for a half-kender, and this growth can often bring a sobering sense of reality to her more carefree attitudes. Alternately, if she led a tougher childhood, the half-kender might adopt an aloof attitude, preferring to walk her own path through the world.

The half-kender is the world's perpetual adolescent. She is awkward in social situations and requires attention to feel accepted. In the world of Ansalon, a half-kender always seems to be on the edges of the world, and any friends she has must accept this part of her personality. Being friends with a half-kender can be a trying experience, as a general lack of self-confidence runs through much of her interactions with society. She feels the need for the guidance of an authority figure while distrusting authority in general. Her own inner nature is conflicted, and however much she tries to hide it, uncertainty is her way of life. However, once trust is reached, a person could not ask for a firmer friend than the half-kender, and she will do anything to help her companions.





SOCIAL STRUCTURE

Since there is no half-kender community, half-kender leaders are few and far between. Half-kender tend to look up to those who will accept them and can be tricked into following those who do not have their best interests in mind. Half-kender have a hard time leading other races, because they live between the kender and non-kender worlds, with neither fully trusting them.

FAMILY LIFE

Half-kender have no land of their own. They are always accepted in kender communities, whether established ones like Hylo or the returning ones in Goodlund. In non-kender lands, half-kender find themselves always just enough unlike those around them to feel that they would be most welcome to move on to another community. In the end, the true home of the half-kender is wherever she feels most accepted.

NAMES

A half-kender name depends on whether he was raised by his kender or human parent. Either way, the name will reflect the culture in which he is raised. Upon reaching maturity, some half-kender do seek out their other parent, and if they find acceptance, they will adopt a name more reflective of that community.

HALF-KENDER LIFE

Some half-kender will choose to eschew settlement all together and continue to wander on the outside edges of society their entire lives. Others try to fit in and through force of will are able to stay in one place. The most common settlement place for those half-kender who do choose to live in one place is in communities where rootlessness is accepted and not too many questions are asked about the past. Small communities of half-kender can be found in most major cities of Ansalon, but these communities will vary in size and composition. Wanderlust will eventually force many of them to keep moving, often leaving only an older half-kender base.

RELIGION

Half-kender work hard to adopt the religion and general beliefs of the people who accept them. They conform to the general beliefs of whatever society they would like to belong to, but their own conflicted personalities often causes this conformity to seem forced. However, in religious communities more willing to tolerate their wandering nature, such as those that follow Branchala, the half-kender often find acceptance. Half-kender find themselves drawn to many of the gods of good and neutrality, although those of a more neutral or chaotic nature suit them better.

LANGUAGE

There is no half-kender language. Most will learn Kenderspeak, even if they are not raised in kender communities, as a way to connect to that side of their heritage. Almost all speak Common in the interest of fitting in as they wander throughout the world.

Unlike kender, a half-kender doesn't have the same drive to constantly ask questions, run off strings of trivia, or comment on everything she observes. However, she probably can't avoid talking to herself, writing in a journal, engaging in deep and extensive conversations with those close to her, and otherwise expressing that side of her heritage.

RACIAL RELATIONS

Half-kender have no set community and are often forced to keep on good terms with as many people as possible. Among other kender, the half-kender is seen as too human, so she never really fits in with the naive and childlike sense of wonder of her fellows. Half-kender of true kender lineage also clash with the values of afflicted kender communities. While they do have fewer typical kender traits, their carefree manner clashes with the somber realism of the afflicted kender. Half-afflicted kender find acceptance with afflicted kender and often find comfort in communities already filled with people uncomfortable with the kender world.

Outside kender society, some half-kender are able to counter the traditional prejudices against kender and make a home for themselves in disparate situations, especially in transitory areas and refugee cities. However, because of the adaptability they gain from their human heritage, half-kender often take up roles exploiting their shorter stature and younger personality.

Half-kender find great comfort in a younger crowd of humans, finding their own curious natures matching well with human youth. In cases where they are not looked at closely, a half-kender can easily pass as a shorter, thinner human. Among humans, dwarves, and elves, half-kender are seen as too much like kender and are often kept at a distance. Gnome communities have an established study group on the mixing of the races, and most half-kender will try to avoid gnomes for fear of their experiments.

HALF-KENDER CHARACTERS

Half-kender make ideal adventurers. Their tendency for wanderlust combined with general discomfort in the world makes them willing to take to the open road. Half-kender examples of all character classes are possible; they have as few limits in their eventual growth and development as their human parents.

ADVENTURING HALF-KENDER

Most half-kender become adventurers. They find they are more accepted in small group situations where their personal strengths and weaknesses are better understood. A half-kender is a valued party member, as his sense of wonder and childishness is tempered by his non-kender half. While some half-kender do inherit handling tendencies, they tend to have a stronger sense of personal property and are less a nuisance to fellow party members. He also does not inherit the fearlessness of true kender, and his enhanced sense of self-preservation works well in the inherent cautiousness of most adventuring groups. For a more somber campaign, he can be a distraction, although not as much as a full-blooded kender. The constant need for acceptance also can be distracting to a more independent-minded party. However, his flexibility makes him fit well into any party.

A half-kender finds the adaptability of his human side combined with the natural skills of a kender makes him an excellent scout or rogue, and his keen senses and ability to suppress fear allows him to work ahead or behind a party to ensure its safety. In addition, they make good spellcasters, especially as sorcerers, mystics, or clerics. Half-kender wizards are more rare; they must suppress their wandering kender nature long enough to complete the necessary concentrated study. They are not suited to strict orders, such as the Knights of Solamnia, but they would easily find a home in the Legion of Steel. Ultimately,

THE GIFT OF FIZBAN

FIZBAN the Fabulous, a bumbling, scatterbrained, kindly old magician, befriended the greatest kender Hero of the Lance, Tasslehoff Burrfoot. It was discovered that Fizban was not just a magician, however. He revealed himself to be the great god Paladine, and his kindness, patience, and understanding with Tasslehoff, and blundering mannerism, endeared the god to the kender race.

Following the War of the Lance, tales of Fizban and Tasslehoff circulated swiftly through kender communities. This, coupled with the return of the gods, prompted a resurgence of devotion. Many kender turned their attention back to Branchala, who they considered to be their high god, but a large majority also decided to receive religious training in the ways of Paladine. Each kender wanted to be a little closer to Fizban the Fabulous.

Eventually, kender priests of Paladine began to find a soft spot in Paladine's heart, and the god began to grace these clerics with certain gifts and abilities

far different from other clerics. Their devotion to the faith, their love of the story of Fizban, and what he represents to them, has made them Disciples of Fizban. Even following the Age of Mortals, Disciples of Fizban can be found wandering the land, their spells once again restored.

FIZBAN'S GIFT DOMAIN

Deities: Any good.

Granted Powers: You can use *dancing lights* at will as a spell-like ability equivalent to a 1st-level spell.

Fizban's Gift Domain Spells

1. *feather fall*
2. *web*
3. *fireball*
4. *confusion*
5. *feblemind*
6. *true seeing*
7. *delayed blast fireball*
8. *sunburst*
9. *gate*

his ability to fit multiple roles will bring all but the most intolerant adventuring parties to welcome in a half-kender companion.

CHARACTER DEVELOPMENT

A half-kender should never be treated as a kender. He does not have the handling skills of a kender, and even as a rogue, he has an inherent sense of property and ownership. The half-kender often tries to find a set of skills that makes him useful under many circumstances, as this helps him fit in under all different situations.

If he takes on the role of a combat class, the half-kender finds that he can adapt to any situation, drawing on the curiosity of his kender side along with the general capabilities of any human. He can easily step in for the party's combat or scouting needs, and his smaller size allows him to operate in stealth and remain beneath many people's notice. As a sorcerer or mystic, he draws upon the natural free nature of kender and the inner strength of humans to channel the necessary magic.

Outside the traditional adventuring role, the half-kender has more trouble finding a home, and his willingness to take on any job reflects this. As a consequence, he will often work on developing his stealth to hide when necessary and his Charisma to help make the connections necessary to ease what is often a lonely life.

HALF-KENDER RACIAL TRAITS

Half-kender are taller and heavier than their kender parent, although on average, they are not as tall as humans. They inherit the same lithe build, slightly pointed ears, and tendency to acquire crow's feet and facial lines as kender, but because of their larger size and coarser features, they are often mistaken as adolescent humans or even half-elves.

Half-kender possess the following racial traits:

- **Humanoid:** Half-kender are humanoids with the kender subtype.
- A half-kender's base land speed is 30 feet.

- +4 racial bonus on saving throws against fear. Although they do not have the fearlessness of kender, half-kender find it much easier to shake off the effects of panic and fright.
- +1 racial bonus on Spot checks.
- +1 racial bonus on Open Locks and Sleight of Hand checks. Half-kender can use these two abilities as though they were trained, even if they have 0 ranks in the skills.
- **Taunt:** Like their kender parent, a half-kender has an uncanny insight into the motivations and characteristics of other races. Although they do not have quite the mastery of this ability as kender do, a half-kender receives a +2 racial bonus on all Bluff checks to taunt someone.
- **Weapon Familiarity:** Half-kender treat any kender exotic weapon as a simple weapon.
- **Automatic Languages:** Common, Kenderspeak. **Bonus Languages:** Any. Many half-kender choose their human parent's regional dialect as a bonus language.
- **Favored Class:** Any.

HALF-KENDER ADVENTURES

Adventures for half-kender often center on a search for acceptance. If the half-kender identifies more with her kender parent, she will look to help out kender wherever she finds them, seeing herself as a more mature figure to the childlike kender. On the other hand, if she was raised by her non-kender parent, she will be drawn into more local struggles. Either way, wanderlust for half-kender will lead them on a path to discover more about their other half.

- A kender comes to town desperately pleading for help. Not used to seeing a desperate kender, the town puts together a mission to help recover Kendermore after the destruction. However, due to the population's general distrust of kender, few people volunteer, leaving leadership and guidance up to anyone who would be willing to help.

- As part of her wanderlust, a half-kender travels across the path of a Legion of Steel work party. Joining the ranks for a short distance, the Legionnaires repeatedly comment on how much she looks like their immediate commander who has recently gone missing. Perhaps he is the unknown father for whom she has been looking.

KENDER IN OTHER ERAS

This chapter describes kender five years after the end of the War of Souls. You can use the information here to help determine how your character may act depending on the era of play. It is not difficult to apply much of the information here to kender of any past era in *Dragonlance*.

LATE AGE OF DREAMS (APPROX. 4000 - 1018 PC)

The Age of Dreams is a time of discovery for the kender race. After their creation in 3951 PC, kender separate into small groups and travel the length and breadth of Ansalon. These nomadic tribes wander the land, visiting every city and being repelled from more than one. They eventually find safe haven in the forests of Balifor after befriending the Silvanesti general Balif. In the aftermath of the devastating magical storms of the Second Dragon War, they find Hylo in the lands of Northern Ergoth. Although the kender finally settle the land, they continue to have conflicts with neighboring kingdoms. In Balifor, the kender run into problems with the Silvanesti, and in Hylo, the kender have their fair share of problems with the Empire of Ergoth. Kender of this era can be more antagonistic than other eras. They come to the realization that the other races of Ansalon have not made them very welcome. Although they are always polite, their actions are always initially a bit suspicious of others' motives.

AGE OF MIGHT (APPROX 1018 - 1 PC)

During the Age of Might, thousands of years since their creation, the rest of the world begins to become somewhat acclimated to the kender race. Tensions ease between the kender nations and their neighbors. Hylo even goes so far as to ally itself with Solamnia. The kender race prospers in relative peace for almost a thousand years, and they expand into numerous small villages and towns. Two generations prior the Cataclysm, the kender become somewhat anxious. Kender are not exactly afraid but uncomfortable and agitated. The feel of dread is something the entire race experiences. Just a nagging in the back of their minds that something potentially interesting, but probably not much fun, is going to happen in the near future.

AGE OF DESPAIR (1 AC - 383 AC)

The Age of Despair is truly horrible for the kender race. The kender nation of Balifor is almost entirely destroyed, flooded by raging sea waters. In Hylo, thousands of kender drown. The normally cheerful kender are thrown into despair. The feeling of loss and heartbreak of the abandonment of the gods is too much for many of the kender. A fight for survival replaces wandering for the sake of exploring the world. In the centuries following the Cataclysm, new kender nations are founded and settled. The kender reestablish the connection to their homelands and true kender reemerge. The last century of the Age of Despair is a time of exploration for the kender race. Their curiosity kicks into overdrive, and they wander Ansalon to see what else has changed and how the other races of Ansalon fared.



BELLADONNA'S EYES

The organization known as Belladonna's Eyes began as a group of afflicted kender who believed in Belladonna and her vision for a safer kender nation. As Belladonna grew in power, so did her organization. Most kender who join the organization do so out of a sense of pride for their nation and a need to make sure the dangers that befell Kendermore never occur in Kenderhome. Many true kender also join the organization, but most do not have the lasting sense of obligation or direction of the afflicted kender.

BELLADONNA'S EYES ENTRY REQUIREMENTS

In order to join Belladonna's Eyes, a kender must prove himself to a mentor. The most common form of test is simply giving a kender an objective to meet. If he completes the test and returns to Hylo with evidence of his mission, he is given the option to receive the mark of Belladonna, which indicates he is officially one of her Eyes.

Tests usually include sending the kender half way across the continent to gather information on a foreign people. Most kender never return until their wanderlust is complete, but if a kender can focus and complete his mission, it proves he truly has what it takes to join.

Associated Classes: Fighter, Ranger, Rogue.

Associated Feats: Deft Hands, Dodge, Lightning Reflexes, Mobility, Nimble Fingers, Persuasive, Stealthy.

Associated Skills: Gather Information, Hide, Listen, Move Silent, Spot, Survival.

Special Requirement: Complete and return from an assigned mission to a distant land.

BELLADONNA'S EYES BENEFITS

A kender is recognized officially as a member of Belladonna's Eyes when he receives Belladonna's mark. This mark is a special tattoo designed by Belladonna and applied by a kender tattoo specialist. Belladonna could not afford to give her Eyes any type of token or symbol that could be removed. She understands that any physical object she gives her followers will soon disappear from their possession. So instead, she gives them her mark. Any kender willing to endure the pain of the needle proves his dedication to Belladonna and her cause of keeping Hylo safe and free from invasion. Each tattoo is unique, and some are highly detailed. There are even stories that Belladonna has worked with kender sorcerers to add magic to many of these tattoos, but these rumors have never been confirmed.

Within the kender communities, those kender who have Belladonna's Mark are given whatever help kender provide. They are treated like nobility. Outside of kender communities, they are rarely recognized as anything more than kender. However, certain towns and cities have started to recognize these kender as official dignitaries of the kender nation and check for Belladonna's mark as confirmation of this fact.

BELLADONNA, WARRIOR QUEEN OF THE KENDER

BELLADONNA of Hylo is one of the most notable kender of the current era. Born Billie Juniper, Belladonna watched her entire family burn to death from Malystryx's fiery breath when she was a child. She was the only member of her village left alive, but she did not escape unharmed. From the attack, her back and legs were covered in painful scars that continuously bother her, yet she refuses to have them healed. She was forced to grow up fast on the journey from Kendermore. Innocence and joy were ripped from her in her young childhood, just as it was from many kender children at that time.

Once Billie Juniper reached Hylo, she, like many other afflicted kender, tried to return to their daily routines and start life again. However, it was soon evident the newly arrived kender were having problems integrating back into kender society. Over the next decade, Billie Juniper grew up among the true kender and witnessed the difficulties the two types of kender were having dealing with each other.

Upon hearing there were more Dragon Overlords in Ergoth posing a threat to Hylo, the afflicted kender wanted to raise a standing kender army. The true kender thought that would be a fun notion and decided to join them, although they rarely took the idea of an army very seriously. At this time, Billie Juniper changed her name to Belladonna and became one of the most ferocious fighters and capable


strategists in the kender nation.

The afflicted kender of Hylo began fortifying some cities, causing the true kender to relocate. The afflicted kender turned their attention towards the suspicious goblins to the south, distrusting their claims of goodwill with the true kender and believing the gullible true kender had been deceived.

Before long, the afflicted kender, lead by Belladonna, began raids on the neighboring goblins. These preemptive strikes were meant to test their enemy's defenses. Shocked by the raids, Fallana, the ruler of Hylo and member of the royal Windseed family, decided to hold peace talks between Belladonna and Bloodsnout, the goblin chieftain at the time. Before the talks could begin, Belladonna used the meeting as an opportunity to seize control of the leadership of Hylo.

Once in charge, Belladonna was not content to sit back and wait for the slaughter. She started planning and used kender resources to lead other afflicted kender against the Dragon Overlord Gellidus and Dragonlord Pyrothraxus. To this end, she formed the organization known as Belladonna's Eyes. Once the news of Gellidus' death reached Hylo, there was much celebrating. Many true kender assumed Belladonna would be pleased, but she only became more afraid, thinking of what great evil would come to fill the hole left by the death of the Dragon Overlord.





Within the capital city of Hylo, only those kender who have Belladonna's mark are allowed to walk freely through the citadel towering over the city. The citadel is the base of operations for Belladonna and her followers.

BELLADONNA'S EYES IN THE WORLD

Kender have wandered Ansalon for thousands of years, and Belladonna decided to take advantage of this fact. In attempting to keep her people safe, she needed to know what dangers they faced. To this end, she marshaled the kender of Hylo and charged them with gathering as much information as possible about the threats facing their nation. Belladonna's Eyes wander Ansalon like any other kender; however they make sure to record and relay their experiences back to Hylo, so Belladonna's team can keep track of the things going on around Ansalon.

ORGANIZATION

The organization of Belladonna's Eyes is simple. Belladonna has an inner circle of trusted advisors and warriors who have taken blood oaths to keep her safe and informed of the threats her nation and people face across the world. These kender each have special responsibilities, such as maintaining security in the citadel, city, region, or nation. Other kender are responsible for compiling reports and stories received from around Ansalon.

Any kender who bears Belladonna's mark is within the organization; any kender who does not have it is not.

NPC REACTIONS

Belladonna's Eyes have a good reputation among kender. Other true kender who encounter a member of Belladonna's Eyes start out with an attitude of Friendly. Afflicted kender begin with an attitude of Indifferent. Showing Belladonna's mark can quickly shift this to Helpful. Most other races have never heard of Belladonna's Eyes and tend to treat them with the same reaction they would any kender.

BELLADONNA'S EYES LORE

Given that Belladonna's Eyes are not well known outside the kender nations, knowledge of them is hard to come by. The skills checked should be Knowledge (local) or Knowledge (nobility); a character unfamiliar with kender culture suffers a -5 circumstance penalty. Bardic knowledge and similar class abilities may also be used.

DC 10: Belladonna's Eyes are kender scouts.

DC 15: Belladonna's Eyes carry out missions for the kender leader Belladonna. They each bear a mark somewhere on their bodies to identify them as Belladonna's agents.

DC 20: Belladonna's Eyes will report anything they discover back to Hylo. Only Belladonna's Eyes may walk freely within the Citadel.

DC 30: Belladonna's Eyes will sometimes spy and steal if it is necessary to complete their mission. Others have done far worse.

PLAYING BELLADONNA'S EYES

Belladonna's Eyes are always aware of their responsibility to Belladonna and the kender nation. Although they may spend years away from their homeland, they will do their best to remember and record the events of their encounters and discoveries to take back home. Sometimes they will send messages back home to keep Belladonna apprised of their location and actions. Occasionally, kender messengers from Hylo are sent out to find members in the

field to deliver orders from Belladonna herself. For some of the more important missions, Belladonna has been known to hand out magical devices that allow her or her trusted allies to communicate magically with the kender.

COMBAT

Since the members of Belladonna's Eyes are comprised of a number of different types of classes there is no defined way to classify their combat style. Kender fighters will wield the weapon with which they are most proficient. Kender handlers, rogues, and rangers will typically stick to the shadows and attack with ranged weapons or close to flank when possible.

ADVANCEMENT

Advancement in Belladonna's Eyes is slow and methodical on purpose. Belladonna only wants the most dedicated and focused kender within the organization. If a kender is given a simple task to perform and takes years to complete it, they will simply not be given new, more important missions. The key to advancement within Belladonna's Eyes is steady communication and results. If a kender can complete missions and report with some regularity, the missions assigned will become more important and critical to the safety of the kender nations. Only the most trusted kender are accepted into Belladonna's inner circle.

BELLADONNA'S EYES ALTERNATIVE CLASS FEATURES

The following alternative class features serve as good examples of the sort of special techniques and tricks the kender in Belladonna's service learn. They could be adapted to any other organization or band of kender or half-kender, especially those that align themselves with similar goals to Belladonna.

BELLADONNA'S EYES FIGHTER

In ages past, kender warriors learned a technique that allowed them to wield their weapons with a skill and efficiency of races much larger than themselves. Belladonna's Eyes have taken this technique and integrated it into their training, allowing some kender warriors to brandish their weapons with increased strength and ability.

WALLOP

Kender fighters pack quite a punch.

Level: 1st.

Replaces: If you select this class feature, you do not gain a bonus fighter feat at 1st-level.

Benefit: You are considered one size category larger when using any simple or light weapon. This counts for all attacks with weapons, including trips, weapon damage, etc.

BELLADONNA'S EYES ROGUE

Most of Belladonna's Eyes are rogues or have rogue levels. Many take the handler prestige class as soon as they are able. If they have chosen to advance further as a rogue, however, they can become experts at guerilla warfare.

STRIKE AND COVER

Belladonna's rogues do their best to lead advancing armies into ambushes and snipe from well camouflaged areas. One maneuver popular among some of the more

skilled kender rogues is the ability to attack a foe and then disappear into the surrounding terrain.

Level: 7.

Replaces: If you select this class feature, you do not gain the 1d6 of sneak attack damage that you would normally gain at 7th level.

Benefit: When using an attack action with a melee weapon, you may split your move action in that round in order to move before and after your attack. This does not provoke an attack of opportunity. As long as there is cover adjacent to you at the end of your move, you make a Hide check at your normal bonus to conceal yourself.

Normal: Hiding when moving quickly is at a -10 penalty.

BELLADONNA'S EYES RANGER

The rangers who join Belladonna's Eyes are adept at remaining alert and keeping aware of their potential enemies. Many of them multiclass as rogues, and their usual favored enemies include dragons, goblinoids, humans, and aberrations.

INSIGHTFUL DEFENSE

Kender rangers have a natural ability to read creatures. This often gives them an advantage in combat. If a kender ranger takes a moment to pay close attention to a creature, they can generally tell what their foe's next move will be in combat. This allows the kender to prepare to counter that move.

Level: 3.

Replaces: If you select this class feature, you do not gain Endurance as a bonus feat.

Benefit: As a move action, you may make a Sense Motive check (DC 10 + HD of opponent) to add a +2 insight bonus to your AC against an opponent until your next turn.

NIGHTSTALKER

The Age of Mortals brought with it a new kind of magic, the ambient magic threaded through Creation and the minds and hearts of its people. The living were not the only inhabitants of Krynn to be touched by this magic; even the souls of the dead exist within this intricate web of life, and their presence may be felt by those fearless enough to look for it. Those mystics who courageously pursue a life in the shadowy world of spirits are known as nightstalkers.

The nightstalker first appeared in the Fifth Age Dramatic Supplement, *Heroes of Hope*. It was later presented as a prestige class for *Dungeons & Dragons 3.5* in the *Age of Mortals Sourcebook* from Sovereign Press. It is revised and represented here as an alternative mystic class.

MAKING A NIGHTSTALKER

The nightstalker is a variant on the standard mystic class presented in the *Dragonlance Campaign Setting*. It combines elements of that class with some of the abilities of the rogue, with a focus on necromantic and divination spellcasting.

Abilities: Like the mystic, the nightstalker benefits from a high Wisdom and Charisma score. Because of their rogue-like attributes, however, a high Dexterity score is also encouraged.

NIGHTSTALKER					Hit Die: d6	Spells Per Day						
Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	0	1	2	3	4	5	6
1st	+0	+0	+2	+2	Death sight, trapfinding, spiritual resilience +1	2	—	—	—	—	—	—
2nd	+1	+0	+3	+3	—	3	0	—	—	—	—	—
3rd	+2	+1	+3	+3	Whispers of the dead+2	3	1	—	—	—	—	—
4th	+3	+1	+4	+4	Rebuke undead	3	2	0	—	—	—	—
5th	+3	+1	+4	+4	Advanced learning	3	3	1	—	—	—	—
6th	+4	+2	+5	+5	1st spirit companion	3	3	2	—	—	—	—
7th	+5	+2	+5	+5	—	3	3	3	0	—	—	—
8th	+6/+1	+2	+6	+6	Spiritual resilience +2	3	3	3	1	—	—	—
9th	+6/+1	+3	+6	+6	Whispers of the dead +4	3	3	3	2	—	—	—
10th	+7/+2	+3	+7	+7	—	3	3	3	3	0	—	—
11th	+8/+3	+3	+7	+7	Advanced learning	3	3	3	3	1	—	—
12th	+9/+4	+4	+8	+8	2nd spiritual companion	3	3	3	3	2	—	—
13th	+9/+4	+4	+8	+8	—	3	3	3	3	3	0	—
14th	+10/+5	+4	+9	+9	Spiritual resilience +3	4	3	3	3	3	1	—
15th	+11/+6/+1	+5	+9	+9	Whispers of the dead +6	4	4	3	3	3	2	—
16th	+12/+7/+2	+5	+10	+10	—	4	4	4	3	3	3	0
17th	+12/+7/+2	+5	+10	+10	Advanced learning	4	4	4	4	3	3	1
18th	+13/+8/+3	+6	+11	+11	3rd spirit companion	4	4	4	4	4	3	2
19th	+14/+9/+4	+6	+11	+11	—	4	4	4	4	4	4	3
20th	+15/+10/+5	+6	+12	+12	Spectral symbiosis	4	4	4	4	4	4	4

Class Skills (4 + Int modifier per level, x4 at 1st level): Balance, Bluff, Concentration, Craft, Diplomacy, Disable Device, Escape Artist, Gather Information, Hide, Knowledge (arcana), Knowledge (local), Knowledge (religion), Listen, Move Silently, Open Lock, Profession, Search, Sleight of Hand, Spellcraft, Spot, Survival, Use Magic Device, Use Rope.

Races: Although typically only kender and half-kender take levels in this alternative mystic class, any race with an innate fearlessness or resistance to fear, or a person who gains some level of connection to the spirit world, might also become a nightstalker.

Alignment: Any. Most nightstalkers are good-aligned.

Starting Steel: 4d4 x 10 stl.

Multiclassing: The nightstalker combines elements of the mystic with some of the abilities of the rogue, and with a focus on necromantic and divination spellcasting. Characters with levels in any class that gains its spells from a deity (such as cleric or druid) or otherwise uses focused, prepared magic (wizard) cannot become a nightstalker.

CLASS FEATURES

Your mystic abilities are focused entirely on the spiritual world. You have fewer hit points and spells per day than other mystics, but you have broader access to skills and a number of special abilities.

Weapon and Armor Proficiencies You are proficient with all simple weapons plus the hand crossbow, rapier, short bow, and shortsword. You are proficient with light armor and shields (except tower shields).

Death Sight (Su) Your awareness of the aura of undead is uncanny. At will, you may use *detect undead* as the spell.

Trapfinding (Ex) This ability is identical to the rogue ability of the same name. With their keen senses, nightstalkers are adept at locating and disarming traps.

Spiritual Resilience (Ex) Beginning at 1st level, your heightened resolve toughens your body against life-threatening attacks. You gain a +1 morale bonus on all saving throws against negative energy and necromantic spells and effects.

The bonus increases to +2 at 8th level and +3 at 14th level.

Spellcasting You cast divine spells as a mystic does, drawn from the list of nightstalker spells. Like a mystic, you can cast any spell you know without preparing it in advance. To cast a spell, you must have a Charisma score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against your spell is 10 + the spell level + your Charisma modifier.

Like other spellcasters, you can only cast a certain number of spells per day. Your base daily allotment is given on the Nightstalker table. In addition, you receive bonus spells per day if you have a high Wisdom score. When the table indicates that you get 0 spells per day of a given spell level, you gain only the bonus spells you would be entitled to based on your Wisdom score for that spell level.

Unlike mystics, you do not choose new spells known at each level from the cleric spell list; your spells known is equal to the nightstalker spell list. When you gain access to a new level of spells, you automatically know all of the spells for that level given on the nightstalker spell list.

Whispers of the Dead (Su) Beginning at 3rd level, you are able to hear the whispers of the spirit realm. You may even speak with them to gain knowledge of events to come or insights into the unseen. Whenever you are in an enclosed area (such as a mansion, dungeon, or caverns) where five or more creatures have died, the lingering essences of the dead speak to you and whisper the secrets of the surrounding area, granting you a +2 insight bonus to initiative checks and all Knowledge, Listen, Search, and Spot skill checks.

The bonus increases to +4 at 9th level and to +6 at 15th level.

Advanced Learning (Ex) As you gain greater insight into the world of spirits, your mystic training opens up new techniques. At 5th level, and again at 11th and 17th level, you may add a new spell from the schools of necromancy or divination to your list of nightstalker spells. The new spell may be from either the cleric/mystic or sorcerer/wizard spell lists, but it may not be of a level higher than the highest level spell you can cast. If the spell appears on more than one listed spell list, use the lower of the two spell levels (when different) to determine what level it is for you. You may not add a spell to your class list with an alignment descriptor opposed to your own.

Rebuke Undead (Su) Your understanding of the spiritual world and negative energy allows you to exert control over the undead. Starting at 4th level, you may rebuke or command undead as a cleric of your level -3, even if you are good-aligned. This ability works as the cleric class feature. You are as likely to use this ability to calm or counsel an undead creature as you are to chastise one.

Spirit Companion (Su) Spirit Companion (Su) Beginning at 6th level, your interaction with the spirit world has piqued the interest of a like-minded spirit—literally. You gain a ghost cohort that faithfully follows you in your travels, just as if you possessed the Leadership feat. The base creature must be of the same alignment as you and have an effective character level (ECL), including the +5 level adjustment of the ghost template, no greater than your own. The ghost may be chosen from any player character race described in this book, although any race with a level adjustment factors that adjustment into its ECL. If your spirit companion is permanently destroyed, you cannot gain another one until you acquire another nightstalker level.

At 12th level you may add a second spirit companion, and at 18th you may add a third. Each additional companion limits the maximum ECL of the ghost by two, so that at 12th level your two spirit companions cannot have an ECL of more than 10, and at 18th level your three spirit companions cannot have an ECL of more than 14. Spirit companions may advance in class levels like standard cohorts as your nightstalker level increases.

Spectral Symbiosis (Su) At 20th level, you become immune to negative energy damage, including level drain, the corrupting touch of certain undead creatures, and necromantic spells and effects. In addition, any weapon you use, including natural weapons and unarmed strikes, and any armor you wear is considered to possess the ghost touch quality while it is in your possession.

NIGHTSTALKER SPELL LIST

The nightstalker spell list appears below.

0-Level: *cure minor wounds, detect magic, disrupt undead, ghost sound, inflict minor wounds, mage hand, touch of fatigue*

1st Level: *cause fear, chill touch, comprehend languages, cure light wounds, darkness, deathwatch†, detect secret doors, detect undead, doom, hide from undead, identify, inflict light wounds, ray of enfeeblement, remove fear, sanctuary, unseen servant*

2nd Level: *augury, calm emotions, command undead, cure moderate wounds, death knell, detect thoughts, false life, gentle repose, ghoul touch, inflict moderate wounds, lesser restoration, scare, see invisibility, spectral hand*

3rd Level: *animate dead, arcane sight, cure serious wounds, daylight, deeper darkness, halt undead, helping hand, inflict serious wounds, locate object, ray of exhaustion, searing light, speak with dead, tongues, vampiric touch*

4th Level: *bestow curse, break enchantment, cure critical wounds, death ward, detect scrying, discern lies, dismissal, enervation, fear, inflict critical wounds, locate creature, remove curse, restoration*

5th Level: *atonement, blight, commune, mass cure light wounds, mass inflict light wounds, raise dead, slay living, telekinesis, telepathic bond, true seeing, waves of fatigue*

6th Level: *banishment, circle of death, create undead, find the path, greater restoration, harm, heal, mass cure moderate wounds, mass inflict moderate wounds, spirit walk**, undeath to death*

† Not considered an evil spell for the nightstalker.

** From the *Dragonlance Campaign Setting*.

PLAYING A NIGHTSTALKER

You search the world for those souls whose regrets and sorrows bind them to Krynn and prevent them from departing to the next stage of the soul's journey.

You might roam about Ansalon searching for new undead friends, often traveling in the company of other kender or members of bigger races. Small groups can often be found roaming the bleak countryside of Nightlund or scampering about from gravestone to gravestone in large cities such as Palanthis, Gwynned, and Tarsis, hoping to find an interesting soul or two whose grief has bound them to this world. On the continent of Taladas there are many Nightstalkers among the afflicted Marak kender.

RELIGION

Nightstalkers first arose in a world without gods, a world abandoned. However, as the majority of nightstalkers are kender, a cultural appreciation for Paladine never left them, and even in the post-War of Souls era, after Paladine sacrificed his godly powers, the belief remained with kender nightstalkers. Nightstalkers are naturally allied against Chemosh, the Lord of Bones, who claims dominion over the undead. As soon as a nightstalker learns of a cult of Chemosh somewhere in the local area, he stops at nothing to investigate the temple site and liberate any souls cursed into an undead state.

OTHER CLASSES

As you might expect, you get along very well with other rogues and mystics. Your spells and special abilities add to any adventuring group, though you are not a front-line fighter. This might lead you into alliances with rangers and barbarians, who can rush into melee while you hang back and provide support with spellcasting. In general, a nightstalker can associate freely with clerics of the Holy Orders, but depending on the cleric and the Holy Order, some friction may arise based on your use of mysticism instead of the power of devotion. Clerics of Chemosh are usually hostile to nightstalkers, who intervene in their own unholy work.

Wizards are suspicious and cautious, especially as your magic is both necromantic and divination-based—polar opposites within the Orders of High Sorcery. Sorcerers and bards are usually quite happy to work alongside you, however, as both are ambient spellcasters.

COMBAT

Your success in combat will depend on how you best use your spells, abilities, and spirit companions. Unlike rogues, nightstalkers do not have sneak attack or any kind of precision attack bonus; unlike mystics, nightstalkers have fewer hit points and their Fortitude saving throw is poor. However, the combination of good Reflex saves, a powerful

spell list including inflict and cure spells, and access to some weapons with which mystics are not proficient give you the necessary resources to be a potent secondary fighter. When the opponents are undead, you are even more useful; most of your spells and talents are geared towards working with and against undead creatures. Also, after you have gained a spirit companion, you have access to an incorporeal ally in battle that can greatly improve your odds of survival.

ADVANCEMENT

Most nightstalkers choose to remain in the class. Many of the class' better features come later, such as rebuke undead and spirit companions. A nightstalker really comes into his own at 7th level, so consider sticking it out without multiclassing. If you do choose to multiclass, note the limit of multiclassing with mystic, wizard, cleric, druid, and more than three levels of paladin or ranger. Your best choices are rogue (for the sneak attack, evasion, and uncanny dodge), barbarian (for hit points, eventual damage reduction, and uncanny dodge), and fighter (bonus feats). If you choose to multiclass as sorcerer, you are most likely to benefit at 4th level or 7th level. Because both nightstalker and sorcerer rely on Charisma for spellcasting, they are quite complimentary.

When choosing feats, good choices from the *Players' Handbook* include Extra Turning, Improved Turning, Weapon Finesse, and the saving throw boosting feats: Great Fortitude, Iron Will, and Lightning Reflexes. If you are going to focus on spellcasting over combat or stealth, pick up feats like Spell Focus (necromancy) and Spell Penetration. Metamagic feats are not bad options, but they extend the casting time of your spells. Item creation feats are useful, especially as you can create potions and wands of *cure* spells, but the investment of skill ranks into Craft and the XP and time costs aren't always favorable.

NIGHTSTALKERS IN THE WORLD

Just prior to the War of Souls, many kender nightstalkers came forth to insist that the dead were acting funny, and their own undead companions were leeching away what little mystical energies the kender possessed. Of course, none paid any attention to the kender nightstalkers. If they had, they might have discovered the truth about what was transpiring with the dead on Krynn.

NOTABLES

The two most famous nightstalkers are kender—Nightshade Pricklypear, a friend of Rhys Mason and opponent of Chemosh's Beloved, and Thanator "Shroud" Grave-Eyes, a nightstalker who helped uncover the threat of the Shattered Temple of Hurim in the deserts of Khur. There are many other nightstalkers, most of whom are kender or afflicted kender. One or two are half-kender, while a very small number are from other races. The fearlessness of kender (or in the case of afflicted kender, their grim determination) makes them the most ideal of all races to follow this path.

ORGANIZATIONS

Although there aren't any organized groups of nightstalkers, the plucky mystics do form alliances or join up with other organizations, such as Belladonna's Eyes, the Legion of Steel, or even the mystics of the Citadel of Light. A nightstalker is rumored to be working on an extended independent contract with the Thieves' Guild in Palanthis, cleaning up after the occupation by the Dark Knights.



HANDLER

Hit Die: d6

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+2	+0	Light-fingered, kender tales
2nd	+1	+0	+3	+0	Improved uncanny dodge
3rd	+2	+1	+3	+1	Five-fingered fighting
4th	+3	+1	+4	+1	Handler's luck
5th	+3	+1	+4	+1	Hide in plain sight
6th	+4	+2	+5	+2	Defensive roll 1/day
7th	+5	+2	+5	+2	Improved five-fingered fighting
8th	+6	+2	+6	+2	Defensive roll 2/day
9th	+6	+3	+6	+3	Improved evasion
10th	+7	+3	+7	+3	Uncle's luck

Class Skills (4 + Int modifier per level, x4 at 1st level): Balance, Bluff, Concentration, Craft, Diplomacy, Disable Device, Escape Artist, Gather Information, Hide, Knowledge (arcana), Knowledge (local), Knowledge (religion), Listen, Move Silently, Open Lock, Profession, Search, Sleight of Hand, Spellcraft, Spot, Survival, Use Magic Device, Use Rope.

NPC REACTIONS

It is not immediately obvious to the casual onlooker that a nightstalker is anything but a lightly armored rogue or fighter, and if they are seen to cast spells, this usually suggests they are mystics. As most of them are kender, their reputation forms the basis of most impressions, but even non-kender nightstalkers may be looked upon with some suspicion or concern if they have a spirit companion that likes to make itself obvious. In fact, if a nightstalker spends too much time around undead or spirits, animals and children begin to get nervous. Most nightstalkers can rid themselves of this unnatural aura by spending a night in a comfy, well-booked inn or a place filled with warmth and light. Conversely, they can ignore what others think about them and remain in the shadows where they are needed.

HANDLER PRESTIGE CLASS

Among the kender, being accused of stealing is a grave insult. The kender are light-fingered, and items can occasionally find their way into their pockets, but those practiced in the art of handling are the closest the kender have to nobility. Handlers are true kender heroes, role models to younger and less-experienced kender. Curious, incredibly lucky, and well-traveled, the handler has mastered the art of avoiding trouble and seeking out new and more exciting adventures in every nook and cranny, whether they are allowed in them or not.

Tasslehoff Burrfoot is an excellent example of a handler.

BECOMING A HANDLER

Most kender naturally drift towards the handler profession once they have a few years of wanderlust under the belt. As such, the entry requirements are not as steep as for some other prestige classes. Almost all handlers are rogues of at least 4th level, due to the uncanny dodge requirement.

ENTRY REQUIREMENTS

To qualify to become a handler, you must fulfill all the following criteria.

Race: Kender or half-kender.

Base Reflex Save: +4.

Skills: Bluff 6 ranks, Hide 6 ranks, Sleight of Hand 6 ranks.

Special: Evasion and uncanny dodge class features.

CLASS FEATURES

As you advance in handler levels, your use of skills in combat and defensive abilities increase steadily. Higher-level handlers are extremely adept at getting out of the way of their opponents and taking something with them when they do.

Light-Fingered (Ex) As a handler, you become increasingly adept at lifting items from others without their noticing. You add your class level as a competence bonus to your Sleight of Hand check for the purposes of opposing the target's Spot checks, but not for the check to lift the item itself. Thus, even you fail to get anything, the target may be none the wiser.

Kender Tales (Ex) You have a truly uncanny storehouse of useless trivia in your head from years of sharing gossip, folk legends, and outlandish accounts of nigh-mythic relatives. This ability functions exactly like a bard's bardic knowledge ability, adding your class level and Intelligence modifier to the kender tale check. Levels in handler stack with levels in another class with a similar ability, such as bard or loremaster, for the purposes of the kender tale check.

Improved Uncanny Dodge (Ex) At 2nd level and higher, you can no longer be flanked; you can react to opponents on either side of you as easily as you can react to a single attacker. This defense denies a rogue the ability to sneak attack you by flanking, unless the attacker has at least four more rogue levels than you have levels in classes that provide the uncanny dodge ability.

Five-Fingered Fighting (Ex) At 3rd level and higher, you can make a Sleight of Hand check to lift an item from a target that is denied its Dexterity bonus to AC as part of a successful melee attack upon that target, without taking the standard -20 penalty for using the skill as a free action.

Handler's Luck (Ex) At 4th level, your ability to get out of the way of trouble is enhanced. You may add a competence bonus equal to your Charisma bonus (if any) to all of your saving throws.

Hide In Plain Sight (Ex) At 5th level, you can use the Hide skill even while being observed. As long as you are within 10 feet of cover (including creatures of one size



larger than yourself), you can hide yourself from view without anything substantial to actually hide behind.

Defensive Roll (Ex) Starting at 6th level, you can roll with a potentially lethal blow to take less damage than you otherwise would. Once per day, if you would be reduced to 0 hit points or less by damage in combat (from a weapon or other blow, not a spell or special ability), you can attempt to roll with the damage. To use this ability, you must attempt a Reflex saving throw (DC = damage dealt). If the save succeeds, you take only half damage from the blow; if it fails, you take full damage. You must be aware of the attack and able to react to it in order to execute your defensive roll—if you are denied your Dexterity bonus to AC, you can't use this ability. Since this effect would not normally allow a character to make a Reflex save for half damage, your evasion ability does not apply to the defensive roll.

At 8th level, you can use this ability twice a day.

Improved Five-Fingered Fighting (Ex) At 7th level, your five-fingered fighting ability works even on targets that are not denied their Dexterity bonus to AC. In addition, targets that are denied their Dexterity bonus to AC are no longer permitted a Spot check to notice you lifting the item.

Improved Evasion (Ex) This ability, gained at 9th level, works like evasion. You take no damage on successful saving throws against attacks that allow a Reflex save for half damage. You take only half damage on failed saves. If helpless, you do not gain the benefit of improved evasion.

Uncle's Luck (Ex) At 10th level, you have achieved your true calling and are elevated to the title of Uncle (or Aunt, if female). From this point, you may add a competence bonus equal to your Charisma bonus (if any) to the saving throws of any kender or half-kender within 30 feet who is aware of your presence. This does not stack with the handler's luck ability in the event that one or more other handlers of 4th level or higher are in range.

PLAYING A HANDLER

You are the epitome of kender curiosity and luck. You have found the true calling of all kender that drives them to explore the world at large, right down to every haunted castle, magical portal, and dragon-infested cave. Your fearlessness prevents you from finding any task too daunting, and your curiosity and skills allow you to explore the world largely unseen, so as not to make the other races of the world too upset. In any town or village, you are instantly recognized for your talents, although the result of that recognition will often be based on the situation at hand.

Combat: Most handlers pick up on the skills of how to effectively flank an enemy. You probably started out learning the most basic skills on where the soft spots are in most enemies and understand how to make effective sneak attacks. This will be most useful against foes that don't appear to have many possessions.

Against foes that have possessions, your greatest strength lies in your Sleight of Hand ability. Being small of stature, your damage is rarely significant in a battle, but you have other options. Take Improved Feint early on and keep your Bluff skill maxed out. While your group is fighting an opponent, take your turns to rifle through their pouches during the fight for anything useful. Remove any healing items the enemy may have so they can't heal themselves; take spell component pouches to prevent them from casting spells. If you are battling a spellcaster, have a cleric in your party cast *silence* on a stone, and you can hide it somewhere on the spellcaster's body.

When playing a handler, you must think unconventionally. You're not there to deal damage in combat. You are there to think of things no one else would. If your group is fighting an enemy on a ship, find some rope, tie it to an anchor, and then tie it to the opponent's leg. Drop the anchor overboard. Break a tanglefoot bag over an opponent's head. Thinking of ingenious ways to defeat an opponent without simply standing and fighting.

Advancement: The skills a handler learns are very nearly innate. Practice at handling objects with stealth is something done as part of a reflex action. With time, your ability to handle objects will naturally increase.

This does not preclude picking up tips and pointers from other more experienced handlers. As you adventure and meet other kender, you inevitably talk about your exploits and things you have done. These discussions can often be enlightening and open up your mind to new ideas and tactics.

Once you become a handler, your advancement is pretty straightforward. Keep your Dexterity and Charisma high and keep your Sleight of Hand, Tumble, Hide, and Move Silently skills maxed out. Use magic to enhance your Dexterity and make sure you understand how to use all the aspects of your skills, such as using Sleight of Hand to hide an item on your person or Bluff to distract a person so you may Hide or use Sleight of Hand against them.

Resources: The only resources a handler has are those he finds or those friends give him. Kender communities may be lucky enough to have some sort of spellcaster who is happy to help a handler, provided they have something interesting to trade. These spellcasters are not usually very powerful.

HANDLERS IN THE WORLD

Handlers can be found in most of the civilized nations across Anasalon and a good many uncivilized ones.

A DUNGEON MASTER'S GUIDE TO HANDLING

KENDER handling is one of the most debated and misunderstood of all kender traits. Handling is the action of taking the property of another without permission of the owner and without the intent of depriving that individual of their property. Kender handling has been equated to kleptomania, an obsessive impulse to take things regardless of need. This is not exactly true, because the obsession is not with taking things but with exploring things. Kender don't feel a need to take things from others; they feel a need to examine things. Therefore they do have a need—curiosity.

Unfortunately, in many games, kender seem to target valuable items, such as money pouches or jewelry. This type of role playing leads people to believe that a kender steals out of greed. All you have to do is check a kender's pouches to see this isn't the case. Tiny wooden penguins, feathers, ribbons, candy, quills, and river stones are only a few of the hundreds of items kender keep that have no real worth to anyone. So when a money pouch or jewelry joins the list of tree bark, marbles, and bee's wax, it's just another item on the list.

It must be made abundantly clear that kender do not steal out of greed, profit, or revenge. They borrow items for inspection and usually immediately stuff them in a pouch for further inspection at a later date or examine it while they wander off, thus forgetting to return it. This is how they were raised, and it is not an evil intent that drives them.

There are three basic methods in which a DM can deal with how a player character's kender handles. The first, pre-meditated handling, places all the work on the player. The second, restricted handling, lets the player do all the work when the DM allows. The third, absentminded handling, places all of the work on the DM.

They are easily identified by their race and their inordinate amount of pouches. Many handlers can also be identified by the kender weapon they carry, known as a hoopak. Kender handlers generally have no purpose other than to travel the world and explore every item, person, and creature along the way. In the fall months, they tend to slow down and make friends, so during the cold winter months, they have a place to stay before taking off again in the spring for distant lands.

Organization: Handlers do not have an organized group or agenda. Most handlers travel alone or with a few companions. Occasionally, these companions are other kender, but they often drift apart, seeking adventures and new experiences. Some kender make lasting friends and will spend their days adventuring with them.

Some handlers have been known to join other organizations. Many of the kender who join Belladonna's Eyes tend to be handlers. The Legion of Steel also employs a number of handlers for their expertise in infiltration. Who could suspect a handler of being anything else than an addle-brained, sticky-fingered kender?

MAKING IT EASIER

Having a kender in a game can be a major commitment, but it doesn't have to be disruptive. There are a few ways to cut down on the interruptions that may occur due to handling. The easiest way to do this is for the DM to maintain what's in the kender's pouches. After an initial list is created, it is given to the DM. Then the kender only gets to see the list when she specifically says she has emptied her pouches. She reviews it and hands it back when she is done. If she can remember something from the list, she'll remember it's in the pouch. If the player forgets, the kender forgets.

After each game session or major encounter, the DM can take a minute to update the kender's pouch list. The DM can remove a random item and add any new items he wishes. When the kender makes a pouch grab, the item they are looking for may not be there anymore. The DM can also slip in items that may lead the adventuring group in the direction he needs them to go. "What do you mean the kender took the King's crown?!"

The DM and player must decide what is fair game to displace. Some players may be upset if the DM trades away a treasured magic item for a peanut shell. There should be firm house rules stating that anything in a pouch is fair game for misplacing. If the player values a particular magical dagger, she must state she is sheathing it apart from her pouches.

Above all, remember that handling and dealing with kender pouches should add to the atmosphere of the game and not detract from the roleplaying experience. If you're getting too bogged down with the paperwork of dealing with handling, simply roll on the following charts or pick something at random.

NPC Reactions: Handlers are usually the only exposure most people have to the kender race. This is why most people believe all kender are thieves; all they ever encounter are kender who just happen to specialize in removing items with stealth and skill. Unfortunately, since most cultures do not subscribe to the kender philosophy of freedom of property, kender have garnered a reputation as criminals. Therefore, most NPCs start off as Unfriendly when dealing with handlers, until they get to know them; then they often believe they are insane criminals. It is only those close friends and companions or those people who understand the kender culture that can deal with them without prejudice.

HANDLER LORE

Characters with Knowledge (local) can research to learn more about handlers. When a character makes a skill check, read or paraphrase the following, including the information from lower DCs. Kender get a +4 circumstance bonus on the check, because handlers are a significant part of their culture.

Anyone not familiar with the kender culture receives a -5 circumstance penalty to their check.

DC 10: Any kender might become a handler. They are storehouses of knowledge wrapped up in unbelievable stories and crazy kender tales.

DC 15: Handlers tend to pick up anything not nailed down; some can even lift objects from their opponents in battle.

DC 20: Handlers do not usually steal out of greed, just out of curiosity. They are extraordinarily lucky individuals.

DC 30: Characters who achieve this level of success can learn important details about a specific handler.

HANDLERS IN THE GAME

NPC handlers are usually kender heroes in the tight grip of wanderlust and can be found almost anywhere on Ansalon. In times of war, handlers inevitably accompany adventuring bands, lending their skills to their friends and sneaking in the back door of history by war's end.

Handlers are good choices for NPCs who can lead the players in one direction or another within the story. Perhaps a handler picked up an important item that the players need, or perhaps the handler has heard kender tales of something the players need and can show them where to find it. NPC handlers are usually better suited for being used to move the plot along than as villains.

Adaptation: Most handlers are also rogues. The class expands on rogue talents and parallels rogue development in many ways, but it avoids some of the more cutthroat or vicious elements of higher rogue levels. Although the handler class itself was tailored for the kender race, it could be adapted to play with other races. The knowledge skill is essentially the same as the bard ability, so any race could use it. For example, it would be perfectly suitable to apply this class to dark dwarves as spies or even a human con artist who uses his abilities to get close to someone and lift something without their knowledge.

ENCOUNTERS

When you run an encounter with a handler, make sure to emphasize their Sleight of Hand ability. Have them find items they have handled, but make it obvious that it's not always something expensive or overly important. Kender tales are usually entertaining, and handlers have many to share; it might be useful to make up a story that somehow ties into the current adventure.

- The party hears a yell from a nearby field. As they approach, they discover an old well with a hoopak lying next to it. Once again, a greeting comes from within the well. Looking down, the party find a kender at the bottom of the well who introduces herself as Twig Summertoes and asks if they could be so kind as to drop down her hoopak. She has just found a secret door to an ancient underground kingdom with streets lined in gold and forgot her hoopak back up top.
- While the party is crossing a large body of water, the sailor in the crow's nest calls out "Man over board!" Drifting toward the port bow is the figure of a small boy with short-cropped hair laying on a piece of driftwood. Taking the boy aboard the ship, they soon realize it is a kender. Apparently, his topknot had been cut off. As he awakens, he smiles and asks if the ship he was on had been destroyed. When he receives an answer he says "Well, at least I'm still alive. So I can't still be cursed, can I? I'm sure the ghosts that were following me will leave me alone now."

KENDER POUCH GRAB

Dwarves have beards; gnomes have inventions; and kender have pouches. Most kender have a number of pouches, pockets, bags, purses, packs, and sacks; anything that will allow them to hold any small item they happen to run across. This reflex action of the kender is known as handling. The kender pouch grab is an action born of this.

THE POUCH LIST

When running a kender character, there is a good chance the kender will have pouches filled with small odds and ends. The exact composition of the items in these pouches can vary depending on the level of the kender and the generosity of the DM. To begin, every kender player should create a list of what's in their pouches. Throughout their travels, this list of items will eventually change.

The common rule for how many items a kender can carry on them is as follows: 5 items to a small pouch, 10 to a large pouch, 15 to a small sack, 25 in a backpack, and 30 in a large sack. Determine how many pouches, bags, or sacks a kender carries to figure out how many pouch items they are carrying. Roll that number of items from the Random Pouch Grab tables. If a kender loses some pouches or bags, you can total up how many items are missing and role randomly from the pouch list they created and remove those items.

If you would rather not keep up with a pouch list, you can always simply refer to the Random Pouch Grab Tables any time a kender pulls an item from their pouches.

1d20 + level	Table
2-5	None; the item belongs to a party member
6-18	Common items
19-28	Extraordinary items
29-36	Amazing items
37+	Legendary items

THE POUCH GRAB

A kender looking for a particular item located within his pouches must take a full round action of searching in order find it. This action provokes an attack of opportunity. If he takes a full round action, he can select one item from his pouch list. If he is not maintaining a pouch list, he can only select an item from the Common Items Table or the Extraordinary Items Table with DM approval.

Making a pouch grab without looking is a move action. This action does not provoke an attack of opportunity. This allows the kender character to pluck out a random item from his pouches. When a kender declares he's making a pouch grab, he must state whether he is searching through her pouches or whether he is making a random pouch grab.

Those kender with the Quick Draw feat can make a pouch grab as a free action instead of a move action.

THE RANDOM POUCH GRAB TABLES

To use the Random Pouch Grab Tables, first roll 1d20 + the kender's character level and consult the Random Pouch Grab table. Roll again on the indicated item table to which your roll corresponds. When using the Random Pouch Grab Tables, DMs must keep in mind that at higher levels it is occasionally possible to pull out magic items and eventually even rare artifacts. These results must always be approved by the DM. Despite certain kender tales, kender pouches are not intended to be a source of infinite magic items.

Pouch items are broken down into four categories. Common items are the majority of kender pouch contents. Most people consider these useless bits of rubbish but are interesting possessions to the kender. Extraordinary items consist of alchemic items, expensive jewelry, one shot low level magic items, and items that may prove useful in the midst of a battle. Amazing items are magic items that can fit in a pouch. The DM should decide how long the kender can keep these once they have been pulled. If the item is overbalancing to the game, the DM can declare an item lost after the end of an encounter or game session. If the item is not overpowering, the DM may decide to allow the kender character to keep it permanently. Legendary items are those items that make carrying kender pouches the source of many kender tales. These are often powerful magic items or even

artifacts that have somehow found their way into the kender's pouches. In most cases, this item will only be available in the direst situation, and once it has been used, the DM may rule the item is lost. As always, the DM can modify the results as he wishes to tailor the results to his own game.

RANDOM POUCH GRAB TABLES

Roll 1d20 + character level to determine which table to roll on and then roll d% on the next table. Handlers get a +4 class bonus to these rolls, since they are more likely to turn up something helpful and unexpected. Kender with the Luck feat can apply their +1 bonus to this roll as well.

COMMON ITEMS					
d%	Result	d%	Result	d%	Result
1	Sling	35	Fork of elven make	68	Wooden teeth
2	Rabbit's foot	36	Fishing hook	69	Tiny wind-up gnomish drum
3	Yellow chalk	37	Silk handkerchief	70	Lump of coal
4	Corn cob pipe	38	Mygnol chort	71	Pipe stem
5	Clay pot lid	39	Cheese	72	Seven leaf clover
6	Nugget of pyrite	40	Quith-pa rations	73	Knight's spur
7	Ball of twine	41	Candle snuffer	74	Wooden necklace
8	Scrap of parchment	42	Bent harp string	75	Small reptilian scale
9	Squashed blue berries	43	Rusted door hinge	76	Bent spoon
10	Silver needle	44	Peashooter	77	Handle of a beer mug
11	Small key	45	Broken hair pin	78	Sheepskin gloves
12	Finger bone	46	A masterwork sling bullet	79	Page from a cleric of Paladine's prayerbook
13	Broken quill	47	Tea leaves	80	Collapsible spyglass
14	White glove	48	Glass eye	81	Handful of green beans
15	Spear tip	49	Shiny coil of copper	82	Owl feather
16	Scratched monocle	50	Two-headed coin	83	Tanned leather bookmark
17	Yellow feather	51	White button	84	Honey comb
18	Ceramic teapot lid	52	Blowgun dart	85	Small red rock
19	Chunk of bright red candle wax	53	Piece of lodestone	86	A gear
20	Strand of prayer beads	54	Rusted thimble	87	Map paper
21	Ladybug copper medallion	55	Cookie	88	Lemon
22	Green stockings	56	Small wooden carving of a deer	89	Silver bell missing its clapper
23	Walnut	57	Red hot chili pepper	90	3 multi-colored juggling balls
24	Copper ring with circling dolphin design	58	Sheriff's badge	91	Piece of blue crystal
25	Bead of red glass	59	Left half of a map of Kendermore	92	Blue knit cap
26	Dried inkwell	60	Window latch	93	Rusty belt buckle
27	Small carved wooden dagger	61	Cork from a wine bottle	94	Shield spike
28	Vallenwood leaf	62	A silver whistle	95	Lantern wick
29	Small conch shell	63	Khas piece (knight)	96	Chisel
30	Tiny cracked mirror	64	Toffee	97	Pixie dagger
31	Whetstone	65	Door knocker	98	Monkey paw
32	Clothespin	66	Hoopak-shaped twig	99	Choose an item from this table
33	Compass without a needle	67	Empty turtle shell	00	Roll on Extraordinary Items Table
34	Bent silver arrowhead				

KENDER POUCH GRAB ITEMS

EXTRAORDINARY ITEMS	
d%	Result
1-5	masterwork dagger
6-7	poisoned dart (malys root paste)
8-9	piece of jewelry worth 200 stl
10	jeweled crown worth 700 stl
11-20	alchemist's fire
21-30	antitoxin
31-40	holy water
41-43	medallion of faith
44-53	smokestick
54-63	sunrod
64-73	tanglefoot bag
74-79	thunderstone
80-82	tindertwig
83	ring of temporal health*
84	sand of impedance*
85	iron nail of iteration*
86	elixir of love
87	boat, folding
88	candle of truth
89	chime of opening
90	deck of illusion (3 cards only)
91	dust of illusion
92	wand of detection (4 charges)
93	Murlynd's spoon
94	Nolzur's marvelous pigments
95	Quaal's feather token, bird
96	Quaal's feather token, tree
97	salve of slipperiness
98	wind fan
99	ring of feather fall
00	gem of brightness (5 charges)
* from the Legends of the Twins sourcebook	

AMAZING ITEMS	
d%	Result
1-3	bead of force
4-6	river's dagger**
7-9	bracelet of foresight**
10-12	charm of animal transformation (mouse)**
13-15	ring of healing**
16-18	ring of whispers**
19-21	brooch of imog****
22-24	immovable rod
25-27	bottle of air
28-30	eye of winding paths****
31-33	eyes of the historian*
34-36	eyes of the river*
37-39	glasses of arcanist****
40-42	circlet of blasting
43-45	dimensional shackles
46-48	dust of disappearance
49-51	figurine of wondrous power (onyx dog)
52-54	figurine of wondrous power (ebony fly)
55-57	hand of the mage
58-60	hat of disguise
61-63	ioun stone, deep red
64-67	necklace of adaptation
68-70	pearl of the sirines
71-73	periapt of wound closure
74-76	sovereign glue
77-79	stone of good luck
80-82	ring of the ram
83-85	ring of chameleon power
86-88	ring of x-ray vision
89-95	elemental gem
96-00	Roll again on table, 2 uses
* from the Legends of the Twins sourcebook	
** from the Towers of High Sorcery sourcebook	
*** from the Holy Orders of the Stars sourcebook	
**** from the War of the Lance sourcebook	

LEGENDARY ITEMS	
d%	Result
1-10	Choose from any other table
11-15	kender spoon of turning***
16-20	rabbit slayer
21-25	rod of wonder
26-30	pendant of tongues**
31-35	rod of destruction**
36-40	device of time journeying*
41-45	chaos diamond
46-50	cube of force
51-55	cubic gate
56-60	portable hole
61-65	well of many worlds
66-70	philosopher's stone
71-75	the moaning diamond
76-80	ring of freedom of movement
81-85	rod of absorption
86-90	rod of security
91-00	Roll twice on this table, ignore this result again
* from the Legends of the Twins sourcebook	
** from the Towers of High Sorcery sourcebook	
*** from the Holy Orders of the Stars sourcebook	



Chapter 7: Minotaurs

We have been enslaved but have always thrown off our shackles. We have been driven back, but always returned to the fray stronger than before. We have risen to new heights when all other races have fallen into decay. We are the future of Krynn, the fated masters of the entire world. We are the children of destiny.”

Land of the Minotaurs

Richard Knaak

Minotaurs are a race of bull-men hailing from the twin islands of Mithas and Kothas in the Blood Sea. They are the chosen of Sargas, the minotaur god of wrath and vengeance, whose form they emulate. Minotaurs are descended from the ancient ogres, as is evident in their strength, though unlike their cousins, they are not only strong in arm but also intelligent and cunning. Minotaurs believe in a brutal code centered on the idea of strength as the instrument of glory and respect. It is through strength that a minotaur will rise through society to serve in the legions, strength by which a minotaur may lead his clan, strength by which a minotaur may captain a vessel, and strength by which an emperor may rule an empire.

A BRIEF HISTORY

The origins of the minotaur race are shrouded in controversy and myths dating back to the fall of high ogre civilization and tales of the Graygem. According to minotaur legend, the god Sargas took the form of a giant condor, gathering those ogres he found worthy and flying them to a land on the eastern edge of Ansalon. He placed upon each his sign, transforming them into minotaurs. His greatest gift would be their horns, so they are never without a means to defend themselves.

Actually, the earliest minotaurs were from the continent of Taladas, on the opposite side of the world from Krynn. Ogres of that continent were transformed by the Graygem, and fled opposition from unchanged ogres. The exodus of minotaurs took place on makeshift sailing vessels, carried across the waves by the determined minotaur refugees and propelled by prayers to Zeboim the Maelstrom.

The minotaur's first settlement on Ansalon was known as Mithandrus, the Land of the Bull. The minotaurs dreamed of the glory days of the ancient high ogre empire, but they made the mistake of landing near the dwarven realm of Kal-Thax. Mithandrus was razed and thousands of minotaurs became slaves, working in mines under harsh dwarven rule. After two thousand years, the slaves finally revolted under the leadership of Ambeoutin and Belim, who saw to the slaughter of the dwarves and the destruction of Kal-Thax.

With Belim's death, Ambeoutin led the minotaurs back to their homeland, which was named in his honor. Sargas gave Ambeoutin a vision, establishing the minotaur tenets of honor and strength. He also introduced the first of the armed tournaments, decreeing all major decisions be adjudicated through formalized duels. The first arena was built.

Upon Ambeoutin's death sixty years later, his twin sons fought in the arena for leadership of the minotaurs. They were so evenly matched that both collapsed of exhaustion. The brothers, fearing civil war, split the kingdom in two, with Kothas ruling the southern half and Mithas the northern. Ten years later, Kothas fell. As Mithas tried to stabilize the nation, his actions were misinterpreted as an invasion. The ogres, under the leadership of a great Khan, took advantage of the situation, and the minotaurs became slaves once again.

After overthrowing their ogre masters at the end of the Second Dragon War in 2645 PC, the minotaurs rebuilt the twin kingdoms. The minotaur leaders agreed, in the interest of security, the minotaurs should have one absolute leader. The Great Circus was created, with Bosigarni Es-Mithas, known also as Bos of the Blood, as the first champion. Bos set up the temple of Sargas and established the Supreme Circle.

After Bos's death, the empire again fell to ruin, and the minotaurs found themselves as slaves once more, first to dwarves then ogres. Freedom came in 2485 PC, when a gladiator succeeded in slaying the Grand Khan. Makel OGREbane led his people on a bloody crusade through their masters' domain, nearly wiping out the ogres. As emperor, Makel made the city of Nethosak the permanent imperial seat. Makel ruled for forty years, uncharacteristically dying in his sleep.

Makel's death ushered in the Age of Pretenders, so named for the brief reigns of the emperors. The archer Jarisi became emperor, defending her crown for fifteen years and expanding sea exploration. In 2335 PC, the minotaurs claimed their first island colony, naming it Jari-Nyos in her honor. Jarisi's successors once more tested the resolve of a neighbor. The minotaurs attempted to conquer Silvanesti, but the emperor was strangled when a vine wrapped around his throat. Weakened by the loss of their leader, the minotaurs retreated. The ogres saw their opportunity and once again conquered and enslaved the minotaurs for another two hundred years.

At the same time Vinas Solamnus defeated Ergoth in 1791 PC, a minotaur named Tremoc appeared, crossing Ansalon four times to track down his mate's killer. His dedication stirred the realm, so much so that when Tremoc entered the Circus to challenge for the throne, his adversary conceded without combat. Sargas blessed Tremoc, who build a new, greater Circus and strengthened the realm. Tremoc was killed by an unknown assassin, an elven dagger stuck in his chest. Minotaur legend says the skies thundered for three days afterwards, demanding vengeance.

The earthquake of 1772 PC is chronicled as the worst in minotaur history, splitting Nethosak in two. The arena caved in, killing thousands. Morthosak became a haven of disease and chaos as refugees filled it. Tremors kept plaguing the realm, leaving it open once again for conquest, this time by the humans of Istar in 1543 PC. General Hymdall invaded, but he was defeated by a small army commanded by the minotaur Mitos, who secured the release of the minotaurs already taken. Mitos became emperor, withdrawing the Imperium from the rest of Ansalon.

The minotaurs became slave-soldiers to the Dark Queen's forces during the Third Dragon War in 1060 PC. The Warlord Crynus made them the right arm of his legions. During this time, Kaziganthi de-Orilg slew his ogre captain and fled into Solamnic lands, where he was saved by the legendary knight Huma Dragonbane. Kaz Dragonslayer, as legend calls him, fought at Huma's side and bore his body after his noble sacrifice against Takhisis. Many legends of Kaz's life after the Third Dragon War emerged, including one where he fathered a subrace of minotaurs known as the Kazelati.

With the change to the Proclamation of Manifest Virtue in 94 PC, the minotaurs were once again led from their homeland in chains by the forces of the Kingpriest of Istar. The minotaurs rejoiced at the Cataclysm, as the Blood Sea was born and the minotaur lands, now two islands, were forevermore separated from mainland Ansalon. The minotaurs would never be slaves again. Their new emperor, Toroth, looked to the east, claiming islands in unexplored regions of the Courrian.

Many years later, in the years of the War of the Lance, Emperor Garik Es-Karos was assassinated. The new leader, Chot, held power within the Supreme Circle, yet political rivals delayed his ascension to the throne. Chot used this time to solidify his claim to the throne by making an alliance with Ariakas and assigning the sons of his political rivals to fight in the harsh climate of Icewall under the command of the White Dragon Highlord Feal-Thas.

Chot's hold on power diminished after the War of the Lance when new rivals rose to challenge him. Chief amongst those was Durak Es-Tholis, a scheming minotaur with strong ties to most of the major houses. While Chot reigned supreme in the Arena, Durak countered his every move within the Supreme Circle, always making sure the two never met in the Games. Durak would keep Chot busy fighting would-be rivals in the Arena while he remained unscathed. Eventually, House Kalin and House Tholis went to war, a bloody conflict lasting several years. Durak underestimated Chot's intellect and was eventually defeated. Chot became emperor in 368 AC. Chot ordered House Tholis removed from the histories and their lands seized and made part of House Kalin.

The Summer of Chaos brought about change, chief amongst which was the cessation of the Maelstrom, opening up new, more direct shipping routes to Ansalon. The minotaurs faced a new threat in the form of the Magori and their serpentine master, the Coil. Sargas and Kiri-Jolith put aside their differences to protect their people; among their heroes was Aryx Dragoneye. Allied with the Knights of Takhisis and the Kazelati, the minotaurs won, though at the cost of nearly half their people. Legend tells that both Sargas and Kiri-Jolith sacrificed themselves for the minotaurs during the battle against Chaos.

A year after the Chaos War, the dragon Malystrix arrived, squashing all dreams of expanding into Ansalon. Chot focused east once more, his realm untouched by the Red Marauder. During these years, Chot's government became corrupt. With the disappearance of the gods, a new sect of ancestor-worshippers, known as the Forerunners, expanded into the Imperium.

In a single night in 418 AC, a massive coup known as the Night of Blood saw the end of Chot, House Kalin, and their allies; only Faros Es-Kalin survived. General Hotak

de-Droka became the new emperor. Hotak's power was backed by the Forerunner faith, led by his wife, Nephera, who was secretly a cleric of Takhisis. Hotak abolished succession through the Games, establishing succession through blood. In a surprising move, Hotak named his second son, Bastion, as his successor. Ardnor, his oldest, was infuriated.

Rebels opposing Hotak's usurpation rose and civil war engulfed the minotaur kingdom. The last scion of House Kalin, Faros, emerged as the leader of the rebellion, escaping from a penal colony to oppose his uncle's killers.

Despite the civil war, the empire formed an alliance with ogres and conquered the elven lands of Silvanesti. The conquering minotaurs renamed the kingdom Ambeon, after the first minotaur emperor. The alliance with the ogres was short-lived, however, and Hotak's heir, Bastion, died fighting Grand Lord Golgren's ogres when it dissolved.

Emperor Hotak was assassinated by undead shadows sent by his wife, Nephera. This made her loyal son, Ardnor, the next minotaur emperor, and elevated her Forerunner faith to even greater power. This new power was short-lived.

The War of Souls and the death of Takhisis saw the end of the Forerunners' power, and the power backing the new emperor. Faros Es-Kalin and his rebels attacked the minotaur capital of Nethosak, defeating Ardnor and Nephera. Faros claimed the empire's throne, but the newly returned minotaur patron Sargas decreed that he must share his rule with Hotak's daughter, Maritia. The two were married immediately, and now rule as Emperor and Empress.

With the civil war over, the new minotaur rulers are working together to solidify the Empire and heal old wounds. Ancient traditions, such as the Games, have been reinstated, as has the worship of Sargas. At the same time, Faros and Maritia are forging new traditions to ensure the prosperity of the empire. Much attention is being focused on Ambeon, and establishing it as a true minotaur province on mainland Ansalon. Now, more than any other time in their long history, the minotaurs of Mithas and Kothas feel they are positioned to truly establish themselves as a major power in the world.

MINOTAURS

PHYSICAL APPEARANCE

Minotaurs are physically imposing, standing between 6 1/2 and 7 1/2 feet in height and weighing anywhere from 300 to 450 pounds. A minotaur's upper body is humanoid, with broad shoulders, a deep chest, and strong arms, which end in fully articulate hands. Their powerful bodies are covered with short, thick fur, ranging in hue from red to brown, with rare occurrences of black, tan, or white-furred individuals. Minotaur heads are bovine in nature. They have large, deep-set eyes in shades of dark brown and black. Minotaurs have yellow-white horns growing from their temples, 6 to 12 inches long for females and anywhere from 1 to 2 feet long for males. Minotaur manes are a shade or two darker than their fur. A common misconception among the lesser races is that minotaurs have hooves, when in fact, their feet end in twin toes with hoof-like toenails.



Surprisingly, minotaurs pay close attention to their appearance. They tend to keep their horns polished and shiny. Many minotaurs wear earrings, and some also wear nose rings. They keep their fur as clean as their situation allows. Most are not vain, but almost all minotaurs believe in looking their best.

To non-minotaurs, the physical differences between males and females may not be immediately apparent, since both sexes are powerfully built and there is no role distinction between the sexes. Minotaur dress tends to be austere and simple, nothing more than a harness and a leather skirt, although those of noble rank may wear loose-fitting robes. The harness carries weapons, as well as providing a place for a minotaur to hang trophies.

PSYCHOLOGY

Minotaur society works on the precept that to be weak is to be wrong. Strength is the raw power of life, giving minotaurs the ability to triumph. While strength is often defined as physical power, it is an all-encompassing concept including a strong mind and a courageous heart. Some have the misconception of minotaurs as stupid

brutes. However, minotaurs are very intelligent, which they use to surprise their enemies in combat. Their cunning minds make them excellent tacticians.

Honor gives structure to minotaur society, allowing them to resist chaos and enslavement. All minotaur law is centered on their code of honor. A minotaur's word is his bond; once given, it is never broken. A minotaur is expected to accept all responsibility for his actions and to face punishment for any misdeed. Those who show cowardice are treated no better than the lowest of vermin. No minotaur may slay another minotaur; anyone who slays another without cause of honor will be executed on the spot. If a cause of honor exists, the two parties will settle it in the Great Circus. Whoever loses in the Games is dishonored, while the victor's name is cleared of any wrongdoing.

Minotaurs are fiercely loyal, especially to those to whom they owe a debt of honor. The minotaur hero Kaz Dragonslayer once owed a debt of honor to Huma Dragonbane, never leaving his side, though minotaur records claim it was Huma who swore an oath of honor to Kaz. In more recent history, the one-armed minotaur

Galdar swore an oath of allegiance to Mina. Loyalty is taught from birth. Minotaurs are taught to put clan and empire before themselves. Individual desires come only after one has met his duty as a citizen of the empire and a member of his clan.

SOCIAL STRUCTURE

A clan consists of several families who can trace their lineage back to a single ancestor. The clan's elder determines the course of the clan and their position within the empire.

All minotaurs serve the empire. To do otherwise is treason. Clan leaders and elders are considered nobility, though any minotaur can reach this level of status through loyal, exemplary service. In the past, if a minotaur could defeat the reigning emperor in combat in the Great Circus, he or she would become emperor. This tradition was abolished by Hotak de-Droka after he usurped the throne from Chot Es-Kalin. He ordered the throne become hereditary in order to form a line of succession and create stability in the Empire's rulership. When Sargas returned to Krynn and saw what Hotak had accomplished, he saw the wisdom in Hotak's decision, even if he despised the former emperor's methods of bringing it about. Sargas decreed that Faros Es-Kalin would rule with Hotak's daughter and that the new line of imperial succession would begin with them.

The Games serve several functions in minotaur society. They



are a form of entertainment open to all; a minotaur can test his skill against other minotaurs or against fearsome beasts. Minotaurs who have grievances against one another settle them in blood duels in the Games; the winner proclaimed the victor and in the right. A minotaur who is dishonored, such as through failure in his duty, can reclaim his honor through the Games, though this often leads to his death. Even wedding ceremonies center on the Games. The Games are far more than combat; they are tests of skill and strategy. The minotaurs create a myriad of fighting surfaces and obstacles for the Games, including beds of hot coals, shifting sand, swinging axes, shifting surfaces, and columns of poles with spikes underneath. Most cities and towns in the Empire have some version of the Games, though when most minotaurs think of the Games, they think of the Games in the Great Circus of the capitol city of Nethosak.

FAMILY LIFE

Whether a Legionary, shipbuilder, blacksmith, or serving in a more mundane role, a minotaur's life revolves around service to the empire. From the time minotaur children are born, they are taught that service to the empire and to the clan comes before their own wants and desires. Those who are traitors to the empire will find themselves on the receiving end of a minotaur battle axe.

Minotaurs believe in gender equality. As it takes both parents to bring a minotaur child into the world, both parents play an equal part in raising the child. In the ranks of the Legions, there is no discrimination. A minotaur

makes her way through the empire on her own merits, not gender, color of fur, or island of origin.

When a minotaur reaches adolescence, he is expected to serve in the imperial navy for three years. This is a time when minotaurs come of age. They learn to be sailors and gain an understanding of the enormity of the empire and the world. This is also a time of warrior training. Every minotaur is expected to be able to come to the defense of the Imperium. When this time of service is over, a minotaur may either continue service in the fleet, join the Legions, or work at a trade. This decision is often made for the minotaur by his clan, based on tradition. A cooper's father, grandfather, and so forth were probably all coopers. If a minotaur shows special talents either as a mariner or a warrior, the empire may recruit him for imperial service. Such service brings honor to the minotaur's clan.

Eventually, a minotaur will choose a mate. When a minotaur finds a member of the opposite gender who he finds attractive, the two will court. Minotaur courting can, and often does, involve physical violence, which fuels the passion between two minotaurs. After a period of six months, the couple can marry, though the partnership must be approved by the clan elders of the two. When both elders approve, the marriage ceremony, which also results in physical violence, is performed by a cleric of Sargas.

A minotaur dies as he lives—in service to the empire. Most minotaurs die serving in the Legion or the navy. Legionnaires are typically burned on a funeral pyre, while mariners are buried at sea with the captain asking for the blessings of both Sargas and Zeboim. It is a rare minotaur

EMPIRE OF BLOOD: MITHAS, KOTHAS, AND AMBEON

THE Imperium is a vast realm, spanning from the colony of Ambeon in the west to the island colonies in the east, centered on the twin isles of Mithas and Kothas. Mithas is the largest of the minotaur islands. It contains three active volcanoes and dry scrub plains. The minotaur city of Nethosak overlooks the Horned Bay, serving as capitol of the empire. Though all minotaurs are considered equal, the people of Mithas consider themselves superior.


To the south of Mithas is its twin, the island of Kothas. Unlike Mithas, it has no volcanoes. Kothas has many grasslands, perfect for livestock. Kothas is the major importer of meat to the empire. Most minotaurs reside in Kothas' capitol city, Morthosak, though many also live along the coast. The minotaurs of Kothas are considered to be more barbaric. This may be in part to a higher degree of interaction with human pirates.

The empire also consists of several island colonies. Mito is third in population and the third largest builder of ships in the empire, located three days east of Mithas. Its chief settlement is the port city of Strasgard. Sargonath is a small colony on the northeastern peninsula of Ansalon created as a symbol of alliance between the Imperium, the Knights of Neraka, and the Kazelati after the Summer of

Chaos. Its chief resource is timber. Vyrox is a harsh mining community, worked mostly by prisoners, located in Argon's Chain. Iron, copper, lead, and zinc are found there. Other colonies include Aurelis, the timber-rich colony of Broka, Duma, Dus, the iron-rich island of Firemount, the mining colony of Gask, Gol, Gul, Hathan, Quar, Selees, Tadaran, Tengis, Thorak, Thuum, and Turak Major. Petarka is a mist-enshrouded island far to the east beyond the official boundaries of the empire. Followers of General Rahm used it during the recent civil war. Faros Es-Kalin's intentions regarding the annexation of Petarka into the empire are unknown at this time.

Ambeon was once Silvanesti, the ancient homeland of the elves. The minotaur colonists are using the vast forests primarily as lumber. Ancient Silvanesti trees are being cut down as new homes are built, and lumber is shipped back to Nethosak's shipyards. The capitol of Ambeon is Sargasanti, formerly the city Silvanost. Many of the beautiful elven buildings are being torn down, so more practical minotaur homes can be erected. Thus far, the Tower of the Stars has been left untouched, deemed a good command post, though the architecture is not to the minotaurs' liking.





who dies of old age. Those who reach this point in life will often choose to face the Rite of the Final Oath, where a minotaur swears a battle as his last. The rite begins with a minute of prayer to Sargas, followed by battling the Games' greatest champions and monstrosities. A minotaur will fight until he can fight no more, thereby fulfilling his oath.

NAMES

Minotaurs signify their island of origin with a prefix to the clan name. The "Es-" prefix denotes a clan from the island of Mithas, while the "de-" prefix denotes a clan from Kothas. While most minotaurs hail from one of these two islands, some are from colonies. New naming traditions have risen in the last several decades of colonization, allowing for new prefixes to develop, such as the "ne-" prefix used for the colony of Mitos. Some colonists still use the "Es-" and "de-" prefixes if their lineages can be traced back to Mithas or Kothas. If a minotaur can't trace his lineage, his clan name remains without a prefix. Such minotaurs are looked down upon for their lack of strong bloodline. Minotaurs who cannot trace their paternal lineage at all, such as an illegitimate child, have the "-Ohn" suffix to their first name, which means bastard child. Bas-Ohn Koraf would be an illegitimate child who cannot trace his lineage to either Mithas or Kothas.

MINOTAUR LIFE

Minotaurs are a people of tradition. They believe in structure and order, which is seen through all aspects of their society. A minotaur's clan is his identity, giving name to the ancestor who founded the clan. Clans teach the virtues and ideals that shape the minds of their people.

Throughout the centuries, the minotaurs have been enslaved repeatedly. They have primarily been slaves to ogres, though dwarves and the humans of Istar also enslaved them. Minotaurs will fight ferociously against any who tries to enslave them. They believe that they will one day become the masters, enslaving others as they were once enslaved.

Minotaurs look upon those who would conquer only Ansalon as shortsighted. The minotaur people believe, as the children of Sargas, they are destined to one day rule the world. All of Krynn is theirs for the taking, a manifest destiny set down by Sargas and the ancient emperors. After centuries of infighting, the minotaurs have finally begun to act on this dream. They currently hold several island colonies and have a strong presence on the mainland in Ambeon, the former elven kingdom of Silvanesti. Emperor Faros Es-Kalin continues to push aggressive colonization, gaining a stronger foothold upon the continent.

ARTS & INDUSTRY

Despite many misconceptions about the race, minotaurs are a cultured people. They are practical, placing function before appearance. Minotaurs are excellent sculptors, having statues decorating many buildings throughout the Imperium. Statues of the current emperor are a constant reminder of service to the empire. Minotaurs also have a love of music, typically war ballads or old mariner songs. Such music helps to give rhythm to marching feet or rowing oars. Nobles have been known to dance to minotaur ballads at imperial functions.

Minotaurs have an appreciation for technology, but usually only in relation to warfare and seafaring.

Minotaurs make some of the largest and fastest war ships on Krynn's oceans, rivaled only by those of the Ergothian Empire. They forge and are trained in a variety of weapons, including large swords, nets, tridents, and battle axes. Minotaurs also make use of siege weapons, such as ballistae and catapults, adapting them to use at sea as well as on land.

MAGIC

Minotaurs have a high disdain for magic, considering it to be a crutch used by humans, elves, and other inferior races to compensate for their lack of strength and stature. Casting arcane magic is a dishonorable act used by cowards who cannot fight on the battlefield. Rarely, a war mage can gain grudging respect from a minotaur fighter. There are few minotaurs who join the Orders of High Sorcery; most are renegades. Divine magic is acceptable, as long as Sargas is the source.

RELIGION

Sargas the Destroyer is the primary deity worshiped by minotaurs. The Horned God appears to his faithful as a giant minotaur with charcoal black or crimson fur, covered in the blood of his enemies. Although Sargas and Sargonnas are one and the same, minotaurs believe them to be separate deities. While most races cursed the gods after the Cataclysm, the minotaurs considered it a blessing from Sargas; no longer would they be slaves. With the blessings of Sargas, they planned to eventually become the masters of Krynn. The minotaurs believe Sargas sacrificed himself in the Chaos War, standing up to the fiery giant. Only Kiri-Jolith stood by his side during the war. His sacrifice and the Flight of the Gods began the Age of Mortals. After the War of Souls, Sargas made his triumphant return to the minotaur people, smiting the disbelievers in the Forerunner movement.

Kiri-Jolith is the second most prominent deity of the minotaurs and the rival of Sargas. He appears as a bison-headed minotaur with a great horned axe. Minotaur followers of the Great Bison tend to be the most noble and honorable among their race, yet they can be reviled and persecuted for their beliefs, resulting in being cast out by their families and exiled from their homeland. Kiri-Jolith is often referred to as Emperor by his minotaur followers, as they can openly swear an oath by the Emperor. After the War of the Lance, the worship of Kiri-Jolith began to be tolerated, and shrines were even allowed to be built within the empire. A few smaller shrines opened in the capital city of Nethosak itself. After the Chaos War, most fell into disrepair or were taken over by the Forerunners; Only one shrine to Kiri-Jolith remains. Recently, it has been reopened, and its long-time caretaker, Karathos, laid to rest.

As a seafaring race, the minotaurs know it is wise to pay homage to Zeboim the Maelstrom. Zeboim is quite volatile, and it is in the best interests of all minotaur sailors to say a prayer to her before voyages. Occasionally, a minotaur ship will offer a sacrifice during the voyage. Each port city has at least a small shrine to Zeboim.

The Forerunners, ancestor worshipers who emerged during the Age of Mortals, have recently been deposed. With the defeat of their high priestess, Nephera de-Droka, the Forerunner faith has become disorganized. The minotaur people have been made aware that the

Forerunners served Takhisis during the War of Souls and Morgion the Black Pestilence afterwards. Though they had taken over the temple of Sargas, they have been expelled and the temple reclaimed by his faithful. Emperor Faros Es-Kalin has ordered the minotaur legions to destroy any remaining remnants of the false faith.

FOLKLORE

The Legend of Kaz is an oral history detailing the heroic efforts of the greatest hero of the minotaurs—Kaz Dragonslayer. Kaz is a minotaur hero of the Third Dragon War who breaks the chains of slavery. He rescues a Knight of Solamnia named Huma from a group of goblins, who pledges an oath of loyalty to Kaz. The two are accompanied by Huma's friend, a Red Robed wizard named Magius. Though Magius is a coward, he dies honorably, learning from Kaz's example. Kaz avenges his friend's death by slaying the cowardly renegade wizard, Galan Dracos. In the final battle against the Queen of Darkness, Huma falls, saving Kaz's life. Kaz then delivers the final blow, exacting the promise from the Dark Queen to never return to the world. The records and legends dispute what happens to Kaz, though there is some speculation that he has descendants living even today.

LANGUAGE

The minotaur language is known as Kothian. As the name suggests, its origins can be traced to the island of Kothas. Linguists speculate that the origins of Kothian can be further traced to the ancient high ogre tongue, Kolshet. There are certain similarities between Kothian and the modern ogre tongue, though it is a vague resemblance at best.

Surprising to many outsiders is the minotaur use of snorts and grunts. These sounds do not convey words so much as emotions. A grunt may range from approval to caution or a warning. Snorts are used to display disbelief, surprise, or anger.

Typically, those outsiders who learn Kothian are able to understand the language but find it more difficult to speak. Humans find it difficult to produce the harsh tones that come with the minotaur language. Reproducing their use of snorts and grunts has proven impossible. Minotaurs look unfavorably on any who attempt to speak their language, especially those who do a poor job of it.

Minotaurs are fond of using oaths in their speech. "By Sargas!" is often used to express surprise or anger. A minotaur who swears an important oath may swear "by the emperor's horns." These oaths often involve a figure of import, such as the god Sargas, the emperor, or the father of the individual.

RACIAL RELATIONS

Minotaurs believe they are the rightful rulers of the world and the chosen of Sargas. They generally believe other races are weak and inferior. Minotaurs view dwarves and centaurs with a certain respect, due to their rugged, uncompromising natures. However, minotaurs still remember how they were enslaved to the dwarves ages ago and intend on correcting that slight of honor in the future.

Of all the races, humans have earned the most respect from minotaurs, for in their minds, humans' military and naval skills are secondary only to their own. The minotaurs particularly respect the Knights of Solamnia for

their strength and courage in battle. The Dark Knights are seen in a similar light and as kindred spirits, though their tactics may differ. Minotaurs also respect the humans who sail the dangerous Blood Sea, especially those who braved the Maelstrom in the Age of Despair.

Elves are considered weak, frail creatures without any honor or courage. This belief was reinforced during the War of Souls when the minotaurs conquered Silvanesti enslaving many elves in the process.

Gnomes are also viewed as weak and frail. Minotaurs see their focus on technology as a crutch. While a gnome needs a tool to make him more powerful, a minotaur is born mighty. Minotaurs have little interest in gnomish technology, feeling their time could be better spent on other pursuits. However, minotaurs do have a healthy respect for the propensity of gnomish inventions to explode.

Kender are a nuisance, no better than rats or an infestation of roaches. Kender have a fascination with the bull-men, especially with their resemblance to cows. Since kender are fearless, there are a fair number who will approach a minotaur and taunt them with a loud, "Moo!" Of course, this infuriates the minotaur, who will charge the offending kender. Such foolhardy kender rarely live to see further adventures.

Minotaurs absolutely abhor ogres. Slavery has created a centuries-old enmity. Minotaurs begrudgingly admit to admiring the strength of the ogres, but they are quick to point out that ogres have no honor or discipline. The lack of order is a stark contrast to the orderly lives of the minotaurs. Though the Imperium allied itself with the ogres under the leadership of Hotak, Emperor Faros Es-Kalin has rescinded any remaining ties. In fact, Faros has offered a reward for every ogre head brought to him.

A DAY IN THE LIFE

Urik de-Korta wakes to the scent of the sea breeze entering his window. It has been far too long since he served the empire as a sailor aboard *Sargas' Fire*, but Urik's talent as a weaponsmith and armorer earns him a fine wage. Some of the emperor's own private guard wears his armor, a fact about which he likes to brag.

Urik dons a metal-plated leather kilt, then polishes his horns, sharpening the tips. He puts on heavy boots, covering his twin toes on each foot. Finally, he affixes his favorite nose ring and heads down the stairs. His mate, Hianna, has already prepared breakfast—a bowl of oatmeal and loaf of wheat bread with steaming potatoes. Though Hianna's food is bland, it is hearty and filling.

After breakfast, Urik begins his morning exercises. His leg is giving him problems, a reminder of glorious battles in days past. Urik does not complain; he faces his pain. When he finishes, he makes his way to his smithy. He stokes the forge and begins working, while Hianna opens the shop. Today is a big day, with the hekturian coming to pick up his new breastplate. Urik wants it perfect.

By mid-day, the axe is done. Urik decides to celebrate by eating at the local tavern, the Rotgut. Hianna stays behind and watches the shop while Urik is out. Though the tavern is a dive, mariners often come with tales of the sea and conquest. Urik enters the establishment, admiring the complete shark skeleton hanging from the ceiling. He sits down and orders a plate of fresh squid, salted sea bass, and a bowl of torgan bean soup. A flagon of the house's finest



brew, from whence the establishment draws its name, makes the meal complete.

Urik returns to the shop to see that the hekturian has already arrived. He can tell there is trouble when he hears his mate's voice.

"What do you mean you're not paying?"

"Jusht... jusht that. This armor isn't fit for a gully dwarf!" The hekturian is obviously drunk, conduct unbecomingly one of his station.

Anger burns behind Urik's eyes. "Torrilg Es-Garox! How dare you come into my shop and insult my craft!"

"I... I didn't have to insult it, Kothan! Your work speaks for itself!"

Urik reaches for the nearest weapon when Hianna rests her hand against her mate's arm. "You both know the law! No minotaur shall slay another. We are not barbarians! We shall settle this in the Games!"

"Sh... shouldn't be a problem, defeating a has-been cripple." With that final insult, Torrillg Es-Garox stumbles off.

Urik feels pain shoot up his jaw as something hits him with the force of a hammer. At first, he thinks it might be Torrillg, but he soon realizes it's Hianna.

"By Sargas, Urik! What were you thinking? In case you didn't realize, he's a hekturian of the empire!"

"I don't care who he is! My craft speaks for itself. If he's cowardly enough to insult my work while dishonoring the empire by being drunk, then he deserves to die in the Games! Perhaps he can regain a shred of his honor in death!"

Hianna simply snorts, unable to argue with the logic.

For the remainder of the day, Urik works in the smithy, using his anger to better hammer his wares into shape. Finally, the evening hours come, and it is time to close shop. There are many within Nethosak who have heard of the altercation, but all know better than to ask, fearing Hianna's wrath. Urik grabs his ancestral battleaxe, said to date back to the time of Istar, and leaves with Hianna by his side.

Urik enters the Great Circus and is taken to a seat of honor amongst the other combatants. At the end of the row, he sees Torrillg Es-Garox, now more sober than he was hours earlier. His expression is grim.

The crowd cheers as Faros Es-Kalin and Maritia enter the emperor's booth. With a loud cry, the emperor raises a battle axe over his head and proclaims, "Let the Games

THE KAZELATI

THE Kazelati are a renegade offshoot of the Blood Sea minotaurs, revealing themselves to the outside world during the Chaos War when they formed a temporary alliance with their imperial cousins. However, their clan-nation dates back centuries to its founding by Kaziganthi de-Orilg, known also as Kaz Dragonslayer, the companion of the legendary Solamnic knight, Huma Dragonbane. They draw their name from Kaz and his mate, Helati.

Kazelati minotaurs are taller and slimmer than other minotaurs and have angular features. Some misread the expressions on their faces as distrustful or brooding. They wear utilitarian, dark brown kilts with tunics. Females cloak themselves in slightly demure, but still functional, outfits akin to those worn by males.

The Kazelati Realm, as they call their clan-nation, exists on the Holakan Islands (Sesta Kyri, Delbaras, Belkria, Paladus, and Jolithian). The capital city of Ganthsos lies on the largest island, Sesta Kyri, as does the colony of Kazaris. Half of the citizens live in Ganthsos, a city filled with imposing buildings of marble and wood. Kaz's own son, Kyris Lawgiver, handed down the laws of the Kazelati. Kyris was the first to adopt the title of Patriarch, a title that remains the same regardless of gender. Below the Patriarch in the hierarchy is the Council of Twelve. Next are fifty Sentinels, who govern the various districts of the realm.

The Kazelati worship the bison-headed warrior god, Kiri-Jolith, and his father, Paladine. This tradition was passed down since the time of Kaz in honor of Kaz and Huma. After the War of Souls, the Kazelati have come to believe Paladine sacrificed himself

fighting the Queen of Darkness, striking back against the affront to Kaz's legacy after her return during the War of the Lance. Though he is gone, he is still honored. In recent years, a small segment of the population has come to worship Sargas as a tribute to his sacrifice during the Chaos War. His recent return has given strength to this new cult, the Bloody Horns of Vengeance. Clerics of Kiri-Jolith are currently searching for this cult. As with the minotaurs of the empire, the Kazelati make offering to Zeboim when setting out to sea, so as to not incur her wrath.

The Kazelati suffered terribly from the Cataclysm. A century after the great devastation, an eminent wizard, Sutor the Blind, rose to prominence. His innovations included the creation of the shielding spheres, by which the Kazelati mask their island domain from the sight of foes, guaranteeing Sutor's kin and disciples a voice in minotaur society.

At the end of the Age of Despair, the Kazelati revealed their existence to the Imperium. Their arrival in Nethosak during the height of the Chaos War enabled both the Kazelati realm and the Minotaur Empire to survive, but the subsequent alliance with the Knights of Takhisis caused splintering among the race. Some members of the empire joined with the Kazelati, who broke all ties with their cousins after attempts were made to seize Kazelati ships stationed at the fledgling colony of Sargonath. The Kazelati revealed themselves once more during the Minotaur Wars, secretly aiding the rebels but maintaining their neutrality in the war. Whether the empire will seek out the Kazelati or allow them to remain peacefully separate is unknown.



begin!” The crowd roars once more as the Master of the Games calls forth the first two opponents—Urik and Torrilg! Urik’s leg flares with pain again as he walks to the arena, but he does not wince. He raises his head high and proud.

When he comes to face his opponent, the Master of the Games announces each warrior’s name, as well as the grievances that bring them to the arena. Both warriors turn toward the emperor and bow their horns in his honor. They then kneel as a cleric of Sargas delivers a blessing upon the battle about to commence. Drums beat as the two warriors take their places upon the chosen battlefield. Finally, the emperor lifts his axe in the air, giving the signal to begin.

The battlefield for this particular match is a series of poles on which the minotaurs must balance. Any misstep and a fighter would fall onto sharp spikes. This combat takes not only strength, but also skill and cunning. The two begin crossing the poles, testing them as they go. Upon stepping on one pole, Urik soon learns this game is not all it seems. The pole under his left foot drops as soon as he puts weight on it. Urik is able to shift his weight to his right leg in time, though it pains him.

Torrilg uses the opportunity to make a strike. He attacks Urik’s weak leg, cutting deep. Pain shoots up through the leg as Urik stumbles backward. He is barely able to maintain his footing on the poles. The crowd cheers at the move, and Urik quickly comes back for the attack. The two duel for what seems like hours, though it is only minutes. Urik provokes Torrilg by continuously dodging his blows. He knows the other minotaur will soon make a mistake.

Urik is proven right. Torrilg makes an attack to strike Urik’s leg, but Urik dodges in time, placing his weight on his bad leg. Urik hits Torrilg hard enough to knock him

off-balance. With deft footwork, Urik spins and kicks Torrilg with his bad leg, knocking the other minotaur backward onto one of the spikes below. Urik howls in triumph, raising his axe to his emperor, who lifts his own axe in return. He bows his horns to his emperor and proceeds out of the arena.

Urik eats dinner that night at a feast provided by the emperor. Smoked venison with thick, spicy sauce is the main course. Urik celebrates, even as Hianna offers the greatest praise he has ever heard from her. “Not bad.”

That night, Urik returns to his bed, Hianna by his side. As he stares out the window, he can see the constellation of Sargas shining brightly.


MINOTAURS AS CHARACTERS

Minotaurs are great characters for players who want to play an honor-bound warrior without association with a knighthood. Minotaurs are big and intimidating, deceiving other races into thinking they are dumb brutes. The honor of a minotaur, as well as their beliefs in structure and order, usually indicates a lawful alignment. Their reverence of Sargas causes many minotaurs to favor an evil alignment. Minotaurs have a more difficult time fitting into a party of adventurers, due to fear and suspicion of their kind. After proving his honorable intentions, a minotaur can usually find his place.

ADVENTURING MINOTAURS

Minotaurs find glory in strength, honor, and bravery, so adventuring comes naturally to them. Minotaur adventurers tend to be more independent than others of their kind, for they have severed ties with their clan to seek fortune within the world. During the various wars that have wracked Ansalon, minotaur mercenaries joined whichever side they believed to be the strongest. When





a minotaur finds a cause in which he truly believes, he dedicates himself, a fact that has earned them the grudging respect of the Knights of Solamnia and other lawful groups. Minotaurs are born sailors and venture out into the world in trading or pirate ships. Although they despise other races, minotaurs are not averse to taking their goods or money.

CHARACTER DEVELOPMENT

Minotaurs lean towards physical classes, with feats and skills centered around battle and life at sea.

Barbarian: With the tenet of wrath set down by Sargas, the path of the barbarian is natural for minotaurs. While such a character is more impulsive and wouldn't do well in the Minotaur Legions, he would be well suited as a mercenary or warrior in the Games.

Bard: Bards are extremely rare in minotaur society, though some warrior-skalds will sing minotaur war chants to bolster the spirits of their comrades. Usually, such characters are multiclassed with warrior classes, such as barbarian or fighter.

Cleric: Minotaurs are deeply spiritual people, having a strong faith in Sargas. With the aftermath of the War of Souls and the fall of the Forerunners, minotaur clerics are quickly rising to prominent places in the Empire. Clerics of Kiri-Jolith are prevalent amongst the Kazelati. Clerics of Sargas tend to choose the Fire, Law, or War domains, while clerics of Kiri-Jolith tend to choose the Law, Strength, or War.

Druid: Minotaur druids are virtually unknown. Those who do follow this path are typically outcasts, living the life of a hermit. Some choose volcanoes, symbols of Sargas, as lands to protect.

Fighter: Minotaurs are natural fighters, training in the warrior arts and having horns as natural weapons. Minotaurs who take this class will often join the Minotaur Legions at some point in their life; some work as mercenaries.

Mariner: At some point in their life, most minotaurs serve on a seafaring vessel. The life of a mariner comes as naturally to a minotaur as the life of a warrior.

Master: Minotaurs make excellent master craftsmen, creating the weapons of war and seafaring vessels of the Imperium. Some minotaurs will pick the path of a master professional, whether they function as a trader or sailor. Minotaurs are not known in the roles of master performer and master sage, deeming those paths to be for lesser races, though some minotaur skalds will become a master performer for the same reasons they take levels of bard.

Monk: Minotaur monks focus their inner anger into physical attacks, making their bodies into living weapons. Minotaurs are among the most disciplined monks on Ansalon, undergoing brutal rituals as they advance themselves physically and mentally. Most are members of the Horns of Sargas.

Mystic: Minotaurs seldom become mystics due to their deep faith in Sargas, though some have developed mystic talents. The self-confidence of the minotaurs allows them to channel their strong convictions and beliefs into physical form. Many choose from the Fire, Law, Strength, or War domains.

Noble: The role of noble tends to fall on clan leaders, though most also have levels in fighter. If Hotak de-Droka

had been successful in setting up a right of succession, there undoubtedly would have been more nobles.

Paladin: Minotaur paladins are very rare. Those who follow this path are almost always Kazelati and usually follow Kiri-Jolith. In the years between the War of the Lance and the Chaos War, Kazelati paladins of Paladine also existed.

Ranger: Minotaurs make excellent rangers, with their enhanced sense of smell to aid in tracking. Minotaur rangers do not seek to live as one with nature but to dominate it. Many minotaur rangers are members of the Wyvern Legion.

Rogue: Most minotaurs shun the path of the rogue, treating it as an honorless profession. Minotaurs take what they want by force; they do not lie, cheat, and steal. The size of a minotaur makes it difficult to hide and sneak.

Sorcerer: Minotaurs rarely become sorcerers, shunning the use of arcane magic. Most minotaurs view arcane magic as a crutch or abomination.

Wizard: Just as with the sorcerer, there are few minotaur wizards. The rare few usually also have fighter levels and work outside of the Wizards of High Sorcery. Some minotaurs become sea mages (see *Towers of High Sorcery*). Those who fully embrace the path of a wizard are outcasts, often the victim of some physical weakness. The rare minotaurs who join the Wizards of High Sorcery usually take the Black Robes, seeing this path as the quickest route to power.

MINOTAUR RACIAL TRAITS

Minotaurs possess the following racial traits:

- +4 Strength, -2 Dexterity, -2 Intelligence, -2 Charisma. Minotaurs are large and powerful, but not very agile. From youth, minotaurs focus on developing their muscle over their minds. Minotaur arrogance can be offensive to other races.
- **Medium:** As Medium creatures, minotaurs have no special bonuses or penalties.
- A minotaur's base land speed is 30 feet.
- +2 natural armor bonus.
- **Gore:** A minotaur may use his horns as natural weapons to make a gore attack, dealing 1d6 points of damage plus the minotaur's Strength modifier. If the minotaur charges, his gore attack deals 2d6 points of damage, plus 1 ½ times his Strength modifier. A minotaur can attack with a weapon at his normal attack bonus and make a gore attack as a secondary attack (-5 penalty on the attack roll and half Strength bonus on the damage roll).
- +2 racial bonus on Intimidate, Swim, and Use Rope checks. Minotaurs are familiar with the sea and naturally adept at skills useful among seafarers.
- Minotaurs may take the scent special quality as a feat. (See the *Monster Manual*.)
- **Automatic Languages:** Common, Kothian. **Bonus Languages:** Kalinese, Nordmaarian, Ogre, Saifhum.
- **Favored Class:** Fighter.

THORADORIAN MINOTAURS

Thoradorian minotaurs are a degenerate race cast off from the minotaur people in ages prior to the Cataclysm. The exact cause of the Thoradorian degeneration remains unknown, though Imperium scholars speculate inbreeding has much to do with it.

According to Thoradorian legend, one of their ancestors betrayed the emperor, resulting in the exile of the entire Thorador clan. Sargas, angry at the betrayal, cursed the Thoradorian minotaurs, causing them to appear bestial. Sargas decreed that since the Thoradorians sought blood, their entire history would be tainted by it. They were cast out by minotaur clerics, and their names wiped from the histories. The exiled clan traveled to southwestern Mithas to a stretch of land known as Thorad-Duur, an inhospitable area close to Argon's Chain. The Thoradorian minotaurs survived, tempered by storms, volcanoes, and the beasts of the wild. They met every challenge, becoming masters of the land, though they would not be tolerated in minotaur society again.

PHYSICAL APPEARANCE

Thoradorian minotaurs are physically similar to their Blood Sea cousins; the coloring of their fur, manes, and eyes are consistent with the other minotaurs. However, Thoradorians are more bestial, with harder, more animalistic features and a further hunched stature. They also have hooved feet, as opposed to their cousins' toed feet. This is source of much resentment among the Thoradorian minotaurs.

Thoradorians are much more tribal in their dress. They will wear leather kilts or loin cloths, although they have adopted the harness of their cousins. Females decorate their horns with symbols of Sargas and Zeboim, while male horns are carved with serrated edges.

PSYCHOLOGY

Thoradorian minotaur society, like that of their Blood Sea cousins, is based on the concept of strength conquering all, though there are some differences. While Blood Sea minotaurs view the concept both physically and mentally, Thoradorian minotaurs believe only in brute physical strength. Discipline is nearly non-existent with the Thoradorians, leading the Blood Sea minotaurs to believe that their cousins are lazy.

Thoradorian minotaurs are savage and feral—the ultimate predator. Thoradorian minotaurs are governed by their passions and innermost primal urges; with natural cunning, hunter's instinct, and warrior heart, they are at the top of the food chain. Anger and hatred fuel their actions, allowing them to tap into their inner primal fury and causing them to be fearsome warriors.

SOCIAL STRUCTURE

Thoradorian minotaurs are divided into two castes, the warriors and the Kagas, or spiritual leaders. This division is through gender. Males are of the warrior caste, and females are of the Kagas. Vengeance and fury govern the actions of the Thoradorians, though they have not managed to seek the ultimate vengeance on their Blood Sea cousins for their exile.

The Thoradorian minotaurs are divided again into five tribes: the Banaak, Tivok, Durakor, Taguk, and Guur. A chieftain, who is always male, leads each tribe. The chieftain sees to the day-to-day affairs of the tribe, providing food and officiating between disputes. The chieftain wins his post during battle in the Labyrinth, a dangerous network of local caves; failure means death. The Kagas serve as the spiritual leaders of each tribe, with the Kaganok serving as tribal shaman. The Kagas make certain all members of the tribe are living life according to the will of Sargas and his daughter, Zeboim. The Kaganok is typically the mate of the chieftain and a cleric of Sargas, though the Kaganok of the Tivok tribe is usually a cleric of Zeboim. If the chieftain has no mate, it may be his mother, daughter, sister, or closest female relative. The chieftain's word can only be superseded by the Kaganok when it is a matter of grave spiritual importance.

NAMES

Thoradorian minotaur names tend to be one or two syllables, emphasizing on hard consonant sounds. Thoradorian minotaurs have abandoned the "Es-" and "de-" honorifics before clan names, choosing for themselves the "ur-" prefix. This prefix translates as "unwanted" in Kothian. The prefix precedes tribe name. Male names include Glutok, Klank, Klax, and Quag. Brustak, Omag, and Pirack are common female names. A Thoradorian minotaur may be known as Klank ur-Tyrok or Omag ur-Guur.

THORADORIAN LIFE

Thoradorian minotaurs live in the inhospitable region along the southwestern coast of Mithas known as Thorad-Duur. Nearby volcanoes make a dangerous environment, though one that has produced fertile lands and wild and unusual flora. Wild beasts populate the area, providing a ready source of food and playing an integral part of Thoradorian culture.

Most Thoradorian buildings are crude stone structures or caves dug into the mountains; many homes contain winding passages leading from one room to the next.

RELIGION

Thoradorian minotaurs believe in the precepts of vengeance and fury, as ascribed by Sargas and Zeboim. Physical strength and blood fury bring the Thoradorian minotaurs victory; weakness brings defeat. Ancient traditions revolve around the drinking of blood. To drink an elk's blood is to gain its speed; to drink a bear's is to have its strength. Blood is also a sign of a warrior's prowess. The fiercest warriors have blood-matted fur, showing their great power. Those who discover the power of mysticism are often branded heretics and sacrificed to the gods. Those who discover the newfound power of wild sorcery are brutally slain as witches, practicing unnatural arts and unworthy of sacrifice. Wizardry is unknown to the Thoradorian minotaurs. Sacrifice is conducted each month, as a beast of the land is sacrificed to the gods. Thoradorian minotaurs allow themselves to be sacrificed upon reaching old age, believing it brings them closer to Sargas.





THORADORIAN MINOTAURS AS CHARACTERS

Thoradorian minotaurs make excellent barbarians, embracing primal fury in their rage. Their brute strength also lends itself well to the fighter, and their tribal society produces excellent rangers. Thoradorian minotaurs are too clumsy to become rogues and not disciplined enough to take up the art of High Sorcery. In fact, Thoradorian minotaurs shun arcane magic altogether, referring to spellcasters as witches. Thoradorian minotaurs are a spiritual people, allowing female clerics and druids to become tribal shamans.

ADVENTURING THORADORIAN

MINOTAURS

Thoradorian minotaurs rarely adventure, due to their isolationist nature. Those Thoradorians who do adventure typically find themselves forcibly drawn out of Thoradorian society, as many were in the recent past. Some of those have been left on the mainland. Few Thoradorian minotaurs will find acceptance with other minotaurs because of their strange ways and bestial appearance. They may find themselves as part of an army of evil humanoid, such as Ankhar's Horde. A good or neutral Thoradorian minotaur may find acceptance within the Legion of Steel, though he must prove himself.

Thoradorian minotaurs who display a talent for ambient magic may be on the run from their own people. Sorcerers are unheard of, though a few mystics have been known. These mystics may seek

other mystics with whom to study, such as at the Citadel of Light, or they may travel alone until they find a new home with a party of adventurers. Whatever the origin, an adventuring Thoradorian minotaur will find a world that usually sees him as a monster.

CHARACTER DEVELOPMENT

Thoradorian minotaurs are best suited for classes focusing on strength. The barbarian, fighter, and ranger classes are great choices for male characters; female characters should look into divine classes, such as cleric or druid. Power Attack, Cleave, and Great Cleave take advantage of a Thoradorian's great strength.

Thoradorian minotaur characters are misfits compared to other minotaurs and monstrous-looking to other races. Other adventurers can provide for a new family, though Thoradorians work hard to first win their trust. Survival is always paramount, especially against ogres and Blood Sea minotaurs. From these beginnings, a Thoradorian may work towards becoming more civilized and finding acceptance in the wider world. Some, however, may go the other route, embracing their inner animal and becoming feral.

THORADORIAN MINOTAUR RACIAL TRAITS

Though Thoradorian minotaurs resemble other minotaurs, they have a more bestial appearance. They have thick, unkempt fur. They are well muscled and possess long, jagged horns, with sharp teeth that can tear flesh easily.

LANGUAGE

Thoradorian language is a brutish, guttural dialect of Kothian that has almost as much relation to the Ogre tongue. While a Thoradorian minotaur and a Blood Sea minotaur could feasibly converse, it wouldn't be without challenges. Words tend to be short and staccato, focusing on hard consonant sounds. Vowels are always long. Occasional grunts can be heard within communications. Thoradorian minotaurs have no written language.

RACIAL RELATIONS

Thoradorian minotaurs are isolationists by nature, though the world has forced them to become more and more involved. They know of many of the Ansalonian races, though they have never seen most of them. As exiles, they despise their Blood Sea minotaur cousins. They detest them for their feet, allowing them to stand on ships. During the recent civil war and invasion of Silvanesti, many Thoradorian minotaurs were captured and sold as slaves to the ogres, cementing their hatred for their old kin.

They do have respect for one non-Thoradorian minotaur—Faros Es-Kalin. He freed them from slavery and treated them as fellow minotaurs, fueling their blood fury and leading them into battle against their ogre keepers. Faros has vowed that ancient hostilities between the minotaur subraces are over, though the Thoradorian chieftains prefer their isolationist lifestyle.

Unlike the human-like feet of other minotaurs, the legs of Thoradorian minotaurs end in black hooves.

Thoradorian minotaurs possess the following racial traits:

- +8 Strength, -2 Dexterity, +4 Constitution, -4 Intelligence, -2 Charisma. Thoradorian minotaurs are large and powerful. They are even less intelligent than their imperial cousins, giving into their bestial urges.
- **Large:** -1 penalty to Armor Class, -1 penalty on attack rolls, -4 penalty on Hide checks, +4 bonus on grapple checks, lifting and carrying limits double those of Medium characters.
- A Thoradorian minotaur's base land speed is 30 feet.
- **Darkvision** out to 60 feet.
- **Space/Reach:** Thoradorian minotaurs have a space of 10 feet and a reach of 10 feet.
- +5 natural armor bonus.
- **Racial Hit Dice:** A Thoradorian minotaur begins with six levels of monstrous humanoid, which provide 6d8 Hit Dice, a base attack bonus of +6, and base saving throw bonuses of Fort +2, Ref +5, and Will +5.
- **Racial Skills:** A Thoradorian minotaur's monstrous humanoid levels give it skill points equal to 2 + Int modifier (minimum 1). Its class skills are Intimidate, Jump, Listen, Search, and Spot. Thoradorian minotaurs have a +4 racial bonus on Search, Spot, and Listen checks.
- **Racial Feats:** A Thoradorian minotaur's monstrous humanoid levels give it three feats.
- **Weapon Proficiency:** A Thoradorian minotaur is proficient with the one martial weapon proficiency (typically greataxe) and all simple weapons.
- Thoradorian minotaurs may take the scent special quality as a feat. (See the *Monster Manual*.)
- **Natural Cunning (Ex)** Although Thoradorian minotaurs are not especially intelligent, they possess innate cunning and logical ability. This gives them immunity to *maze* spells, prevents them from ever becoming lost, and enables them to track enemies. Further, they are never caught flat-footed.
- **Gore** A Thoradorian minotaur may use his horns as natural weapons to make a gore attack, dealing 1d8 points of damage plus the minotaur's Strength modifier. If the Thoradorian minotaur charges, his gore attack deals 4d6 points of damage, plus 1 1/2 times his Strength modifier. A Thoradorian minotaur can attack with a weapon at his normal attack bonus and make a gore attack as a secondary attack (-5 penalty on the attack roll and half Strength bonus on the damage roll).
- +4 racial bonus on Search, Spot, and Listen checks.
- **Automatic Languages:** Kothian. **Bonus Languages:** Common, Ogre, Terran.
- **Favored Class:** Barbarian.
- **Level Adjustment:** +2.

THORADORIAN MINOTAUR ADVENTURES

Adventures involving Thoradorian minotaurs may follow some of the tenets of monstrous races, such as the monster who attempts to live in society or the evil beast that must be defeated. Thoradorian minotaurs make for excellent characters during the recent civil war and conquest of Silvanesti, and must find their place in the post-War of Souls world—whether they care to or not.

- The heroes encounter an ogre slaving party, carrying a mysterious passenger—one making animal-like guttural sounds. Further investigation shows the prisoner to be a bestial minotaur. Will the heroes defeat the ogres and free the Thoradorian? Or will they dispatch both the ogres and the minotaur?
- Beasts within the Thoradorian tribal lands have been disappearing, leading the way to starvation. Upon investigation, the Thoradorian minotaurs discover that Blood Sea minotaurs have killed their game in order to feed their crews during a civil war. The Kagas have proclaimed the Blood Sea minotaurs to be the followers of a false god, one who would wipe out Sargas and Zeboim given the chance. Will the Thoradorians go to war with the Blood Sea minotaurs? Will they ally with rebel forces? Why are so many Thoradorians inflicted with sickness?

THORADORIAN MINOTAUR RACIAL CLASS

MONSTROUS HUMANOID

Thoradorian minotaurs have six racial Hit Dice and a level adjustment of +2, making a regular Thoradorian minotaur the equivalent of a 8th-level character. If you want to start playing a Thoradorian minotaur at 1st level, you can use the Thoradorian minotaur racial class described below.

RACIAL TRAITS

Characters using the Thoradorian minotaur racial class start with the following racial traits. Note these are not identical to the regular Thoradorian minotaur's full set of racial traits because the Thoradorian minotaur's ability scores and racial Hit Dice increase with level as shown below.

- +4 Strength, -4 Intelligence, -2 Charisma. Though they are initially more dextrous than standard minotaurs, as they gain size, their bulk slows them down considerably.
- A Thoradorian minotaur's base land speed is 30 feet.
- **Medium:** As Medium creatures, Thoradorian minotaurs have no special bonuses or penalties. Thoradorian minotaurs grow much larger as they advance in levels.
- **Darkvision:** Thoradorian minotaurs can see in the dark up to 60 feet.
- **Automatic Languages:** Kothian. **Bonus languages:** Common, Ogre, Terran.
- **Favored Class:** Thoradorian minotaur. A Thoradorian minotaur may not take levels in any class except his racial class until he has gained all eight Thoradorian minotaur racial class levels. Thoradorian minotaurs usually take levels in rogue or fighter after this point.

CLASS FEATURES

All the following are class features of the Thoradorian minotaur racial class.

Weapon and Armor Proficiency Thoradorian minotaurs are proficient with all simple and martial weapons, light and medium armor, and shields.

Feats A Thoradorian minotaur gains a feat at 1st level, 4th level, and 8th level. Typical choices include Great Fortitude, Power Attack, and Track. After 8th level, he gains



feats normally according to his Hit Dice, level adjustment, and class levels.

Gore A Thoradorian minotaur may use his horns as natural weapons to make a gore attack, dealing 1d8 points of damage plus the minotaur's Strength modifier. If the Thoradorian minotaur charges, his gore attack deals 4d6 points of damage, plus 1 1/2 times his Strength modifier. A Thoradorian minotaur can attack with a weapon at his normal attack bonus and make a gore attack as a secondary attack (-5 penalty on the attack roll and half Strength bonus on the damage roll).

Keen Senses (Ex) A 2nd-level Thoradorian minotaur gains a +1 racial bonus on Listen, Search, and Spot checks. At 4th level, the bonus rises to +2, at 6th level to +3, and at 8th level to +4.

Natural Armor Thoradorian minotaurs begin with a +2 bonus to natural armor at 1st level, increasing to +3 at 3rd level, +4 at 5th level, and +5 at 7th level.

Natural Cunning (Ex) Beginning at 2nd level, a Thoradorian minotaur can never become lost. At 4th level, when he develops the Scent ability, he can track with his smell. At 7th level, the Thoradorian minotaur is immune to *maze* spells and cannot be caught flat-footed.

Scent (Ex) A Thoradorian minotaur has a keen sense of smell. Beginning at 4th level, he can detect opponents within the given range (double range if the scent is upwind, one-half range if it is downwind) and may take a move-equivalent action to determine the direction of a scent. If an odor source, such as an opponent, is within 5 feet, the Thoradorian minotaur can pinpoint that source. Thoradorian minotaurs can use the scent ability to track an enemy by smell.

Large Size At 6th level, the Thoradorian minotaur's size increases one category to Large and his natural reach increases to 10 feet. He incurs the usual penalties for Large creatures.

MINOTAURS IN OTHER ERAS

This chapter describes the minotaurs five years after the end of the War of Souls and following the events of Richard Knaak's *The Minotaur Wars* trilogy. You can use the information here to determine how your character may act depending upon the era of play. It is not difficult to apply much of the information here to minotaurs of any past era in DRAGONLANCE.

LATE AGE OF DREAMS (APPROX. 4000 - 1018 PC)

Minotaurs first appear on the continent of Taladas, later fleeing to the lands of Ansalon across the western sea. Although they form their own nation upon arrival, the dwarves of Kal-Thax quickly enslave them. Later, although they are freed, they struggle with opposition from many sources, including the ogres. Interesting periods of play during this age include the mass exodus of minotaurs, the time of slavery under the dwarves, and the foundation of the minotaur kingdom under Ambeoutin and his twin sons, Mithas and Kothas.

AGE OF MIGHT (APPROX 1018 - 1 PC)

Although many races thrived in this era, the minotaurs have just come away from the Third Dragon War, in which they were recruited to support the Dark Queen's armies. They return to their small empire but are later led away once more in chains by the Istar's forces. In essence, the minotaurs spend much of the Age of Might either in chains, pressed into military service, or searching for new options. One large fleet of minotaurs heads east and arrive in Taladas in the wake of the Cataclysm.

AGE OF DESPAIR (1 AC - 383 AC)

The Cataclysm is a boon for the minotaurs on Ansalon. Their homeland becomes a number of islands; they are once again free of slavery and domination and can begin to reclaim some of their proud heritage. In the years leading up to the War of the Lance, the Emperor is approached by Ariakas, supreme highlord of the Dragonarmies of Takhisis. An arrangement is made—minotaur forces are sent to locations like Icereach and Blöde in order to assist the Dragonarmies, and the Dragonarmies refrain from invading the Imperium. This is a time of great turmoil for many minotaur families who dared to speak out against the Emperor and found themselves serving a dark elf named Feal-Thas in Icewall Glacier.

MINOTAUR LEGIONS

The Minotaur Legions are a powerful army that has evolved over millennia of conflict and setbacks. The Legions rose and fell in time with minotaur ambition and imperial schemes, but their most recent incarnation is a palpable threat to the other nations of Ansalon. The legionaries surprised their foes with a sweeping victory over the elves of Silvanesti and the subsequent founding of Ambeon. Their swift victory over the elves has not gone unnoticed by Ansalon's other nations, and their presence on the mainland is a potent reminder of minotaur might.

MINOTAUR LEGIONS ENTRY REQUIREMENTS

In 421 AC, Emperor Hotak signed an edict of conscription requiring all houses to devote one-third of their number to the Imperium or suffer familial dishonor. The minotaurs' strong codes of honor would not let them shirk their duty, and the Legions' ranks swelled. The Legions' recent victories have driven other minotaurs to action, and the Imperium now has no shortage of volunteers.

All prospective legionaries are subjected to months of exhaustive physical training and mental conditioning, as well as mock battles against the other recruits. Brutality is encouraged in these contests, but the death of a recruit is considered a waste of imperial property with the offending minotaur beaten or similarly punished.

Most aspiring legionaries are minotaurs, but in rare cases, an elf- or ogre-hating slave can win a position by performing well in the Games. All members, minotaur or otherwise, should have at least 2 ranks in two of the associated skills and at least one associated feat. Fighters are the backbone of the Legions, but specialized ranks make use of mariners, rangers, and other classes.

Associated Classes: Fighter, Mariner, Ranger.

THORADORIAN MINOTAUR

Class Level	Hit Dice	Base Attack Bonus	Fort Save	Ref Save	Will Save	Skill Points	CR	Special
1st	1d8	+1	+0	+2	+2	(2 + Int mod) x 4	1	Gore 1d4, feat, +2 natural armor
2nd	2d8	+2	+1	+3	+3	2+ Int mod	1	Keen senses (+1), natural cunning (cannot become lost)
3rd	2d8	+2	+1	+3	+3	—	2	+3 natural armor, +2 Con, gore 1d6
4th	3d8	+3	+1	+3	+3	2+ Int mod	2	+2 Str, scent 10 ft., keen senses (+2), natural cunning (track enemies), feat
5th	3d8	+3	+1	+3	+3	—	3	+4 natural armor, +2 Con
6th	4d8	+4	+1	+4	+4	2+ Int mod	3	+2 Str, -2 Dex, scent 20 ft., Large size, reach 10 ft., keen senses (+3)
7th	5d8	+5	+1	+4	+4	2+ Int mod	4	+5 natural armor, natural cunning (never flat-footed, immune to maze spells), gore 1d8
8th	6d8	+6	+2	+5	+5	2+ Int mod	4	Scent 30 ft., keen senses (+4), feat

Class Skills Craft, Intimidate, Jump, Listen, Search, Spot.

Associated Feats: Improved Shield Bash, Legionary Shield Wall (see **Appendix**), Power Attack.

Associated Skills: Intimidate, Knowledge (history), Knowledge (nobility and royalty), Ride.

MINOTAUR LEGIONS BENEFITS

Minotaurs join the Legions out of duty to their clan and the Imperium. This obligation carries its own merits and benefits. The skill of a particular legionary reflects upon his clan, and a soldier's bravery or valiant death may increase his family's standing. Similarly, a minotaur who ignores his duties brings dishonor to his house. A rare few clans dedicate themselves entirely to the Imperium in hopes of increasing their overall standing, but this has met with mixed success.

The Imperium is harsh and unforgiving, and legionaries are whipped for minor transgressions, such as eating while on duty. Those who dishonor the Legions are executed. All soldiers are expected to devote themselves to the Imperium for fifteen years or until the legionary's death. The Imperium provides basic equipment (breastplate and weapon of choice in addition to backpack, rations, and waterskins) to its legionaries, and specialized legions often have equipment suited to their particular skills, such as the bear claws of Wyvern Legion.

MINOTAUR LEGIONS IN THE WORLD

The Imperium finally has its foothold on Ansalon. Crack troops from several legions maintain a constant vigil over Ambeon's borders. Emperor Faros bolsters the nation's resources with provisions from the eastern islands, while Imperial colonists and slaves strip the forest for supplies. The port city of Sargonath serves as a staging ground for incursions into eastern Ansalon, specifically Kern.

The Imperium is fully capable of defending its native territories. Several legions are based in Mithas and Kothas, and four legions of troops are scattered throughout the eastern island colonies. An invader's largest opposition is likely to come in the form of the Kraken Legion's warships that patrol the Blood Sea and Courrain Ocean.

ORGANIZATION

The Minotaur Empire currently has twenty legions scattered throughout their lands. A typical legion has over 3,000 foot soldiers, in addition to cavalry and siege units, but specialized legions exist to perform specific duties. The Kraken Legion, for example, is the Imperium's premier seafaring legion, and thus has a significant number of mariners and naval fighters. Similarly, the Wyvern Legion is adept at fighting in forested terrain, and its woodwise legionaries are a potent answer to the elven kirath and other forest defenders.

The Minotaur Legions follow a strict chain of command that applies to all legions at all times; the Imperium does not have a peacetime hierarchy. Two legionary ranks are known to fall outside the Imperium's traditional structure. Menders are skilled in first aid and herbalism and rarely sent into combat. The nerve-wracking tara'hsi, or inquisitors, investigate suspicious happenings within the Imperium and ultimately answer to the Emperor himself.

A *dekare* consists of ten legionaries, though the Imperium rarely deploys a *dekare* when it can deploy a *hekture* instead. A *hekture* (called a marine regiment by the Krakens) is one hundred legionaries and is used for smaller engagements. Legion captains are in charge of their respective *quintures* (units of five hundred legionaries), and there are six *quintures* in any given legion.

The Legions' lesser military ranks are based on the units themselves: a *dekarian* is responsible for a *dekare* of legionaries, and a *hekturion* commands a *hekture* of troops. Legion captains (once known as *quinturions*) lead five *hekturions* and corresponding *hektures* and report to their legion commanders, also known as *treverians*. The legion general has absolute power within his legion, but all generals answer to Maritia Es-Kalin, Imperator of the Legions. The rank of Imperator has existed at various times and reports to the Emperor directly.



NPC REACTIONS

Minotaurs consider the Legions to be an important step in pursuing their racial destiny to conquer all of Krynn. The thought of hundreds or thousands of heavily-armed and armored minotaurs is enough to cause trepidation in the lesser races. The elven Diaspora understandably detests the Legions and everything they represent. Both ogre nations dislike the minotaurs' nearby presence, considering the history of the current emperor. Solamnuc Knights are wary of the minotaur threat but have more immediate concerns at home. The Tarmaks are strangely content to have a worthy fighting force so close to the Missing City, though it is not yet determined whether they will ally with or oppose the minotaurs.

MINOTAUR LEGIONS LORE

Although the Minotaur Legions were known before their arrival on the mainland, specific information can be difficult to acquire due to the minotaurs' propensity for executing or enslaving their prisoners of war. A character can learn more about the Minotaur Legions by making a Gather Information or Knowledge (local) check. Class abilities such as bardic knowledge and sailor lore may also be used to acquire information.

DC 10: The Minotaur Empire's standing army is collectively referred to as the Minotaur Legions.

DC 15: Minotaur Legions are surprisingly adept at defending themselves due to their skilled use of shields.

DC 20: Minotaur Legions use specially trained troops for incursions into specific types of terrain.

DC 30: Characters who achieve this result can gain information on specific legions.

PLAYING A MINOTAUR LEGIONARY

A legionary is a symbol of the grand and glorious destiny that awaits all minotaurs. He fights not only for his destiny, but also for the defense of his legion, the honor of his clan, and the Imperium as a whole. Most legionaries are honorable, though their specific tenets of honor are determined by the minotaurs' respective legions. A legionary thrills at the chance to fight a truly epic battle, but he realizes his duty to his legion and to the Imperium must always come first.

COMBAT

The majority of legionaries excel at melee combat, though the application of their skill varies by legion. Soldiering legions, such as the Basilisks and Timber Wolves, are trained for large-scale engagements and are deployed to conquer the battlefield one foot at a time. The woodwise rangers of Wyvern Legion often target guards and scouts to prevent an alarm from being sounded. Kraken Legionaries assault other seagoing vessels or lay siege to port cities with their mounted ballistae and catapults, but they are more than capable of engaging an enemy in melee.

Most legionaries carry a one-handed weapon and shield, though two-handed weapons are not

uncommon. Many minotaurs also carry a reserve weapon, as well as a few throwing weapons, which are typically used before engaging the enemy. Projectile weapons, such as bows and crossbows, are only found in archery divisions or in the hands of Snowhawk Legionaries.

ADVANCEMENT

A legionary's natural strength serves him well on the battlefield, and he can easily improve his offensive abilities through feats like Power Attack and Cleave and by making use of his Intimidate skill. However, since the Legions' strength is in melee combat, it is equally important for a legionary to be able to defend himself and his allies until he can get in close. A legion performs at its best when its soldiers support one another, and the Legionary Shield Wall feat is ideal for this purpose.



MINOTAUR LEGIONARY ALTERNATIVE CLASS FEATURES

The Minotaur Legions use similar tactics, but each legion has developed its own strategies in order to fulfill its specific role in larger combat. Alternative class features can be easily developed for the Flying Gryphon Legion, Snowhawk Legion, and others.

KRAKEN LEGION MARINER

The mariners of Kraken Legion are among the most skilled in the Imperium. Many Kraken Legionaries focus their efforts on utilizing the siege weapons that are part of most ships or the ability to swiftly board another ship.

NAVAL ARTILLERIST

Kraken Legion mariners learn to use their shipboard siege weapons with surprising skill and are able to place shots where they can cause the most damage. (See [Chapter 3: Adventures of the *Dungeon Master's Guide*](#) for more information on siege weapons.)

Level: 1st.



Replaces: If you select this class feature, you do not gain the seamanship class feature or any later improvements in that class feature.

Benefit: You add the Knowledge (architecture & engineering) skill to your list of mariner class skills. You also gain a +1 competence bonus to all Knowledge (architecture & engineering), Profession (sailor), and Profession (siege engineer) checks. This bonus increases to +2 at 5th level, +3 at 9th level, +4 at 13th level and +5 at 17th level.

At 5th level, you can make a DC 20 Profession (siege engineer) check to determine the siege weapons existing atop a castle's battlements, onboard a ship, or placed on similar fortifications and vessels.

At 9th level, you gain a +1 bonus on all attack rolls you make with a ballista or light catapult.

At 13th level, you gain an additional +1 bonus (+2 total) on all attack rolls you make with a ballista or light catapult.

At 17th level, your threat range is doubled on all attack rolls you make with a ballista or light catapult.

BOARDING CHARGE

Some aggressive mariners among the Kraken Legion are able to charge their opponents despite stormy weather, crashing waves, and other hazards.

Level: 4th.

Replaces: If you select this class feature, you do not gain the back-to-back class feature or any later improvements in that class feature.

Benefit: You may perform a charge action over difficult or narrow terrain, such as an uneven deck or down a ship's bowsprit. You may leap as part of your charge, which enables you to hurdle obstacles or to jump from one ship to another.

You gain a +2 bonus to any Balance or Jump checks made during your boarding charge. This bonus increases to +4 at 8th level, +6 at 12th level, +8 at 16th level and +10 at 20th level.

TIMBER WOLF LEGION FIGHTER

The soldiers of Timber Wolf Legion are common among the Imperium, and the Timber Wolves have developed tactics that resemble those of their legion's symbol.

TRIP ATTACK

Timber Wolf Legionaries learn to trip their foes in order to finish them more easily, much like the wolves that are their symbol.

Level: 6th.

Replaces: If you select this class feature, you do not gain a bonus feat at 6th level.

Benefit: Choose one type of weapon you are proficient with, such as a longsword; you can make trip attacks with that weapon. If you are tripped during your own trip attempt and are capable of dropping your weapon, you can drop the weapon to avoid being tripped. If you can already make trip attacks with the chosen weapon, you gain a +2 bonus on your Strength check to trip your opponent.



COOPERATIVE FLANKING

Particularly skilled Timber Wolf fighters can exploit the smallest holes appearing in a foe's defenses when other legionaries threaten him.

Level: 10th.

Replaces: If you select this class feature, you do not gain a bonus feat at 10th level.

Benefit: When you attack an adjacent opponent that is also being threatened by one of your allies, you are considered to be flanking that opponent. Your ally does not gain this benefit unless he also has this alternate class feature.

WYVERN LEGION RANGER

The woodwise members of the Wyvern Legion are dedicated to aggressive forest warfare, and those with a love and respect for nature, other than Zeboim's watery realm, are turned away from this legion's ranks. The Wyvern Legion rangers do not live with nature so much as dominate it. They often forgo the ability to acquire an animal companion in order to focus on their stealth, and their favored enemies are typically animals, fey, or plants.

WILD ANTIPTHY

Wyvern Legion rangers do not soothe creatures of the natural world but instead frighten and intimidate them into submission.

Level: 1st.

Replaces: If you select this class feature, you do not gain the wild empathy class feature. If you later gain this ability, it applies to wild antipathy instead.

Benefit: You add the Intimidate skill to your list of ranger class skills. In addition, you learn to use body language, vocalizations, and demeanor to threaten and subdue animals. You can use the Intimidate skill to demoralize a number of Hit Dice worth of animals equal to your ranger level plus your Charisma modifier. In addition, animals demoralized by a successful Intimidate skill check remain shaken for a number of additional rounds equal to your Charisma bonus (if any).

At 4th level, you gain these additional benefits when using your Intimidate skill against fey. At 11th level, you gain these additional benefits against plants.

SIGNATURE COMBAT STYLE

A Wyvern Legion ranger eschews the standard ranger fighting techniques in favor of the Legion's signature weapon, the clawed gloves. (Clawed gloves are identical to the bear claws weapon described on page 230.)

Level: 2nd.

Replaces: If you select this class feature, you do not gain the combat

style, improved combat style, or combat style mastery class features.

Benefit: At 2nd level, you are treated as having the Exotic Weapon Proficiency (clawed glove), Two-Weapon Fighting, and Weapon Focus (clawed glove) feats when using the clawed gloves. At 6th level, you are treated as having the Improved Two-Weapon Fighting and Weapon Specialization (clawed glove) feats when using the clawed gloves. At 11th level, you are treated as having the Greater Two-Weapon Fighting and Improved Critical (clawed glove) feats when using the clawed gloves.

Unlike a standard ranger, you only lose the benefits of your combat style when wearing heavy armor. You need not meet any of the normal prerequisites for these bonus feats.

LIGHT STEP

Many rangers of Wyvern Legion focus on reducing the trail left by their passing instead of acquiring a natural companion.

Level: 4th.

Replaces: If you select this class feature, you do not gain the animal companion class feature or any later improvements in that class feature.



Benefit: You gain the Trackless Step ability. You leave no trail in natural surroundings and cannot be tracked. You may, however, choose to leave a trail if so desired.

DANGER SENSE

Wyvern Legion rangers gain a heightened sense of danger in exchange for a reduction in their spellcasting abilities.

Level: 4th.

Replaces: If you select this class feature, you do not gain the ability to cast 1st-level ranger spells at 4th level. You gain 1st-level ranger spells at 8th level, 2nd-level ranger spells at 11th level, and 3rd-level ranger spells at 14th level. You do not gain access to 4th-level ranger spells.

Benefit: You gain the Uncanny Dodge ability, which allows you react to danger before your senses would normally allow you to do so. This ability works exactly like the rogue or barbarian class ability of the same name; if you already have this ability from one of those classes (or any other with the same ability), you automatically gain Improved Uncanny Dodge instead.

At 8th level, you gain Improved Uncanny Dodge if you have not already gained that ability. Levels in all classes that grant Uncanny Dodge stack to determine the minimum rogue level required to flank you.



MINOTAUR ALTERNATIVE CLASS FEATURES

The Minotaur Legions are not the only minotaurs who apply specific cultural techniques to the standard classes. The following alternative class features are open to all minotaurs, including Thoradorian minotaurs.

MINOTAUR MARINER

Minotaurs are not as dependent on dirty tricks and underhanded techniques as other mariners. They embody the spirit of Sargas instead.

VENGEFUL STRIKE

The dirty strike ability of the mariner class presents a problem for some minotaur sailors; while some have reconciled the necessity of surprise tactics to survive, others have a more rigid notion of minotaur honor, rejecting such tactics and actively hating them.

Level: 2nd.

Replaces: If you select this class feature, you do not gain the dirty strike ability at 2nd or later levels.

Benefit: If an opponent attempts a dirty strike, a sneak attack, or accepts an attack bonus granted by flanking in an attack against you, your next attack against that opponent gains a bonus equal to your Wisdom bonus (minimum +1) to hit and a bonus to damage equal to your mariner level. You may use this ability against 1 opponent/day at 2nd level, 2/day at 6th, 3/day at 10th level, 4/day at 14th, and 5/day at 18th. Note that each flanker counts as a separate opponent—you must choose one for your Vengeful Strike if you do not have enough uses left for both. You may voluntarily decline a Vengeful Strike.

Special: Prestige classes that require dirty strike as a prerequisite will accept this ability instead; additionally, any prestige class that would continue the mariner's dirty strike progression instead continues this ability, stacking its levels with mariner levels for opponents/day and damage.

MINOTAUR MONK

The discipline required of a monk is well suited to the minotaur mindset. Minotaur monks learned the secret methods of the monks of Majere hundreds of years ago, but as devotees of Sargas, their focus brings a new approach.

AQUATIC ADAPTATION

Some minotaur sailors work to perfect their minds and bodies as monks. They have devised a unique mastery of moving about underwater. They train themselves to slow their metabolisms to extend their ability to go without breathing.

Level: 4th.

Replaces: Slow fall.

Benefit: You have begun to perfect your body's ability to perform underwater. While holding your breath underwater, you may act as normal, rather than take only move actions. You also gain a +3 racial bonus to Swim checks, and add 1 to the number of rounds you may hold your breath without Constitution checks.

At 6th level, your racial bonus to Swim rises to +4, and you may hold your breath for a number of rounds equal to your Constitution score +2. At each even-numbered level of monk, these two bonuses increase by 1 until 20th level. At 20th level, your racial bonus to Swim rises to +10, and you may hold your breath up to one hour.



Chapter 8: OGRES

The black stain of the ogre horde grew darker still as night settled of the land. In a series of shallow, barren valleys to the east of the kender lands, thousands of ogres gathered around flickering campfires. Gray, greasy smoke drifted up toward the clear, violet sky, where the pale moon waned and the first evening stars flickered. Sounds, too, rose above the camp: A ghastly din of snarls, shouts, and guttural laughter, mixed with the thundering roll of war drums and the fierce blare of horns. The ogres roasted fresh meat over their fires—venison, boar, and other things best left unmentioned—and devoured it when it was still pink and sizzling. They washed it down with copious amounts of beer, both their own sour brew and kegs of kender lager plundered from Myrtledew and several other towns. Drunken skirmishes soon followed, rival war bands attacked each other with fists and blades. Blood was spilled, skulls were cracked, and a few of the brutish creatures were crippled or killed before their clan chiefs could break up the brawling. Once the fighting was done, the ogres turned to other sport. A few captive kender, deemed too weak or sickly to be useful as slaves, were brought forth from their cages, and led to where the drunken ogres waited with axes, knives, and iron stakes heated in the fires until they glowed golden-hot. The kenders' screams soon joined the ogres' wild howls in a chorus of despair.

It was a night like any other in the war camp of Lord Ruog, hetman of the ogres of Goodlund.

Spirit of the Wind
Chris Pierson

At the dawn of time, the ogres were the favored race of the Queen of Darkness and called themselves the Abaqua, or First Children. They were tall, strong, and fair—yet also cruel and greedy. Many of them viewed the world through the same harsh eyes as their goddess. Their beauty was severe, yet it surpassed that of all the other races.

It was not meant to last. During their Fall, the Abaqua degenerated from creatures of timeless grace to bloodthirsty savages. Though they had once been physically beautiful, the ugliness in their hearts corrupted their forms, causing them to become hideous and robbing them of their great intelligence. The Fall haunts the ogres; a racial memory they cannot shake free. The ogres always project their aggression over the Fall onto other races, despising the graceful elves most of all, who mock the ogres with their beauty. An ogre will never admit his race's culpability. Always, it is the humans and elves who are to blame.

The ogres have sought to regain their fallen majesty throughout the eons. Only recently, with the rise of the titans, have they met with any success; however, the titans are a falsehood. The titans represent how ogres perceive their ancestors, yet the truth remains markedly different. So it is that the ogres, a race of brutes, seek to regain lost glory as they live amongst the ruins of a civilization long

gone. They revel in pain and suffering, inflicting hatred on others, distilled from the memory of the Abaqua, the First Children of the Stars.

A BRIEF HISTORY

In the Age of Dreams, the Abaqua were the Darklady's favored creatures, until the human race rose among them. The humans showed a free will that threatened the other races enslaved by the Dark Queen. She hated the humans and demanded the ogres enslave and control them. The ogres obeyed the Darklady, and enslaved the humans for centuries, using them to build a great civilization.

The greed and cruelty of the ogres was unparalleled, and eventually caused their fall and degeneration. The one turning point that most historians point to is known as the Heresy of Igrane. The legend says that the daughter of the high ogre noble Igrane was saved by a human slave who could easily have let the ogress die. Igrane was struck by the human's compassion and regard for life. It also made him aware of the path to destruction the ogres were on. He freed his slaves and encouraged others to do the same. The result was civil war. Instead of fight their kin, Igrane and his followers removed themselves from contact with the world and traveled to a distant land, magically concealing their path. These high ogres became known as the Irda.

Over the next few centuries, the ogres fell deeper into ignominy. Their appearance became hideous, matching the ugliness they harbored in their souls. Their civilization fell into ruin, becoming naught but a reminder of their former glory. By the close of the Age of Dreams, the ogres had completely degenerated into the slow-witted brutes of modern Krynn. The Darklady had not forgotten her once-favored children, though. They became part of the armies under the warlord Crynus and the renegade wizard Galan Dracos, fighting fiercely against the Knights of Solamnia. During these years, the ogres had conquered the minotaurs, making them slave-soldiers for the glory of the Dragonqueen. Thus began a relationship of hatred between the two races and a tradition of enslavement that persists even today.

The ogres survived through the Age of Might and the reign of the Kingpriests. This became the darkest of times for the ogres, who faced Knights of Solamnia in the west and Istar's Knights of the Divine Hammer in the east. Though most of Ansalon saw the Cataclysm and the fall of Istar as apocalyptic, the ogres were pleased. The loss of the gods was a small price to pay for the destruction of the greatest of their enemies. Above all, the Cataclysm allowed the ogres to go into the world once more to torture, pillage, and enslave.

Indeed, shortly after the Cataclysm, hordes of ogres rushed the plains to the east of the Khalkist Mountains, seeking out their enemies and destroying them. They had not truly understood the devastation until their eyes beheld barren grassy plains which gave way to a great

sea; Istar was gone. Hundreds of miles of continent had vanished beneath the Courrian Ocean. The ogres traveled the new coastline, slaughtering any survivors in their path. Reaching the end of a peninsula, the ogres claimed the land as their own. Thus the ogre region of Kern was established in the early Age of Despair.

Throughout the Age of Despair, tribes of ogres made their way across the broken landscape, exploring, looting, and killing all who stood in their way. Unafraid of this new world that was bereft of gods and left open to intimidation, the ogres established many villages and strongholds across the continent. Living by brute strength, they rejoiced in the suffering and pain of mankind.

Nearly two centuries after the Cataclysm, the ogres of Blöde and Kern faced a new threat. An ancient black dragon by the name of Talon awoke from his slumber and began harassing the ogres. He demanded tribute and terrorized them for decades until his untimely demise battling another of his kind. The ogres were among the first races to deal with the return of the dragons.

Following these years of torment, the ogres grew agitated and restless. Raids into neighboring territories increased. In the decades leading up to the War of the Lance, emissaries of the Dark Queen contacted the ogre chieftains and gave them the option of joining the Dragonarmies of Takhisis, or face her anger when they reached the Abyss. Their own instinct for violence aided in the decision. In the name of a goddess they had thought long gone from the world, the ogre nations eagerly allied with the Dragonarmies, serving as ground troops and mercenary units.

Following the War of the Lance, the ogres took to raiding villages that had been hit by the onslaught of the Dragonarmies. Finding easy pickings, they soon amassed a small slave force and expanded on their territories. The coming of the Chaos War saw the call to the service of the Queen of Darkness once again. Lord Ariakan's passion convinced the ogre chieftains that he would be able to do what his father couldn't—conquer Ansalon. The ogres were quickly recruited into the Minions of Dark, an auxiliary unit that served the Knights of Takhisis during the Chaos War. The ogres became increasingly agitated with the discipline of their Dark Knight masters, and rejoiced at the opportunity to battle with the creatures of Chaos. Many ogres died during the Summer of Chaos.

The dawning of the Age of Mortals once again saw the ogres without gods to follow. When the new threat of the dragon overlords came, the ogres pledged to serve them, quick to realize that to do otherwise would seal their doom. The ogres of Daltigoth formed an uneasy alliance with the thanoi, brought from Icewall glacier by the dragon overlord Gellidus. Over one thousand ogres served Malystrixy to the east. Following her death in the War of Souls, the ogres became disorganized. Some opted to return to the ogre homelands, while others remained behind in the ruins of the Desolation.

Shortly before the War of Souls, the ogre mage Dauroth unlocked the secret of the titans—a false vision of the ogres' former beauty. The ogre titans are creatures of dark

beauty, great intelligence, and powerful magic. Dauroth kept secret the method in which ogre titans are created, though he let it be known that one ingredient was the grisly sacrifice of ten elves. Great power and promise is shown in the titans, though their advancement has been kept in check by a new ogre ruler.

In recent years, the lands of Blöde and Kern came under the control of Grand Lord Golgren, an ogre who is whispered to have elven blood in his veins, though none will say it to his face. At one point, Golgren allied with Emperor Hotak de-Droka of the minotaur empire, a bargain which made many of Hotak's political enemies slaves of the ogres. One of those slaves, Faros Es-Kalin, the nephew of Chot Es-Kalin, escaped, leading a band of rebel minotaurs against their ogre overseers. Golgren lost his right hand to Faros in personal combat. What plans Grand Lord Golgren may have for his ogre followers, as well as the fate of the ogre titans, remains to be seen.

COMMON TRAITS

The various ogre races share little in common, though each possesses a memory of the former grandeur of the high ogres, and all share great strength, either physical or magical. Likewise, each of the ogre races also shares a pervasive racial pride. This pride proved to be the undoing of the high ogres, and in many ways, shapes and drives the existence of all ogres along their great and terrible destiny.

Ogre magi and hags retain hints of the magic of their ancestors, drawing on primal sorcery naturally. Likewise, the Irda remember the time of the high ogres, seeking to preserve their way of life in an isolated fashion and fighting the seed of evil within them.

OGRES, "THE FALLEN"

By far the most common of the ogre races in the current era are those who have fallen from grace, a far cry from their Abaqua high ogre ancestors. They are widely regarded as being dull of wit and hideous to look upon. To be an ogre is to know a lost splendor and that once, ogres were the greatest of races. Now the ogres are a mockery of their former selves and looked upon by the other races in horror. With an idealization of what they should be, which varies greatly from the truth, they seek to regain their former prominence and reassert themselves as the Firstborn.

The Fall sparked a history of hate and violence among the ogres. Utterly selfish, their every action centers on fulfilling their wants and desires. Full of hate, they seek to inflict pain on others as pain has been inflicted on them. Haunted by a racial memory of a time of supremacy, the ogres seek to restore that which was lost.

PHYSICAL APPEARANCE

Ogres stand between 8 and 10 feet tall. Their skin is a dull yellow, covered in uneven patches of hair, blotches, pustules, and scars. Some ogres tend towards obesity, but many are lean. Due to their height, ogres develop a



hunched posture. Almost all ogres have black hair worn long (clan ogres) or tied back in ponytails or braids (city ogres).

Ogres of the clans, such as those in Kern or Estwilde, wear a combination of leather and animal hides, cloaked with thick furs for those who live in the cold mountains. Tribes that live in the warmer, northern climes wear leather to ward off the hot sun. Love of jewelry, tattoos, piercings, and ritual scarification is an almost universal ogre trait. Some tribes have certain symbols of allegiance that help identify an ogre's loyalty at a glance.

Ogres of the cities, such as those in Blöde or Daltigoth, also wear leather, but typically with an attempt at finery or civilization. Thick-spun woolen tunics, shirts, and trousers are common. Robes and coats stitched together from those of smaller races are further modified with garish dyes or stained in various foul shades.

PSYCHOLOGY

It is said that ogres are born angry, ready to fly into a rage at the slightest provocation. They are creatures of appetite and greed, spending hours every day satisfying their wants and desires. Ogres believe anything they have the strength to slay, the luck to find, or the cunning to steal is theirs by right. They love the scent of blood in battle, going into a frenzy that makes them nearly unstoppable.

Ogres are social creatures, however, attempting to crudely re-create their once great civilization by dwelling in ruined cities or constructing rudimentary villages. They lack the maturity of other races, having the mentality of a brutish adolescent at best.

Ogres are perpetual bullies, taking out their aggressions on any who they deem to be inferior. Ogre tribes often make prisoners their slaves, for they feel superior by debasing others. They have a certain sense of paranoia that causes them to see provocation where none exists. The false provocation, in turn, becomes justification for retribution. They gain great pleasure in inflicting pain on others. Bullying can be seen in all aspects of ogre life. Ogres abuse mates and children alike. By inflicting pain on their children, a young ogre in turn learns the path of hate and continues the cycle of violence.

In battle, ogres charge their enemy with gleeful abandon and blood lust. Few ogres train formally for combat. They rely on their massive strength and toughness, combined with wild but powerful attacks, to blow through any opposition. Ogres are not particularly adept at teamwork or fighting as a unit. Even when part of a larger force, ogres typically charge ahead as a mob. They compensate for their lack of tactics through sheer ferocity. Even when their weapons break or they are wounded, ogres keep fighting.

Outside of the actual fight, ogres often have more concern for their own fate. Fearless in battle, the thought of torture or imprisonment terrifies most ogres. Any situation in which they no longer have control makes them ill at ease.

SOCIAL STRUCTURE

The chieftain of Blöde is often the ogre who holds control over Blöten. Each of the other ogre cities pays a tithe to the Chieftain's Manor, the tower in the center of Blöten, each year—an amount that presumably equals one-tenth of each

city's spoils from raids. In truth, most ogres cannot figure one-tenth, and they probably wouldn't want to give it up if they could.

Each city makes a show of paying tribute, though the amount isn't very much.

Each city chooses its own rulers, or Wardens, from the most powerful neighborhood districts. These Wardens have little power, save for that which they can hold for themselves.

They are in charge of the annual tribute to Blöten and

can muster the army when duty calls. In most cases, the Warden also collects a tax for himself.

The ogres of Kern live in family groups known as clans. Each clan has a single settlement they hold as their own. These towns normally have between fifty and two hundred family units in them. The average ogre family consists of five ogres, giving most communities a population of around five or six hundred. The head of each clan is called a chieftain. The chieftain receives the greatest spoils of ogre raids. The chieftain will live in the Hall of the Chieftain, always the largest building in an ogre settlement, typically



built from the ruins of high ogre settlements. The Grand Khan of Kern typically comes from the Kern clan.

Western ogres, fewer in number than those described above, share this organization into so-called savage and civilized tribal groups. In Estwilde, Southern Ergoth, and Kharolis, ogre tribes will either form nomadic clans akin to the ogres of Kern or inhabit ruins and conquered settlements like the ogres of Blöde.

FAMILY LIFE

The ogres of Blöde do not place a high importance on family. There is such overcrowding that the dividing line between one family and the next is often blurred. Privacy is practically non-existent. The ogres of Blöde steal from one another regularly, including mates and children. Family is not so important as the neighborhood districts of the ancient high ogre cities. These districts are often overcrowded, leading to violence which is often taken out on the next district over. Ogres know one another in a

district and strangers are definitely not welcome.

Very few ogres live to be considered elderly. Those who do are not treated well. Ogres who die at home are buried somewhere outside the village or city; ogres have no graveyards. Since the vast majority of ogres die while away from home, finding a place for the few domestic deaths seldom proves difficult. The ogres do little to remember their dead in the way of monuments or grave markers. They will gather together to drink and tell stories about the departed, especially if he was well respected in the community. Traditionally, when a particularly inspiring ogre leader dies, the community shaman names the next child of the same gender for that leader, so his memory and fighting spirit can continue to serve the community for many years to come.

OGRES AND MOUNTAINS

OGRES love mountains. The ancient ogres built magnificent cities high in the mountains of Ansalon, so they could look down on the rest of creation from their lofty perch. Though some texts say this is due to conceit and hubris, the ogres believe their ancient forbears merely were taking their rightful place in the heavens. The ogres were never farmers or workers. From the earliest days of recorded history, the ogres had slaves, mostly humans, who gathered their food, mined their ore, and performed every other menial task imaginable. This left ogres to pursue more appropriate pursuits, such as art, music, literature, and magic.

After the Fall, the ogres remained in the mountains, though they had no slaves or magic. The fallen ogres made the transition from masters to predators and scavengers. They remained in the mountains not to be closer to the gods but for protection. With their great strength and resilience, the ogres could live the harsh life of a mountain dweller without too many difficulties. Other races had a hard time scaling the mountains, and no army could move through the peaks as effectively as the ogres. The mountains offered safety and shelter from a world that was no longer theirs to command.

As ogre populations grew throughout the years, ogre homes grew beyond their capacity. As predators, the ogres relied primarily on what they could steal from others. By the laws of nature, a given environment can hold only so many predators. Some of the ogres decided to move on to other mountain ranges and, for the first time, into the fields and valleys below. Ogres settled the hot and humid land of Kern.

While the ancient ogres had maintained outposts and keeps on the Kern peninsula, ogres had not lived in the region in a long while. The great ogre migration drove off hundreds of thousands human residents, many of whom became meals for the ogres.

Since those times, the mountain ogres of Blöde and the plains ogres of Kern have drifted apart. Though the two nations have never lost contact and still trade, differences have emerged between the two realms. The ogres of Blöde view Kern as a backward, savage place. The Kern ogres view the denizens of Blöde as haughty and pretentious. It is interesting to note that even though most Kern ogres live on the plains, the capital of Kern is Kernen, an ancient ogre city in the mountains. The ogres of Kern still respect their mountain roots and accord great reverence to the capital city.

In the west, the ogres who once inhabited the Last Gaard Mountains of Ergoth drove the humans from the southern Ergothian plains after the Cataclysm. Again, the ogre tendency to divide into warring tribes resulted in nomadic savage ogres and civilized ogres who inherited the ruins of Daltigoth. Over the next few centuries, dominant leaders from both groups rose and fell, allying with the Dragonarmies during the War of the Lance and eventually becoming the servants of the Dragon Overlord Frost in the Age of Mortals. With the White's death and the defeat of their ogre titan dictator Tdark, the ogres face renewed opposition from the Solamnic Knights of Eastwatch. Once again, ogrekind succumbs to the consequences of hubris.





Names

Female variations of names and words are often followed by an apostrophe and a vowel. For example, male names may include Baloth and Grul, while female variations are Baloth'a and Grul'i. What significance this may have is largely unknown, as scholars have been unable to get close enough to an ogre to ask and live to tell about it.

Everyday Activity

Though ogres share many similar traits, the ogres of Ansalon may adopt remarkably different cultures. The ogres of Blöde consider themselves more cultured than their cousins in Kern. Most ogres from Blöde live in the ruins of ancient high ogre cities in the mountains. The Blöde ogres, even moreso than the Kern, try to live up to the glory of their high ogre ancestors, even if their best is a pale imitation. They live in festering, unsanitary conditions, all the while playing at being more civilized.

Aside from Garantha, very few large towns or cities exist in Kern. Most ogres live on the open grasslands, usually next to a river or other source of water. Ogre families live in large stone buildings with wooden roofs called longhouses. The typical longhouse consists of one main room where the family eats, sleeps, and keeps its hearth. Many longhouses have an additional private room or a cellar to store food and precious goods. These longhouses are quite sturdy, and many have stood for several hundred years.

Ogre festivals vary greatly from community to community. Within Kern, each clan has its own festival traditions. Usually, the festivals are impromptu events held after a particularly successful raid or a great victory in battle. Other communities have developed rigid schedules, based on the turning of seasons or the anniversaries of important events. The singing of songs and telling of tales are important parts of the festivals, almost as important as eating or drinking. Storytelling can go on for hours, with those present at battles telling their own account of the events. The ogres love to listen to tales of depravity and violence, never growing tired of hearing the same bloody acts described repeatedly. Typically, tales come from events within an ogre's lifetime.

Ogre festivals also include the ritual slaying of prisoners taken in battle. Some communities have their own version of gladiatorial games, while others simply slaughter the prisoners outright. In either case, the ogres feast upon the recently defeated as part of the festival, thus proving their superiority over their rivals.

Arts & Industry

Ogres prey upon all those weaker than them and scavenge what is left behind by the stronger. Ogre society typically doesn't produce many artisans. Instead, ogres steal from other races. Ogres will often be seen in battle wearing mismatched armor from other races. No longer able to create objects of beauty as ancient ancestors, they detest beauty in all its forms. At the same time, a dichotomy exists. Ogres see beauty in great craftsmanship, stealing

only the best armor and weapons. Ogres may even see beauty in the flesh of humans, though few survive an ogre's passions. Those who do often wish they hadn't, especially females who give birth to half-ogre children. Ogre brutality is widely known. They will wear the skin of an enemy to show their might in conquering their enemies. Necklaces laced with elven ears, human scalp headdresses, and helmets affixed with minotaur horns are common sights.

Kern ogres rarely practice agriculture, but they do domesticate animals, particularly dogs. Though several breeds of dog exist in Kern, the most common is the Carsh breed, an ogre name simply meaning "hunter." These large dogs stand almost three feet high at the shoulder when fully grown and weigh over one hundred pounds. They are lean, muscular, and fast, with short, coarse brown or black fur. Each family in Kern has at least a few Carsh canines in their home. Hunters from Neraka, the Desolation, and even Nordmaar and Estwilde will pay good steel for a Carsh.

Religion

The fallen ogres have served Takhisis since the very dawn of their creation. They are her favored pawns and have been the muscle behind her schemes for centuries. The Darklady appears as the most majestic of ogre titans, with dark skin and beautiful features. The ogres cursed the absent Dark Queen after the Cataclysm in the belief that she had abandoned them in their hour of need. Her memory became a bitter one.

Ogres began worshipping the god Gonnas (Sargonnas) during the Third Dragon War. After being master to the minotaurs for so long, the ogres began taking on certain minotaur traits including taking on Gonnas as a patron deity, although the minotaurs know of him as Sargas. Gonnas the Devastator is seen as a powerful ogre, who has the blood of elves on his hands. The ogres of the Icewall region refer to him as Gonnas the Willful and view him in similar terms as the local humans.

Some ogres and offshoot ogre races worship the other gods of evil as well. Chemosh the Bone Lord calls out to their need to kill. Though Hiddukel is seen as a weakling, the Prince of Demons takes great pleasure in the ogres, who he views as a false vision of their former selves. Morgion the Fallen has taken interest in the ogres over the years, watching them degenerate and fall from glory.

Ogres despise the gods of good, especially Paladine who they believe cursed them into their current degenerative forms. The gods of neutrality are seen as weak and indecisive. Tribal ogres don't have clerics within the Holy Orders of the Stars as other races do, but ogre shamans lead them spiritually. Ogre shamans are not only powerful physically but spiritually as well. Nearly every ogre community has a shaman, who often leads the community as well. Civilized ogres have been known to join the Holy Orders, however, and from time to time, ogre priests rise among the cults of Sargonnas, Chemosh, or Hiddukel to dominate local chapters.

FOLKLORE

Ogres relay folklore through oral traditions, dating back thousands of years. These tales are filled with brutal conquest against inferior races. Often, ogre tales tell of an ogre hero who was wronged by a lesser race, who would in turn lash out against his assailant, enlightening him with ogre superiority.

Perhaps one of the most famous of ogre tales dates back to the Third Dragon War. Mortash the Slaver was an ogre champion who conquered many of the minotaurs. His legend states that his strength was so great that he could break off a minotaur's horns bare handed, and that he was favored by Takhisis. Mortash is said to have met his doom by the treachery of Huma Dragonspittle and his partner, Kaz Ogrekiler, a minotaur who lashed out against his benevolent ogre masters. This tale of tragedy ends with Huma driving the Darklady from the world of Krynn. Without her champion, the Darklady could not withstand the treachery of Huma and his god, Paladine.

Mortash's son, Morkaf Elf-Reaver, took it upon himself to avenge his father's death. Since Paladine was responsible for the Darklady's banishment from the world and his father's death, he avenged himself of Paladine's chosen, the elves. Morkaf was a particularly brutal ogre who took great pride in killing elves, adding their ears to the chain he wore around his neck. He enjoyed the taste of fresh elf meat, especially that of elven maidens. Morkaf is said to have killed over two hundred elves single-handedly. The Neck Chain of Morkaf will appear to ogre champions who harbor great feelings of vengeance against an elf.

During the War of the Lance, tales began circulating about the twin ogre warriors Ogg and Mogg. The two were said to be very different. Ogg was short (for an ogre), but he possessed a warrior's rage and strength. Mogg was taller and thin, a trained warrior as intelligent as the firstborn ogres. Though the two often didn't agree, they always fought side-by-side for the betterment of the ogre race. The two were sent by the Darklady on a quest to retrieve the Great Sword of Morrag, an ancient ogre artifact. When they found it, the two brothers fought over it. In a fit of rage, Mogg used the sword to slay his dim-witted twin. The Darklady blessed Mogg for slaying his inferior brother, and he used the sword against the Whitestone forces in the war. It took five Solamnic knights to slay Mogg.

The ogre mage Dauroth has become a legendary figure, creating the titans. The ogre titans are incredibly tall and powerful individuals who are the idealization of how ogres view their ancient ancestors. The Rebirth requires the blood of elves, turning the ogre into a vastly intelligent creature with great magical properties.

In recent years, the ogre Golgren has become a legendary figure among ogres. Uniting Kern and Blöde, he once held an alliance with the minotaurs, tricking them into selling their own kind to ogres as slaves. One of those slaves, Faros Es-Kalin, rose up in rebellion. Golgren fought him in battle, leaving him single-handed. Golgren's tale is not fully told yet, though it is ripe with conquest and the potential for war against the minotaurs.

LANGUAGE

The ogre language is very guttural, even more so than the Kothian tongue of minotaurs. In the Age of Dreams, they spoke a language referred to as Kolshet, or High Ogre. Kolshet has a complex alphabet, but it became smaller and merged with simple pictographs after the Age of Dreams.

The modern language is simply referred to as Ogre. The ogre word for their language is nearly impossible to pronounce by other races and generally unfit for polite conversation. There are some variations between the language of the ogre nation as a whole and that spoken by each clan, but the Ogre tongue is simple enough that it can be understood from one side of Ansalon to another.

The ogre tongue includes a series of grunts and deep growls conveying not only a message, but also emotion and mood. An ogre will not only understand what another ogre says, but exactly what he means when he says it. Sometimes this can lead to translation problems when someone other than another ogre is the translator.

Ogres make extensive use of body language. A word itself does not convey the same meaning as action. Ogres bare their teeth as a warning to other ogres, particularly concerning territory or an ogre's mate. Ogres also make regular use of arm movements. Wide arm movements may be used to accentuate the conversation. Ogre body language is more physical when an ogre is about to battle. At the end of a battle, ogres will often raise their hands in the air with clenched fists, giving a victory howl.

In battle, ogres make use of war chants, designed to keep the dim-witted minds of the ogres focused. Humans who employed ogres in the past learned this secret, which in turn has been adopted into ogre culture. Chants produce a steady rhythm by which to march and coordinate movements. Though not fully successful, this tactic offers some semblance of order where none would normally exist.

RACIAL RELATIONS

Ogres are born into the world full of hate. They consider themselves the rightful rulers of the world, with all other races destined to become their slaves. At the same time, they feel wronged by the other races, which mock them with their existence and deny them their rightful place.

Ogres despise humans, considering them too weak to be a threat, even as history reminds them that the rebellion of human slaves spelled the end of their once-great empire. At the same time, ogres find certain humans to be attractive and will seek to have their way with them, often leading to half-ogre offspring. Humans make particularly good slaves, being the most adaptable of all the races.

The ogres particularly despise the elves, who usurped their place as the most beautiful and enlightened race. Their grace and lithe movements stand in stark contrast to the ogres' bulky frames. Ogres enjoy enslaving elves to do their bidding. Those elves who aren't enslaved may find a worse fate as an ogre delicacy.

Dwarves and ogres have often been rivals over the course of history, competing for the same mountainous



terrain. Ogres respect the tenacity of dwarves in battle and admire their craftsmanship. Dwarven equipment and weaponry is often plundered by the ogres.

Ogres look upon kender as nuisances, gnats to be swatted. The perpetual cheerfulness of kender infuriates ogres, as do their taunts. They also hate the cheerfulness and playful mentality of the centaurs. Gnomes are despised for their keen intellect, a reminder of the intellect the ogres once possessed. Though ogres are not the brightest of races, they are smart enough to know to stay away from a gnomish machine, which may explode at any minute.

Ogres hold a certain amount of respect for the minotaurs, though they see them as an abomination to the purity of the ogre race. The minotaurs have been enslaved by the ogres more than once throughout history, though most notably during the Third Dragon War.

Draconians are the bitter rivals of the ogres. Once the favored children of the Darklady, they soon found the draconians had taken their place. During the War of the Lance, this created a bitter rivalry that would last, through the Chaos War. When the Darklady abandoned the world, the enmity between the two races subsided. Though ogres still despise the draconians, they now look upon them with grudging respect.

A DAY IN THE LIFE

Grul awoke to a kick to the gut. “Move out of the way, slug. You’re sitting in my spot!”

The force of Murdak’s kick sent Grul rolling down the hilltop, his head banging on a rock below. It was the same

scenario every day. Grul would wake up to a kick in the gut. No matter where he slept, Murdak always found him and always enjoyed startling him out of his slumber. Grul merely grunted in reply, as he always did. Grul put up with it only because of Murdak’s great size. Someday soon, Murdak would get what was coming to him.

The sun rose over the mountain peaks, illuminating the ancient ogre city. Grul averted his eyes, cursing Paladine in the process. The pangs of hunger soon chased away any other thoughts, and he looked back to the ancient city for his breakfast. Raids the night before had brought food to the ogres. Being smaller, Grul got last pickings. All the elf meat, a delicacy among ogres, had been eaten the night before. Grul managed to find some leftover human meat, and began to eat it raw, chomping on the bones. He preferred the meat of elves, though human wasn’t bad either. He hated eating kender meat, though, which had a funny taste to it.

When breakfast was over, Grul picked his teeth with his fingers, dislodging a piece of meat that had been stuck in his teeth two nights before. He proceeded to the edge of a cliff and began to climb. It wasn’t an easy climb, but it led to his favorite spot—an outlook from where he could view the city of Draja. A single tree provided shade to keep the sun out of his eyes. Grul breathed in the mountain air, enjoying how the crisp air felt in his lungs. He felt more alive up here, looking down upon his kinsmen, who appeared to be little more than insects. He imagined stepping on them, squashing them under his monstrous weight.



OGRE TITANS

TITANS are ogres who have undergone a magical transformation, changing them into beings of incredible power, inhuman beauty, and unsurpassed cruelty. Through the use of a dark ritual, imparted to Dauroth by a vision sent to him by the Dark Queen, those descended from the ogres of old can transform themselves into an idealized image of the original ogres before the Fall.

Before the Rebirth, the ogre is like any other. After the Rebirth, the ogre titan stands more than fifteen feet tall, with skin as pure a blue as the summer sky, stretched taut over a sculpted, muscular body. Their hands become graceful and articulate, with sharp black talons at the tip of each finger. Five-inch long, spurs of bone protrude from the titan's elbows. The titan's features become beautiful and refined, similar to an elf's, though without any of the delicacy. The titan's eyes become upswept, typically turning a shade of golden yellow, lit by some inner light. The titan's mouth, comely when closed, conceals a double row of shark-like teeth.

More than the physical transformation, however, is the inner change the ogre undergoes. The strength of the titan's mind increases many times over, giving him an inhuman intellect capable of processing thoughts and plans with startling speed. The titan is also imbued with the potential for powerful magic, although if the ogre did not study magic before the transformation (whether as a shaman or whether they were an ogre mage), the titan must study and work to master this newfound talent for titan magic.

Transforming into a titan requires a great deal of blood—fresh, pure, elven blood. Though substitutes were sought, Dauroth discovered only pure elven blood would do. As far as he can determine, the

nationality does not matter, although he never experimented with sea elves. The blood must come from the bodies no more than three hours before the Ritual of Rebirth takes place. Transforming an adult ogre requires the blood of ten adult elves, which is gathered in a specially prepared iron cauldron.

The cauldron serves as the focus of the entire transformation ritual. Placed over burning pitch, the blood begins to boil. Dauroth enhances the blood with a number of other ingredients, mostly special plants and some ground minerals, such as quartz from the Valley of Crystal, and gemstones. All of Dauroth's magical energy is required to infuse the boiling brew with the power of long-dead titans. In fact, Dauroth unknowingly summons the spirits of all manner of dead beings, from elves to humans to ogres. The titan magic uses the spiritual energy of these souls to transform the figure in the cauldron.

The ogre then steps into the boiling brew, submerging his body fully in the viscous liquid. Dauroth casts the spell of transformation, which changes the ogre into a titan instantaneously, causing severe pain. The ogre's body absorbs the blood mixture straight into his pores. A blinding flash of light accompanied by the cries of the souls used in the magical ritual fills the room. The ogre titan steps forth with a new, much more powerful body.

Thus far, with the exception of Dauroth, only fallen ogres have undergone the Rebirth. With his heritage as an ogre mage, Dauroth's magical talents amongst the titans are unsurpassed. No half-ogre, minotaur, or Irda has been offered the opportunity to undergo the ritual, so it is uncertain what effect the it would have upon them.

Breakfast had not been filling, being the scraps left over from the other ogres. To his surprise, Grul had lucked out for once. A mountain goat stood no more than 30 yards away. Grul tried to move quietly, but his massive frame dislodged some rocks, startling the goat. It ran away, seeking safety. The ogre, as sure-footed as any mountain goat, gave chase. Grul covered the distance, gaining on his prey. With a quick movement, he snatched a large rock off of the side of the hill effortlessly. Taking the high ground, the ogre managed to put himself into position. He would only have one chance.

It was all he needed. The rock flew from the ogre's hands with lightning speed, cracking open the skull of the mountain goat before it had the chance to move. Grul went to claim his prize. Though Grul hated the effort of tracking his prey, he loved the moment of the kill. As he climbed

down the ledge, he stopped, eyeing someone approaching his food. As the sun peaked through the clouds, Grul saw who it was. Murdak.

The larger ogre tore off the head of the goat and tossed it to Grul. "Nice work... for a runt."

Grul's nostrils flared, even as he saw the look of murder in Murdak's eyes. Grul knew Murdak wanted him to attack. Grul nearly gave into his urge when the horns blew.

"Looks like the raiding party saved your hide yet again, runt. It'll be your bones that I feast on next time." Murdak took one bite out of the goat, then threw the remainder of the carcass over the cliff.

Though Grul wanted nothing more than to kill Murdak right now, he knew better than to not respond to the call of the hunter's horn. There would be a raid tonight. If it was successful, everyone would eat very well.



The chieftain gathered the ogres together, explaining the plan. A group of elven refugees who had unknowingly wandered off the trail made their way into ogre lands. Better yet, they were escorted by three Knights of Solamnia. There would be a decent fight as well. The chieftain laid out his plan, but Grul's attention was focused on Murdak. The plan, like all ogre plans, would end

with the ogres surging forward with rage and fury, an unstoppable force with no control.

As the noonday sun slowly fell from the sky, the ogres awaited the small caravan. The knights were wary, keeping an eye out for any thing suspicious. Soon, a rumbling could be heard, and an avalanche of rock and stone came crashing down in front of the caravan. Taken by surprise, the caravan quickly tried to move backwards, but it was too late. Another avalanche ensued, boxing the caravan. Then the elves and knights heard a thunderous roar—the sound of death. The ogres rushed the caravan.

Elven arrows shot from the caravan, but they were too little against the ogres. The charge continued. The Solamnic Knights formed a line, but they were easily overwhelmed. Ogres wielding rocks and clubs came crashing down upon them, denting in their helms and shattering bones. Their horses fared no better. Though some of the elves had weapons, most were defenseless.

Murdak was nearly upon an elf woman and her child when he heard a battle cry from behind. He turned his head too late as the club came crashing down, caving his skull in and dropping the massive ogre to the floor. “Who’s the runt now?”

Grul turned to look at the elven woman, a sadistic smile crossing his face. It had been a long time since he had a woman. Despite that, he was too overjoyed at the death of Murdak.

“Run.”

That’s all it took for the woman to flee, her child in tow. The two were the only survivors, wishing they were dead after the horrors they had seen. Grul, meanwhile, dragged the corpse of his former tormentor up the mountain to his secret spot. He looked out and listened as the screams ceased one by one.

As Grul sat, picking the meat from Murdak’s bones, a sudden realization came to him. Tomorrow, Grul would sleep in.

FALLEN OGRE RACIAL TRAITS

Ogre possess the following racial traits:

- +10 Strength, -2 Dexterity, +4 Constitution, -4 Intelligence, -4 Charisma. Ogres are strong and hale, but move slowly, due to their great size and long limbs. Ogres are neither consistently educated nor encouraged to think through problems.
- **Large:** As Large creatures, ogres receive a -1 penalty to their attack rolls and Armor Class due to their size and a -4 penalty on Hide checks. Ogres must wear armor suited to their hulking frames. Armor for a Large creature costs and weighs twice as much as a comparable suit of Medium armor.
- **Giant:** Ogres are creatures of the giant type.
- **Ogre base land speed** is 40 feet.
- **Space/Reach:** Ogres have a space of 10 feet and a reach of 10 feet.
- **Darkvision:** Ogres can see in the dark up to 60 feet.
- **Racial Hit Dice:** An ogre has 4d8 racial Hit Dice. An ogre character receives maximum hit points for his first ogre Hit Die and rolls his other Hit Dice normally. He rolls all Hit Dice from class levels and does not automatically get maximum hit points on his first class level Hit Die. An ogre’s racial Hit Dice also provide a +3 attack bonus and saving throws of Fort +4, Ref +1, Will +1. Ogres with class levels add their class attack and save bonuses to their racial attack bonus and saves.
- **Racial Skills:** An ogre’s giant Hit Dice grant him skill points equal to 7 x (2 + Int modifier, minimum 1). Class skills for these skill points are Climb, Listen, and Spot. An ogre character does not receive the x 4 multiplier for skill points acquired from his first class level.
- **Racial Feats:** An ogre’s giant Hit Dice grant him two feats. An ogre with class levels gains feats based on his total Hit Dice, not his ECL. Ogres gain Simple Weapon Proficiency, Martial Weapon Proficiency (any one), and Medium Armor Proficiency as feats.

OGRE

Class Level	Hit Dice	Base Attack Bonus	Fort Save	Ref Save	Will Save	Skill Points	CR	Special
1st	1d8	+0	+2	+0	+0	(2 + Int mod) x 4	1	Feat, +3 natural armor, Hulking Brute
2nd	2d8	+1	+3	+0	+0	2+ Int mod	1	+2 Str, +2 Con
3rd	3d8	+2	+3	+0	+0	2+ Int mod	1	Feat, +4 natural armor
4th	3d8	+2	+3	+1	+1	—	1	+2 Str, +2 Con
5th	4d8	+3	+4	+1	+1	2+ Int mod	2	Large size, reach 10 ft., +2 Str, -2 Dex
6th	4d8	+3	+4	+1	+1	—	2	+2 Str, +5 natural armor

Class Skills Climb, Craft, Listen, Profession (soldier), Spot.

- +5 natural armor bonus.
- **Automatic Languages:** Common, Ogre. **Bonus languages:** Ergot, Goblin, Kolshet, Kothian, Nerakese.
- **Favored Class:** Barbarian. A multiclass ogre's barbarian class does not count when determining whether he suffers an XP penalty for multiclassing. Even the more civilized ogres find that their savage tendencies serve them best as barbarians.
- **Level Adjustment:** +2. An ogre has an effective character level (ECL) of 6 + his class levels.

FALLEN OGRE RACIAL CLASS

Fallen ogres have four racial Hit Dice and a level adjustment of +2, making a regular ogre the equivalent of a 6th-level character. If you want to start playing an ogre at 1st level, you can use the ogre racial class described below.

RACIAL TRAITS

Characters using the fallen ogre racial class start with the following racial traits. Note these are not identical to the regular ogre's full set of racial traits, because the ogre's ability scores and racial Hit Dice increase with level as shown below.

- +2 Strength, -4 Intelligence, -4 Charisma. Ogres are strong but are neither educated nor encouraged to think through problems.
- Ogre base land speed is 40 feet.
- **Darkvision:** Ogres can see in the dark up to 60 feet.
- **Automatic Languages:** Common, Ogre.
- * **Bonus languages:** Goblin, High Ogre, Kothian.
- **Favored Class:** Fallen ogre. An ogre may not take levels in any other class except fallen ogre until it has gained all six fallen ogre racial class levels. Clan ogres then gain barbarian as a favored class, while city ogres gain fighter as a favored class.

CLASS FEATURES

All of the following are class features of the ogre racial class.

Weapon and Armor Proficiency: Ogres are proficient with all simple and martial weapons, light armor, and shields.

Feats: An ogre begins with one feat at 1st level and gains another feat at 3rd level. After 6th level, he gains feats normally according to his Hit Dice.

Natural Armor: An ogre gains a +3 natural armor bonus to Armor Class at 1st level. This increases to +4 at 3rd level, and +5 at 6th level.

Hulking Brute: Whenever you receive a modifier based on your size on an opposed roll (such as during grapple and bull rush attempts), you are treated as a creature of Large size if that's advantageous to you. You are also considered to be Large when determining whether a monster's special attacks based on size (such as improved grab or swallow whole) affect you.

HALF-OGRES

Of all the races of Ansalon, half-ogres are arguably among the most tragic. In almost every case, violence and despair are part of a half-ogre's life from his earliest moment. Most are born to human mothers raped by ogre slavers or ogre raiding parties. Those who survive birth experience a life of hardship even in the best of cases, as the half-ogre's mother is almost invariably cast out of her community for the abomination she bears; only the largest human cities will accept such situations, and even there she and her child will probably encounter intense hostility from her family and friends. This pressure causes many half-ogre children to be abandoned at a young age.

PHYSICAL APPEARANCE

Half-ogres are imposing, muscular, and usually quite ugly. They are typically 6 to 7 feet tall and tip the scales at over 300 pounds. Their hair is thin and wiry, their faces asymmetric and ungraceful, and their teeth brown and crooked; some individuals have protruding canines. Males have scraggly beards. Most demonstrate surprising manual dexterity for having such big, seemingly clumsy hands.

Those brought up among humans dress to fit in as best they can; clothing for folk their size is difficult to come by, and some half-ogres must sew their own together out of whatever old clothes they can obtain. Those raised among tribal ogres are given the minimum required to keep to the ogres' standard of decency, usually just a loincloth, with a leather or burlap top and leftover skins or furs in cold climates. Half-ogres from ogre cities usually manage something in between these two extremes.

PSYCHOLOGY

Half-ogres share many personality traits with their ogre parents; while the rage and fury of his ogre side is often tempered by his human blood, a half-ogre is often short-tempered, violent, and surly. Used to scorn and rejection, most half-ogres are highly suspicious of everyone. Many become thugs and outlaws, turning to crime in order to make their way through life. They will cheat, steal, and betray whenever they think it's necessary. Some take up an adventurous career—sailor, explorer, warrior, or sellsword, for instance—and begin working with a tight-knit group of people. If these comrades prove themselves trustworthy, a half-ogre can be among the most loyal and steadfast of friends. Having finally found an accepting family, few half-ogres will risk losing it.

Half-ogres are large and strong, even those who inherit more from their human parent than their ogre one. This physical prowess defines much of a half-ogre's behavior, from how he carries himself to how he handles delicate objects. Half-ogres are far more agile and nimble than ogres, however, and no less agile than humans, so they can be surprisingly adept at tasks requiring manual dexterity and quickness of response.





SOCIAL STRUCTURE

Half-ogres who grow up in tribal ogre communities, usually born to human slave women, have lives of miserable poverty and slavery. Most try to escape once they reach adolescence. Those who are brought up among city ogres find that they occupy the lowest rung of society, given the most menial of duties, unless they can prove themselves better than their ogre peers. Tough and resourceful, half-ogres usually find a way to survive. Half-ogres who live to adulthood may be social outcasts, but they learn that their hulking physiques and natural athletic

and fighting talent equips them well to survive among society's undesirables.

NAMES

Like any race of mixed heritage, a half-ogre's name depends almost entirely on where he grew up. If he is raised among ogres, a half-ogre will have an ogre name, usually one emphasizing his lower status, weakness, or the accident of his birth. If he is raised among humans, he will usually have a name appropriate to the region or culture. Many half-ogres abandon their birth names, however, and adopt a nickname later in life. Steeltoe, the notorious half-ogre Caramon faced in the *Legends* trilogy, was given the name Deathrot at birth and earned his new name after he became a bandit king and acquired a steel peg leg.

EVERYDAY ACTIVITY

Half-ogres are most commonly found living among the human slaves of Blöde and Daltigoth. Most are children or adolescents; adult half-ogres in these lands often join their

human mothers in slavery, so many try to escape with some dying in the attempt.

Half-ogres can also be found in major human cities such as Palanthis, Kalaman, and Sanction. Many half-ogres are sailors, so they can also be found in many port towns all along the continent and nearby islands.

RELIGION

There is very little that can be generalized about the religious beliefs of half-ogres. The bitterness overtaking so many leads to religious cynicism and doubt; many half-ogres believe the gods have abandoned them and remain non-religious. Some turn to dark gods who promise to grant them power they cannot achieve themselves. Few half-ogres feel comfortable turning to Takhisis, almost as if she rejected their sullied bloodlines. The cult of Sargonnas, on the other hand, has embraced half-ogres for their strength and their anger. Others find solace in the gods of light or determination in the gods of balance. In recent years, the churches of Sirrion, Branchala, and Habakkuk have been especially welcoming.

LANGUAGE

Half-ogres grow up learning the language of the people who raise them. A half-ogre raised in tribal ogre lands will probably only speak Ogre. In ogre cities, Common is usually also taught. Those raised among humans learn Common and their human parent's cultural language. Half-ogres generally speak well and, unlike pure-blooded ogres, are usually able to articulate complex vocal sounds as well as a human.

A male half-ogre speaks with a deep, rumbling bass or a gravelly tenor. Female half-ogres are more alto than soprano. In conversation with humans and other intelligent, coherent races, they will play up their mastery of speech in contrast to that of true ogres in order to make a better impression. Around ogres, half-ogres don't talk much; true ogres only become jealous.

RACIAL RELATIONS

Ogres and humans especially seem to reject half-ogres, as do most dwarves and elves, who do not distinguish between half-blooded and full-blooded ogres. Gnomes are impatient with the usually slower-witted creatures. Kender alone among the major races feel sympathy toward the much larger race—this sympathy, often interpreted as insensitive pity, typically angers half-ogres to no end.

HALF-OGRE CHARACTERS

To a greater extent than many mixed-blood people, half-ogres are outcasts wherever they go. Too small and weak to survive long among ogres, and too ogre-like to ever be accepted by most humans, half-ogres often struggle with isolation, resulting in anger and bitterness. Most half-ogres pursue a life of adventure, out of sheer necessity or perhaps their human heritage coming to the forefront.

ADVENTURING HALF-OGRES

Half-ogres find themselves as outlaws, thieves, thugs, enforcers, or even crime bosses, careers where their violent tempers can serve them well. Others take the opposite route. Not willing to give in to the darkness, they take up worthy causes and seek to make life better for themselves and others. The Legion of Steel and certain Holy Orders of the Stars—especially the churches of Sargonnas, Sirrion, Branchala, and Habbakuk—often provide good outlets for half-ogres who seek to make a difference.

Sailing is a very lucrative career for many half-ogres; they find that ships' crews, often bands of misfits themselves, generally accept them. The legendary pirate captain Maquesta Kar-Thon had, in addition to the minotaur first-mate Bas-Ohn Koraf, a half-ogre captain of marines named Frtizen Dorgaard.

CHARACTER DEVELOPMENT

Half-ogres tend to pursue physically demanding careers, so classes such as fighter, barbarian, rogue, and fighter/rogue are ideal. Many become mariners, often combining it with the fighter's combat training. The vast majority of half-ogres do not have the discipline or self-awareness necessary to become dedicated arcane spellcasters, although a few half-ogre clerics and druids have been blessed; a small number have studied mysticism at the Citadel of Light.

Some evil half-ogres have increased their skills beyond those of mere thugs; half-ogre assassins and blackguards, often blessed by Sargonnas, have been known to exist.

HALF-OGRE RACIAL TRAITS

Half-ogres possess the following racial traits:

- +4 Strength, +2 Constitution, -2 Intelligence, -2 Charisma. Like their ogre parent, half-ogres are strong and tough, but they also inherit that parent's dull wit and lack of social graces.
- **Medium:** As Medium creatures, half-ogres have no special bonuses or penalties due to their size.
- **Humanoid (ogre):** A half-ogre is a humanoid with the ogre subtype.
- Half-ogre base land speed is 30 feet.
- **Low-Light Vision:** Half-ogres can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. They retain the ability to distinguish color and detail under these conditions.
- +1 natural armor bonus.
- **Automatic Languages:** Common, Ogre. **Bonus Languages:** Any. Half-ogres often take their human parent's regional language as a bonus language.
- **Favored Class:** Fighter.
- **Level Adjustment:** +1.

HALF-OGRE ADVENTURES


Unsurprisingly, the greatest number of adventures involving half-ogres will also involve their brutish relatives. A half-ogre NPC makes an excellent villain, ambassador, or outlaw. Their position in between the once-great empires of ogrekind and those of humanity makes them ideal go-betweens for good or evil. Half-ogre player characters may choose one of these paths for themselves, although they are most suited towards adventures that feature action, battle, feats of physical effort, and any chance to convince his companions of how lucky they are to have him around.

- An emissary from Grand Lord Golgren or another ogre leader arrives in a human settlement. He or she is a half-ogre and brings an offering of peace to the humans. It could be a trick, or it could be genuine. The real twist is for the heroes to discover that the emissary is the long-lost son of the human leader and has his own agenda in coming to the settlement.
- The legendary Essekar mercenaries of Estwilde, whose membership is comprised solely of ogres and ogrekin, have been recouping major losses recently after a bad job for an elven prince. (See *Age of Mortals Campaign III: Price of Courage* for more details.) Their recruitment drive reaches the ears of any half-ogre heroes or NPCs in the party's acquaintance. The Essekar offer excellent benefits, long-term contracts, and great adventure. However, they're also ogres. Are the player heroes willing to let one of their companions or trusted friends join this group of hired sellswords?

IRDA

The Irda are also known as High Ogres and are those ogres who have retained all the beauty and intelligence granted to their race at the dawn of time by the dark gods. Through the actions of Igrane, a powerful Abaqua ogre who lived during the Age of Dreams, they escaped the curse that befell their people. They are a reclusive folk who shy away





from most other races. The peace-loving Irda have the natural ability of shape shifting, which they call upon when traveling through Ansalon and dealing with the humanoid races. Irda are feared and misunderstood by many other folk and hated by ogres, who consider them betrayers of their own kind and the dark gods. Possessing a beauty and grace surpassing even the elves, the few Irda who survived the Summer of Chaos now wander amidst the humans of Ansalon, learning the ways of the younger races.

PHYSICAL APPEARANCE

Tall, graceful, and slender, male and female Irda average six feet in height with some individuals growing taller. Their skin color varies from midnight blue to deep sea green. Their hair is most often black, though blonde, white, or silver hair is infrequently seen. By the standards of humans and elves, Irda are extraordinarily beautiful; their faces are as cold and lovely as sculpted marble. Irda eyes range from silver to a deep blue or emerald green. They have drooping eyelids, which make them appear bored or uninterested. Irda dress simply, accenting their clothing with handcrafted jewelry of elegant design. Irda do not wear leather, wool, or any material taken from an animal.

PSYCHOLOGY

Most Irda seem aloof, cold, and unfeeling. Their mutable appearance, isolationist society, and mysterious association with arcane magic gives those who encounter them the impression that they are just as heartless and elitist as their wicked ancestors. In truth, the Irda are as emotional as any other race, but they have powerful control over these emotions and when they come to the surface. An Irda's Charisma bonus represents this masterful control; they are both a physical and social chameleons.

Those who know of them consider the Irda more graceful than the elves. Irda move with poise and balance that come from a lifetime of cultural reinforcement; each individual movement appears to have been choreographed. This makes them seem incapable of spontaneity, and indeed, an Irda finds impulsive action to be distasteful and vulgar. Around each other, Irda are quiet and distant. Around members of other races, this is magnified one hundredfold. As graceful as they are, Irda can come across as awkward if their personal space is invaded.

SOCIAL STRUCTURE

The Irda race is leaderless in most regards, as they are far too disparate and rarely come together to be led by any one individual. Originally, the direct descendants of Igrane were the leaders of the Irda and became something of a royal line respected and honored by the people. Over time, this method of leadership was not seen as effective and was replaced by another model, since the Irda would rarely gather in one place to be led effectively. A Decider, an average individual in almost every way, is chosen as the most typical Irda who will lead her people in a rational method, without taking any drastic actions. The Decider is expected to make decisions that will guide the Irda onto a wise course of action. The only other type of

leader amongst the Irda is a Protector, who has the duty of watching over any settlement and alerting its people to intruders. A local congregation of Irda chooses both the role of the Protector and the Decider. Once appointed, these Irda forsake their birth-names and are addressed by their titles. A Protector or a Decider serves for life, unless an entire Irda community chooses to have them replaced for not guiding or protecting as expected.

FAMILY LIFE

The society of the Irda is extremely xenophobic and reclusive. Irda do not like to interact with the larger world, and Irda communities try to remain as self-sufficient as possible to avoid requiring outside assistance or contact. Unfortunately, with the devastating effects of the Chaos War, Irda society is largely a thing of the past; the Irda are forced to deal with the wider world or find somewhere to live out their extremely long lives in isolation.

Irda settlements, if any remain, are magically hidden so only those who they wish can find their homes. The isle of the Irda had an illusion cast over it, making it look like a barren island inhabited by man-beasts living in barbaric mud huts. In truth, the Irda settlements possessed lovely sculpted gardens that surrounded residential buildings. Every Irda home was entirely self-contained, so they did not even have to associate with other Irda.

Once or twice in their lives, the Irda experience what they call the Valin. This is basically a strong urge to mate. If they do not act upon the Valin when it comes to them, they give up their ability to have children.

NAMES

The Irda have several naming traditions, which are used throughout their lives. At birth, every Irda newborn is given a child name, which the parents choose for their child at the time. Common male names are Xyren, Garyl, Lotani, and Tyrrald, while female names include Kara, Hellayne, Jashan, and Xisha. When a child reaches the Year of Oneness, which means they are ready to move out on their own and become self-sufficient, the child may choose their own name. In some rare cases, the child will retain their birth-name; however, most Irda choose names they deem appropriate.

Finally, in some rare cases, some Irda are given names based on their role in an Irda community, such as Protector or Decider. On receiving these titles, birth and adult names are discarded.

EVERYDAY ACTIVITY

In the Age of Dreams, when the Abaqua were led out of the ogre lands by their leader Igrane, they first settled on an island to the north of Ansalon. This island was part of the chain of islands known as the Dragon Isles. Renaming themselves Irda, they lived on their remote island until its destruction during the Summer of Chaos. Another group of Irda settled on an island known as Anaiatha, but that settlement grew proud, eventually turning from the gods; it was destroyed in the Cataclysm, leaving behind a somewhat chastened and withdrawn community of Irda

known as the Mishta (see sidebar on page 194). In the Age of Mortals, the few surviving Irda are now a scattered people who have immersed themselves into the societies of other races across Ansalon, hiding their true identities from almost everyone.

RELIGION

The Abaqua high ogres were fervent worshipers of the Dark Queen in the early days of Krynn; however, the Irda forsook the worship of Takhisis, and many turned to Paladine. With the events of the Age of Mortals and the loss of the Platinum Dragon from the immortal pantheon, most Irda no longer worship the gods. However, a very select few Irda do worship Mishakal, goddess of healing. In terms of a belief structure, the Irda have always referred to the *Irdanaith*, a mystical book detailing all matters in regards to faith and the history of the Irda. Other than the occasional legend and the writings of the *Irdanaith*, most Irda history is recited orally amongst their kind and passed down from adult Irda to their children and kin.

LANGUAGE

As a general rule, the Irda are fluent in many different languages. Every Irda can speak Kolshet, or High Ogre, the ancient tongue of the original ogres, which they mainly use to converse with one another. Most can also speak Common, Elven, and Dwarven fluently, as well as a number of other civilized languages, so they can communicate with the other races of Krynn.

Irda speak with sonorous, rich, and eloquent voices. They never speak unless they have something useful to say. They avoid the use of contractions, slang, and casual language. Irda will only reference a person with their actual name.

RACIAL RELATIONS

Given that the Irda no longer have a land of their own, their neighbors are wide and varied. The Irda try to blend into the shadows and not make themselves known to other races. Whilst reclusive, the Irda are also somewhat inquisitive and have a thirst for information, driving them to take on the appearance of other races to converse and learn about other societies and customs. The Irda feel somewhat forced to change into other forms, however, given that many other races fear them. Folk legends tell of the fearsome shape-changing Irda who steal babies and children, an unwarranted and unfair tale that casts a bad light on the race. Humans tend to be scared of Irda, partially due to their close relations to the ogre race. Ogres have a deep-seated hatred of Irda for turning away from the dark gods, and moreso because they did not lose their beauty or powers.



IRDA CHARACTERS

Normally, Irda are not open to the concept of adventuring or traveling away from their homes, but occasionally in ages past, the odd Irda would travel in other lands and even journey to the mainland of Ansalon. In the Age of Mortals, the surviving Irda wander the land, even joining adventuring parties in the guise of another race.

ADVENTURING IRDA

A member of the Irda race who chooses the life of an adventurer will always be guarded and secretive with any band of fellow adventurers they might join. While they might be quiet and have their guards up initially, Irda are known to be extremely loyal to companions and will also develop close friendships over lengthy periods of time. The peace-loving Irda will avoid conflict and violence, if possible, and will enter combat when only completely necessary.

Most Irda adventurers tend to err on the side of caution and law and have been known to assist local sheriffs and law enforcement in tracking down criminals and

MISCHTA AND NZUNTA

WHEN Igrane led his people across the sea to distant islands, two splinter groups formed out of the larger Irda population.

NZUNTA, “DARK IRDA”

The Nzunta are racial purists who never sided with Igrane on ethical matters. Because they remain evil, the threat of debasement and transformation into a fallen ogre is a constant concern. Their solution is to kill any child born with a deformity, such as a clubfoot or hunchback; infants are frequently left to die in the wastelands. Consequently, the number of Nzunta over the last thousand years has dropped precipitously. A small cabal within the Nzunta leadership has considered interbreeding their population with the Irda or Mischta to strengthen the bloodlines, but they know the majority of their kind would find this abhorrent.

The Nzunta make good use of a race of half-ogre slaves known as the Orughi, who are malformed and miserable creatures living in constant fear of their dark masters. Orughi have the same statistics as half-ogres with the addition of the aquatic subtype, which gives them a +8 bonus on Swim checks and a swim speed of 30 feet.

NZUNTA RACIAL TRAITS

The Nzunta are darker, sinister analogues to the Irda. Their skin is usually blue-black or steel-gray; their hair is an even darker shade. Many have violet or even red irises. Proud of their physical beauty, they keep in excellent physical shape. Male and female Nzunta dress in rich clothing and freely make use of leather and other animal products in their outfits.

Nzunta possess all of the racial traits of the Irda (see page 195).

MISCHTA, “TWILIGHT OGRES”

The Mischta were once Irda living on the island of Anaianath. In the years leading up to the Cataclysm, these Irda became more and more proud of their accomplishments, until their High King decided they no longer needed the gifts of the gods. This declaration was made moments before the Cataclysm;

as a result of the global devastation caused by the hammer-blow of the Fiery Mountain upon Istar, Anaianath was sundered into smaller islands. Many of the island’s Irda, including the High King, were killed.

The survivors renamed themselves Mischta, internalizing their grief and sadness at the lengths to which their people had gone with pride and vanity. From that point onwards, the Mischta have turned from arcane magic to the magic of the gods. After the Chaos War, when the gods had retreated, hundreds of Mischta saw this as an indication that they had once again failed and simply walked into the sea to die. Others grieved, inwardly sought solace, and discovered the art of mysticism. Even after the return of the gods with the War of Souls, the Mischta have largely retained mysticism in lieu of clerical magic.

MISCHTA RACIAL TRAITS

The Mischta look identical to the Irda, although each successive generation seems to have fairer and fairer skin; most are now pale green or light blue in coloration and have white or silver hair.

Mischta possess all of the racial traits of the Irda (see page 195) with the following changes.

- -2 Constitution, +2 Wisdom, +2 Charisma. The Mischta’s appeal to faith and humble spirituality rather than intelligence and arcane knowledge has had a lasting effect on their race.
- Mischta have no innate spell-like abilities.
- **Alternate Form:** Mischta may only assume one other form, chosen at 1st level. This form may be any Small, Medium, or Large humanoid, monstrous humanoid, or giant. A *true seeing* spell or ability reveals the Mischta’s natural form. A Mischta reverts to his natural form when killed, but separated body parts retain their shape. If the Mischta spends one week in practice under the light of Solinari, he may replace his old alternate form with a new one and retains the use of this form until he spends one week learning another.
- **Level Adjustment:** +1.
- **Favored Class:** (Pre-Chaos War) Cleric. (Post-Chaos War) Mystic.

subduing them. As a master of the art of shape shifting, Irda adventurers will often develop a repertoire of forms, each with their own personality, so as to fit best with particular groups. Whether they appear as a gruff Neidar dwarf merchant or a skilled Kagonesti elf ranger will be at the whim of the Irda on the day. Irda adventurers are often given to flights of fancy and whim, and while they are rarely risk takers, they will imbibe in trickery and good humor, often placing their traveling companions on the receiving end. The most serious and sacred duty of any Irda adventurer is to recover Irda artifacts when any news arises, so that such powerful items do not fall into the hands of the servants of the dark gods.

CHARACTER DEVELOPMENT

As a member of a race with a level adjustment, Irda are more powerful than standard races. The ability to change shape and access to spell-like abilities gives them an advantage over the other races. Their above average Intelligence and Charisma makes them excellent arcane spellcasters. They make poor front-line fighters, for their weak Constitution puts them at risk.

An Irda should focus on classes that employ magic and choose feats compensating for the level adjustment, such as Spell Focus. Irda bards, sorcerers, and wizards are paragons of their race. The difference between the ambient magic of bards and sorcerers and the focused magic of wizards should not bother an Irda; an Irda will perform just as well in either path.

IRDA RACIAL TRAITS

Irda possess the following racial traits:

- **-2 Constitution, +2 Intelligence, +2 Charisma.** The Irda retain the strong presence, intelligence, and attractiveness of their high ogre ancestors, but their time in isolation and devotion to cerebral pursuits has caused their health to suffer.
- **Humanoid (ogre, shapeshifter):** An Irda is a humanoid with the ogre and shapeshifter subtypes.
- **Medium:** As Medium creatures, Irda have no special bonuses or penalties due to their size.
- **An Irda's base land speed is 30 feet.**
- **Low-Light Vision:** Irda can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. They retain the ability to distinguish color and detail under these conditions.
- **Spell-Like Abilities:** 1/day—*dancing lights, detect language, flare, ghost sound, light, mage hand.* These spells are cast as if by a sorcerer of the Irda's character level (save DC 10 + Charisma modifier).
- **Change Shape:** An Irda has the supernatural ability to assume the appearance of any Small, Medium, or Large humanoid, monstrous humanoid, or giant, but retains most of his own physical qualities. A *true seeing* spell or ability reveals the Irda's natural form. An Irda using change shape reverts to his natural form when killed, but separated body parts retain their shape. Irda cannot use Change Shape to take the form of a creature with a template. Any gear worn or carried by the Irda

that can't be worn or carried in its new form falls to the ground. If the Irda changes size, any gear it wears or carries that can be worn or carried in its new form changes size to match. Gear returns to normal size if dropped.

- **Automatic Languages:** Common, Kolshet (High Ogre). **Bonus Languages:** Dwarven, Elven, Kothian, Ogre, Sylvan.
- **Favored Class:** Any arcane spellcaster. When determining whether a multiclass Irda takes an experience penalty, his highest-level arcane spellcasting class does not count.
- **Level Adjustment:** +2.

IRDA ADVENTURES

The Irda have a long and rich history in the realm of Krynn and are also a race that has wandered across the far reaches of the land the most remote of corners. With this in mind, particularly following the destruction of their isle during the Summer of Chaos, an Irda could be found almost anywhere, from the arctic realm of Icereach to the tropical climes of Nordmaar.

Since the Irda hail from the original high ogres, who developed many grand settlements and cities in the Age of Dreams, ancient ogre ruins and artifacts are likely to be in many remote locations spread across the face of Ansalon.

- In the calm waters of the Blood Sea, minotaur pirates have discovered sunken tombs, which are great ancient edifices bearing high ogre writing on them. The pirates have begun to plunder these tombs, known as the Great Kings, and reports have circulated through the Blood Sea Isles that powerful Irda artifacts are being uncovered, lost since the Age of Dreams.
- In the wilds of the Laughing Lands of Goodlund, gnolls and sligs run free. A band of adventurers learn from wandering kender of strange pillars adorned with Irda runes, which rest above a dark tunnel near the settlement of Falsh. Could this be the entrance to a lost Irda city or the imagination of some crazy kender?

OTHER OGRE RACES

While the vast majority of ogrekind are the degenerate, brutish creatures that inhabit Kern, Blode, and Southern Ergoth, the actual number of ethnic descendants of the original Abaquia high ogres is quite large. From goblins and minotaurs to trolls and thanoi, at least a third of Krynn's sentient races have at least some relationship to or can claim descent from the First Children of Takhisis. The irony of the degenerate ogre curse is this mutable quality was one of the seeds of greatness planted in the Abaquia upon their creation, a spark of magical power that some of the ogre races have actually harnessed and use as spell-like abilities and supernatural talents.

One of the key qualities of this diverse bloodline is that two fallen ogre parents may produce offspring who belong to one of the other races. In a sense, these children are genetic throwbacks, their mutable ogre spark having flared to life in the womb and shaped them into something other



than brutish half-wits. It happens rarely, and usually never to the same couple twice, but is more widespread in the Age of Mortals than it ever has been.

Additional information for half-ogres with one of these ogre offshoots as a parent is provided in each description.

ATHACHES

An athach is a grossly distorted ogre, covered in thick hair and bearing an additional arm in the center of its chest. Athaches are considered aberrations, not giants, but the few who are born to ogre clans live among them, serving as elite troops, bodyguards, or laborers. Athaches breed true and can form their own small clans. Half-ogre children of athaches are physically indistinguishable from other half-ogres. They do not gain a third arm. Children of athaches and ogres are half-giants (see the *Bestiary of Krynn, Revised*).

ETTINS

Two-headed giants, the ettins were once more numerous during the early Age of Might until the primary clan in Ansalon, the Gromax Clan, was all but wiped out by the Knights of Solamnia. Since then, an ettin is occasionally born to a hill giant family or, more rarely, a set of ogre parents. Folklore calls them two-headed trolls from time to time, but ettins bear almost no resemblance to their green-skinned cousins; they are physically closer to hill giants.

Half-ogre children of ettins are physically indistinguishable from other half-ogres. They do not gain a second head. Children of ettins and ogres are half-giants (see the *Bestiary of Krynn, Revised*).

GIANTS

Hill giants are also known as giant ogres or stormogres. Born to ogre parents, a hill giant is an even larger, heavier, and more degenerate looking version of his relatives. However, many are born with great cunning; an entire clan of hill giants, lead by the mighty general Stormogre, once dominated Southern Ergoth. They breed true, although so few hill giants are born to ogres that they are typically integrated into existing ogre communities and live their entire lives without seeing another hill giant.

Even more rare are the other varieties of giant—fire, frost, stone, cloud, and storm giants. These towering

individuals, who retain far more of the original ogre beauty of the Abaqua, seem to have been affected by an abnormal amount of elemental magic in the area when they were in the womb. Even most ogres will never see one of these gigantic specimens.

Half-ogre children of giants and humans are much larger than standard half-ogres. They are Large, gain an additional +4 bonus to Strength, +2 Constitution, and -2 Dexterity, possess darkvision with a 60 foot radius, instead of low-light vision, and have total a level adjustment of +2. The offspring of giants and ogres are called half-giants and are detailed fully in the *Bestiary of Krynn, Revised*.

HAGS

There are three distinct subraces of hag, all of which come from ogre stock. The greenhags and annis hags are the most numerous, residing primarily in dismal swamps and dark woods, while the sea hags make up the final third of the hag population

and reside most commonly in the seas around Ansalon. Hags

are incredibly strong, magically talented, and notoriously devious. Hag lore says they are the descendants of a primal hag, a wicked Abaqua ogre who would feed on her own young and prey on humanity; however, no such ancestor truly exists. The hags, like the ogres, live in the shadow of the Fall and must create their past in order to regain some of their lost majesty.

Throughout the history of ogrekind, groups of powerful and influential hags have formed the Dire Covey, a monstrous parliament of hags and their ogre mage consorts. This group works either in cooperation with or against the will of ogre rule in Garantha and Blöten. In the Age of Mortals, the Dire Covey worked to fabricate their own ogre titan process, with the assistance of a night hag named Chumaz-Hera. This plan was spoiled in 422 AC, and the Covey has spent the 5 years since frantically trying to avoid being swept off the political map by Grand Lord Golgren's regime.

Hags prefer ogre mages as their mates, although a fallen ogre will suffice. Female children mature into hags, while male children are almost always ogre mages—those who aren't are killed and eaten as infants. The rare half-human half-hag child is functionally identical to a half-ogre, with sorcerer instead of fighter as the favored class.



These children are sent out into the world to act as agents for the Dire Covey or recruited as mercenaries and spies against the Covey's enemies.

OGRE MAGES

The legendary ogre mages of Ansalon are a rare breed, intelligent and resourceful creatures who inevitably end up pursuing a means of empowering themselves and their followers. Dauroth, the first ogre titan, was an ogre mage. Maldred, the son of Blöde's chieftain Donnag, used his abilities for personal gain outside of ogre society.

Ogre mages breed true if they find another ogre mage as a mate. Some ogre mages form alliances with hags, producing either hags or ogre mage children. Other ogre mages want nothing to do with ogre society and live far from their people. Approximately half of the ogre mages at any one time are living isolated lives on a mountain crag or hermitage; the other half have strong political aspirations.

The children of ogre mages and humans are half-ogres who show a marked talent for manipulating ambient magic (favored class of sorcerer instead of fighter).

TROLLS

Trolls are several orders of magnitude uglier than any ogre. Thick, rubbery green skin, long noses, an awkward spindly gait, and thick fibrous hair on their scalps are common troll traits. Ansalonian trolls breed true, producing the standard forest troll, as well as the scrag and the mewling troll. From time to time, a troll will be born to a set of fallen ogre parents who, upon failing to kill the regenerating infant, will leave it out in the wild, where it is usually found eventually by other trolls or grows up alone and close to insane. Rampaging, mindless trolls are created at birth by their parents.

The largest community of trolls is found in Northern Ergoth, in a province known as Ogaral. A long line of nagas have used trolls as servants and minions, preying upon kender from Hylo. Other troll enclaves include the Taman Busuk and the Kharolis mountains near Qualinesti.

Half-ogre children of trolls, what few there have been, gain fast healing 5, the scent special quality, a further +2 racial bonus to Strength and Constitution, and a further racial penalty of -2 to Intelligence and Charisma. Half-ogres of troll descent have a level adjustment of +3 and favored class of barbarian.

OGRES IN OTHER ERAS

EARLY AGE OF DREAMS (APPROX. 9000 - 4000 PC)

The ancient Fall of the ogres occurs during this time period, making for a good political game. This era should be thought of in terms of the mysterious past.

LATE AGE OF DREAMS (APPROX. 4000 - 1018 PC)

The Third Dragon War during the time of Huma is perhaps the first playable era for ogres. During this time, they are not only soldiers for the Dark Queen but also slavers of the minotaurs. Ogres find themselves sent on missions to destroy circles of knights or hunting down escaped minotaurs.

AGE OF MIGHT (APPROX 1018 - 1 PC)

In the Age of Might, ogres have become the victims of Istaran oppression. Ogres are on the run from both the Knights of Solamnia and the Knights of the Divine Hammer. Players may find themselves in a twist on the struggle between Good and Evil, where the two sides seem juxtaposed from how they are normally portrayed.

AGE OF DESPAIR (1 AC - 383 AC)

After the Cataclysm, the ogres find themselves in a new land to call their own. This is a time when the ogres thrive on the suffering of others. The War of the Lance sees the ogres regaining faith in the Dark Queen they thought had abandoned them years ago. They find renewed purpose as conquerors within the Dragonarmies. During these years, they are great foot soldiers, breaking the ranks of the Knights of Solamnia and crushing any who would dare venture into their path. In the years following the War of the Lance, the ogres work occasionally for the remaining factions, eventually preying upon the weakest of survivors.

CHAOS WAR (383 AC)

The ogres are once again called to the service of the Queen of Darkness during the Chaos War, serving in the Minions of Dark, an auxiliary force to the Knights of Takhisis. During this time, the ogres hate the discipline of the knighthood and the favor their Queen bestows upon weakling humans. Ogres during this time period find themselves torn between the joy of conquering and the discipline their masters require of them. Unruly ogres might break ranks with the Dark Knights or find they make enemies of the Dark Knights when they act upon impulse and rage.

OGRE ALTERNATIVE CLASS FEATURES

Irda and half-ogres are very adaptable. In the case of the Irda, they have kept secret a number of techniques and rituals over the millennia that few outsiders have witnessed. Half-ogres benefit from their human parent and the spark of potential they have inherited from their ogre parent, developing alternative paths within their chosen professions.

The following alternative class features may only be chosen by the race listed. You should feel free to think of other possible half-ogre and Irda class feature variants along the same lines.



THE WISDOM SPIRIT

Cleric Level	Spell-like Ability	Effect Level
1-2	<i>bles</i>	1
3-4	<i>calm emotions</i>	2
5-6	<i>prayer</i>	3
7-8	<i>confusion</i>	4
9-10	<i>commune</i>	5
11-12	<i>repulsion</i>	6
13-14	<i>insanity</i>	7
15-16	<i>holy/unholy aura</i>	8
17-18	<i>moment of prescience</i>	9
19-20	<i>miracle</i>	10

IRDA CLERIC

The faithful among the Irda are occasionally blessed with the presence of a wisdom spirit, considered an ethereal remnant of the great Irda hero, Igrane. Whether this is the case or not doesn't seem to matter; its guidance is exceptionally helpful.

WISDOM SPIRIT

You are able to channel and call upon the assistance of an ethereal entity known as a wisdom spirit. It resides within you and may be summoned forth to aid you in your faith.

Level: 1st.

Replaces: If you select this class feature, you gain only one clerical domain (including granted power) at 1st level.

Benefits: You gain access to an Irda wisdom spirit. The spirit has no physical form; other creatures cannot perceive it, although when it is manifested, its aura may be seen around you through the use of spells such as *detect magic*, *arcane sight*, and *true seeing*. The wisdom spirit registers as a conjuration and divination aura as well as an aura of your alignment. The strength of the aura, and the effective caster level of the wisdom spirit, is equal to your cleric level.

A wisdom spirit's primary purpose is advisory in nature. It acts much like a *phylactery of faithfulness*, as it warns you of any action that may conflict with your alignment (see Chapter 7 of the *Dungeon Master's Guide*). A number of times a day equal to 3 plus your Wisdom modifier, you may manifest the wisdom spirit to gain access to additional abilities. Manifesting the wisdom spirit is a standard action that does not provoke an attack of opportunity. As your cleric level increases, abilities granted by your wisdom spirit unlock, as described in the Wisdom Spirit table.

Each spell-like ability has an effective caster level equal to your cleric level and may be used once per manifestation. Save DCs of all abilities are equal to 10 + effect level + your Wisdom bonus. Using a spell-like ability requires a standard action, in addition to the standard action required to manifest the wisdom spirit, and provokes an attack of opportunity. After a spell-like ability has been used, the wisdom spirit dissipates and must be manifested again.

While a wisdom spirit is manifested, you gain a +1 insight bonus to all saving throws and Initiative checks. This bonus goes away once the wisdom spirit has been dismissed or a spell-like ability has been used.

If you are rendered unconscious or otherwise drop to 0 hit points or less, your wisdom spirit dissipates and must be manifested again. The spirit may also be targeted like any other spell effect by *dispel magic* or antimagic fields; dispel effects will force it to dissipate, while antimagic fields suppress the wisdom spirit.

IRDA WIZARD

The Irda are an inherently magical race. Although their spell-like abilities and shapechanging talents derive from the ambient magic of the world, Chaos did not provide for it, but the Irda's own Abaqua heritage. Thus, Irda who use High Sorcery have no conflict with their innate magical traits and, indeed, find they are in some ways more adept than other races at using magic.

ABAQUA SPELL POWER

Your understanding of the tools of High Sorcery is enhanced by both your people's magical traditions and your innate arcane talents.

Level: 1st.

Replaces: If you choose this class feature, you cannot gain a familiar.

Benefits: For the purposes of spells per day, your effective arcane caster level is increased by one. Thus, at 1st level, you may prepare the same number of spells per day as a 2nd level wizard. This ability has no effect on level-dependent effects, such as duration, damage, and other variables, all of which function at your normal caster level.

In addition, whenever you gain a wizard level that also gives you access to a new spell level, you gain an additional automatic spell for your spellbook (to a total of three). Remember to include your bonus to effective caster level for spells per day when determining at which level you acquire this bonus spell (i.e. 2nd-level wizard, 4th-level wizard, 6th-level wizard, etc.)

Note: In some ways, this ability partially mitigates the Irda's level adjustment offset. If you take levels in a prestige class that adds to spellcaster level, such as archmage or Wizard of High Sorcery, you continue to gain spells per day as one level higher than your caster level. However, you do not gain additional automatic spells in your spellbook as you would had you advanced a level in the wizard class.

HALF-OGRE ROGUE

Used to a life of rough treatment, many half-ogres learn to adjust with the odds being played against them.

DESPERATE STRIKE

You are dangerous enough when challenged one-on-one, but when your opponents gang up on you, your survival instincts come forward.

Level: 1st.

Replaces: If you select this class feature, you do not gain the sneak attack ability.

OGRE SLAVER					Hit Die: d10
Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+0	Brutal intimidation, pack of wolves, wound
2nd	+2	+3	+0	+0	Herd the cattle, sacrificial lamb
3rd	+3	+3	+0	+0	Whip focus
4th	+4	+3	+1	+1	Greater herd, improved brutality
5th	+5	+4	+1	+1	Bleeding strike, emotional scar

Class Skills (2 + Int modifier per level): Appraise, Climb, Craft, Handle Animal, Intimidate, Jump, Ride, Survival.

Benefits: Beginning at 1st level, you gain a bonus to damage when outnumbered. When you are flanked by two or more opponents who threaten you, you gain a +1d6 damage bonus to all of your melee attacks against these opponents. This bonus increases to +2d6 at 5th level, +3d6 at 9th level, +4d6 at 13th level, and +5d6 at 17th level. This damage is considered precision damage and stacks with any sneak attack damage you gain from other classes, including the desperate strike class ability of the renegade knight prestige class (*Age of Mortals*). It has no effect on creatures without a discernible anatomy or who are immune to critical hits, such as oozes, undead, and constructs.

At 3rd level, you also gain a +1 dodge bonus to AC against all opponents who threaten you. This bonus increases to +2 at 7th level, +3 at 11th level, +4 at 15th level, and +5 at 19th level. You lose this dodge bonus if you are flat-footed, helpless, or lose your Dexterity bonus to AC.

HALF-OGRE MARINER

Half-ogres who turn to a life on the open waves accentuate their nautical skills with a healthy amount of physical intimidation. Press gangs made up of a band of rowdy half-ogres are feared by all who live in seaports and river towns.

PRESS GANG PERSUASION

When you have the support of your friends, it's easy to get others to do what you want.

Level: 4th.

Replaces: If you select this class feature, you do not gain the back-to-back ability.

Benefits: Beginning at 4th level, when you use the Intimidate skill to demoralize an opponent in combat, you may add a +2 bonus to your check for every ally within 30 feet of you, up to a maximum bonus of half your mariner level. Your allies within 30 feet gain half this bonus to their own Intimidate checks to demoralize opponents. Your allies must be able to see or hear you in order to count towards your bonus or to gain the bonus themselves.

OGRE SLAVER

Slaves from members of Krynns's other races are the greatest form of ogre currency. The Dragonarmies used this practice to their benefit, encouraging the slave trade and employing bands of ogre slavers to transport the human loot of conquest. As a result of this additional employment, ogres have re-embraced their traditional methods of enslavement with a renewed fervor, and many impromptu bands of slave traders have formed to take advantage of the financial gain offered by the Dragonarmies.

BECOMING AN OGRE SLAVER

Ogre slavers are often apprenticed into their profession from a young age, accompanying their parents, uncles, or cousins on slave runs, to slave markets, and into human or elven territory to capture and enslave the smaller races. The profession is regarded very highly by ogre society, so an ogre who achieves this honor gains considerable status. Thus, early training is grueling, laborious, and often humiliating for the young ogre, in preparation for a life of social superiority later.

ENTRY REQUIREMENTS

To qualify to become an ogre slaver, a character must fulfill all the following criteria.

Race: Ogre, half-ogre, or ogre-kin (creature with the giant type).

Alignment: Lawful evil.

Feats: Exotic Weapon Proficiency (Whip).

Skills: Intimidate 10 ranks.

Special: Must have been a slaver for at least a month.

CLASS FEATURES

As you progress in the ogre slaver prestige class, your primary area of development is in using your fearsome skills and reputation to get others to do what you want. Even outside of the slave market, your brutality has its uses. Combat advancement is natural for you, as your base attack bonus and Fortitude bonus increase rapidly.

Brutal Intimidation (Ex) Your savage brutality allows you to force others to take risks they otherwise wouldn't. Whenever you successfully attack an opponent and deal



damage, you may make an Intimidate check against all non-combatants within 30 feet of you as a free action. If the targets fail their Will save against your check, they are treated as being Helpful instead of Friendly for the duration of the effect. This allows you to order those intimidated to aid you in ways that require tangible risks, including attacking your enemies. A creature immune to fear can't be intimidated, nor can an unintelligent creature.

Pack of Wolves If you are reduced to one quarter of your hit points, any intimidation effects currently active are broken, and all attitudes are set to Hostile.

Wound (Ex) You can use a whip to deal lethal damage, instead of nonlethal damage, to an opponent at your option. This also allows you to inflict damage on creatures with an armor bonus of +1 or better or a natural armor bonus of +3 or better. If you use a whip to deal nonlethal damage, it deals no damage to creatures with a +1 or more armor bonus or +3 or more natural armor, as usual.

Herd the Cattle (Ex) Beginning at 2nd level, you learn to push your targets to their physical limits. After you have used your brutal intimidation ability to successfully

intimidate at least one target, you may select a number of targets that failed their Will saving throw equal to your Charisma bonus. These targets are able to take an additional standard action or move action for a number of rounds equal to their Constitution bonus (minimum 1 round), but take 1d4 points of nonlethal damage each round and are fatigued once the duration ends.

Sacrificial Lamb (Ex) Beginning at 2nd level, when you kill someone in front of any non-combatants, you gain a +4 circumstance bonus to all Intimidate checks made against those witnesses for the next 24 hours. A witness need not actually see the death, but must at least be aware of the event when it occurs. If the pack of wolves effect is activated at some point during the next 24 hours, these witnesses gain a +1 morale bonus to attack and damage rolls against you until the 24 hours has elapsed.

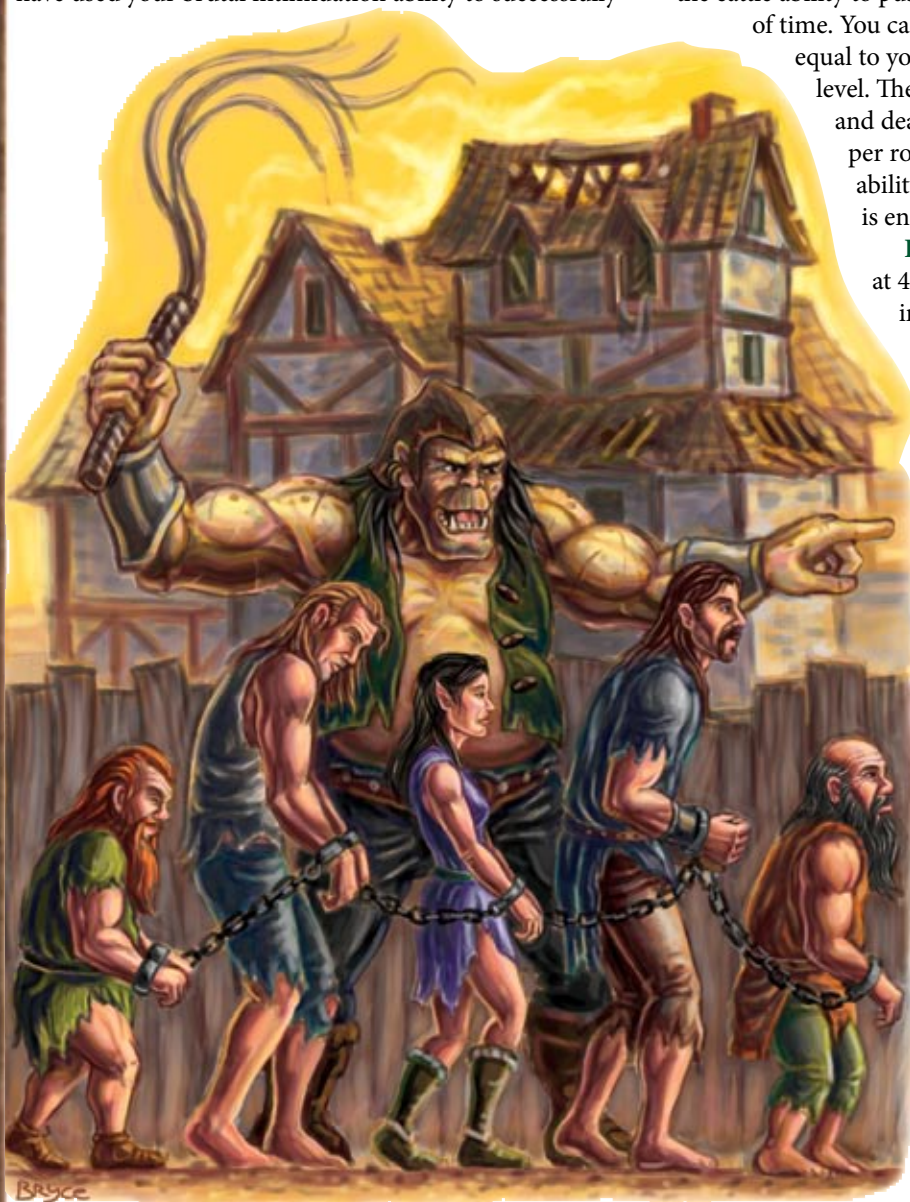
Whip Focus (Ex) At 3rd level, you gain Weapon Focus (whip) as a bonus feat. If you already have this feat, you may select another feat from the fighter bonus feat list.

Greater Herd At 4th level, you may use your herd the cattle ability to push more targets for a longer period of time. You can now choose a number of targets equal to your Charisma modifier + your class level. The effect lasts for twice as many rounds and deals 1d6 points of nonlethal damage per round. Those creatures affected by this ability are exhausted when the duration is ended.

Improved Brutality (Ex) Beginning at 4th level, the range of your brutal intimidation ability increases to 60 feet. You may also activate this ability when you have demoralized a target, tripped a target, sundered a weapon or shield, or disarmed a target in battle.

Bleeding Strike (Ex) At 5th level, you become adept at the use of weapons as a means of causing pain to your victims. Whenever you make a successful attack with a whip or a light slashing weapon, you deal 1 point of Constitution damage in addition to the usual damage dealt. Critical hits do not multiply this damage. This effect does not stack with the wounding weapon trait.

Emotional Scar (Ex) At 5th level, your intimidation slowly breaks the will of those you have used it on before. Any target who has previously failed three consecutive times within a week to save against your Intimidate check must make a second Will



save (DC equal to the result of your last Intimidate check) or have the Intimidation effect last for 2d6 days.

PLAYING AN OGRE SLAVER

You are one of the ogre race's most feared and esteemed members, one who holds much the same amount of status as a wealthy and successful merchant in other communities. In addition, your combat prowess and skill at inflicting pain and suffering on others gives you a unique view on the world. Breaking out of this mindset is extremely difficult.

Combat: Your key combat strengths are not only in using weapons, such as the whip, to inflict grievous wounds but, more importantly, the ability to strike fear into non-combatants as you deliver attacks upon your foes. Intimidation is your primary combat skill, and you should make every effort to keep it at maximum ranks.

Advancement: Early in your career as an ogre slaver, your use of the whip may seem to be somewhat underwhelming, so carrying a back-up weapon or acquiring a whip with magical enhancements is critical. Good prestige classes to combine with the ogre slaver include the blackguard (for a divine spellcaster) or assassin (for an arcane spellcaster).

Resources: You should also keep a number of followers or a cohort with you, so pick up the Leadership feat at some point before reaching 10th level. A good choice for a cohort is a cleric or mystic to provide necessary support and healing, as well as spells such as *eagle's splendor* that boost your Charisma-based skill checks.

Ogre slavers can always benefit from warriors, experts, and other support NPC followers. If you don't have the Leadership feat, invest in hirelings to work with you in the slave business. If you've given up the slavery business for a life of adventuring, you can still bring this mob along with you.

Don't forget to draw upon the help of other ogre slaver bands with who you are at least on speaking terms. There will always be time to eliminate them once a major threat has ended.

OGRE SLAVERS IN THE WORLD

Ogre slavers are greatly feared in non-ogre lands. Nations that border Blöde, Kern, or Daltigoth are fully aware of ogre slavers and their bands of roughnecks, so most slavers expect a fair amount of resistance when they cross the border into another territory.

Organization: Ogre slavers generally have no real form of organization beyond loosely formed bands that are as vicious to each other as to their captives. However, when faced with threats to their enterprise, neighboring bands will temporarily join forces to make sure that their combined might can effectively neutralize the danger they face.

NPC REACTIONS

Ogres in positions of great power and influence react warmly to most ogre slavers, so long as the trade is brisk and the slaves are healthy. On a personal basis, a number

of ogre chieftains, warlords, and generals prefer to stick to one or two ogre slavers, putting them on retainer or offering them preferential services in exchange to first pickings. This can work to an ogre slaver's advantage more often than not.

Other NPCs will look upon an ogre slaver with, if not fear, at least great discomfort or suspicion. Obviously, being a slaver in the presence of NPCs who come from cultures, which abhor slavery can be something of a limitation. You won't find yourself doing much business with Solamnics.

OGRE SLAVER LORE

Word of the ogre slave trade spreads through many communities close to ogre territory. With a successful Gather Information or Knowledge (local) skill check, the following information may be acquired.

DC 10: Ogre slavers are experts at intimidating others.

DC 15: An ogre slaver is highly proficient in the use of the whip and other pain-inducing weapons. They use pain and suffering to keep their slaves and opponents in line.

DC 20: Ogre slavers are capable of controlling large groups of people with little more than threats and the brandishing of a whip. They are increasingly active near the borders of Blöde and Kern.

DC 30: Powerful warlords among the ogre tribes are using ogre slavers to not only bring in additional labor from the surrounding areas, but to capture and enslave elves for Grand Lord Golgren and the ogre titan Dauroth.

OGRE SLAVERS IN THE GAME

NPC ogre slavers are most commonly found traversing tortuous routes in order to avoid detection. These very same paths, however, make the journey harder on their captives. Fighters and rangers make the best ogre slavers. Barbarians make poor slavers because of the alignment restrictions.

Adaptation: You could easily apply the same basic mechanics used by the ogre slaver for slavers of other cultures. In addition, this class is ideally suited for evil cultists, the lieutenants of evil warlords, or any other NPC who uses pain and suffering to get what he wants.

OGRE SLAVER ENCOUNTERS

The heroes may encounter an ogre slaver early in the campaign, when an opponent who can muster up the ability to press a mob of slave warriors is a fearsome challenge. Later, as the heroes acquire more skill and talent of their own, the ogre slaver becomes an ideal aide or assistant to a more powerful villain or is a villain in his own right when combined with levels in fighter or barbarian.

An ogre slaver encounter typically includes 1 or 2 ogre slavers, 1d6 ogres who are along for the spoils and act as guards, and 1d6+6 slave warriors with collars. This group might also be accompanied by dozens of non-combatants, none of whom will be involved in the fight but which could make the decision to face off against the slavers more of a moral quandary.



Chapter 9: OTHER RACES

CHAPTER NINE: OTHER RACES

The bird-man nearest Caramon was the one who had rescued the Majere twin from captivity. He was taller than Caramon, and leaner. His bronzed face, quite human in appearance, was fiercely handsome. Rather than hair, flowing golden feathers grew from his head. Fine brown pinfeathers covered his chest. He wore no clothing other than a waistcloth of leather.

“Who are you?” Caramon asked his rescuer.

“In your language,” the bird-man said with pride in the common tongue, “I am Clou dreaver.”

Caramon fumbled for the proper words. “What are you?”

Clou dreaver frowned and stepped aside, gesturing with his wings to one of the bird-people behind him. His pebble black eyes watched Caramon haughtily.

Following Clou dreaver’s gesture, Caramon saw an elder whom he had not noticed at first. Others grouped protectively around this venerable bird-man who shuffled forward on clawed feet to meet Caramon. In spite of his odd gait, he moved with dignity and grace.

The elder bird-man’s feather hair was silver white and streamed down to his chest. Many years of exposure to the sun and elements had darkened and lined his face. In spite of his apparent age, muscles rippled across his chest and in his sinewy legs.

Slightly bent over, his head cocked to one side, the elder bird-man approached Caramon with a glimmer of warmth in his clear yellow eyes. “We are the kyrie.”

The Companions
Tina Daniell

This chapter covers a number of additional races that have, in their own way, played a role in Ansalon’s history. From the hawk-like kyrie to the bear-like ursoi, these races are typically more powerful, bestial, and definitely more challenging to play than those in the previous chapters. Each of the races in this chapter, with the exception of the phaethon, includes a racial class to allow play at 1st level.

CENTAURS

Centaur s of Ansalon are a diverse race of half-human, half-equine people, noted for their lusty temperament, fierce ability in battle, and tendency toward isolation.

Most scholars believe the centaurs were once horse-riding nomads, transformed by the wandering Graygem in the Age of Dreams. This happened more than once, producing several distinct tribes of centaurs. Around the time of Silvanos, first Speaker of the elves, the centaurs were located in northern Silvanesti. The elves declared war and scattered them across Ansalon, sending some west into present day Abanasinia and others north toward Goodlund and Endscape.

Centaur s kept out of the lives of most other races, hiding away in their sylvan homelands or living a meager life on the plains. When the Dragon Overlords came to power, the centaurs left the forests and plains to fight

back. Together with humans of the western Plains of Dust, they founded the realm of Duntollik and allied with the brass dragon Iyesta to oppose blue Stendunnuus. With the deaths of both dragons, the centaurs’ main enemy is now the encroaching horde of the Tarmak.

CENTAUR RACIAL TRAITS

A centaur possesses the lower body of a great horse combined with the upper body of a human. Male centaurs (stallions) are broad-shouldered and muscled, while female centaurs (mares) are lithe and graceful. Standing at least 7 feet tall, adult centaurs can weigh up to 2000 pounds. All centaurs are considered attractive by elves and humans. Their equine bodies may be wholly black, brown, gray, bay, or chestnut in color, with a few rare dappled individuals. Centaur s do not have the same sense of personal modesty as other races and only wear clothing as the weather or climate demands. However, they do favor adornments such as necklaces, bangles, rings, and scarves.

Centaur s possess the following racial traits:

- **+8 Strength, +4 Dexterity, +4 Constitution, -2 Intelligence, +2 Wisdom.** Centaur s have the power and stamina of a horse, but their hedonistic outlook prevents them from becoming great thinkers.
- **Large:** -1 penalty to Armor Class, -1 penalty on attack rolls, -4 penalty on Hide checks, +4 bonus on grapple checks, lifting and carrying limits double those of Medium quadrupeds (or three times those of Medium humanoids). Centaur armor costs four times and weighs twice as much as a comparable suit of Medium armor.
- **Space/Reach:** Centaur s have a space of 10 feet and a reach of 5 feet.
- A centaur’s base land speed is 50 feet.
- Darkvision out to 60 feet.
- **Racial Hit Dice:** A centaur begins with four levels of monstrous humanoid, which provide 4d8 Hit Dice, a base attack bonus of +4, and base saving throws of Fort +1, Ref +4, and Will +4.
- **Racial Skills:** A centaur’s monstrous humanoid Hit Dice give him skill points equal to 7 x (2 + Int modifier). His class skills are Listen, Move Silently, Spot, and Survival.
- **Racial Feats:** A centaur’s monstrous humanoid Hit Dice give him two feats. A centaur gains proficiency in all Simple weapons, as well as longsword, longbow, composite longbow, shortbow, and composite shortbow.
- **Natural Attacks:** A centaur may use his hooves as natural weapons, making two attacks that deal 1d6 points of damage each. A centaur can attack with a weapon at his normal attack bonus and make 2 hoof attacks as secondary attacks (-5 penalty on attack rolls and half Strength bonus on damage rolls).
- +3 natural armor bonus.
- **Automatic Languages:** Common, Sylvan. **Bonus**

languages: Abanasinian, Elven, Goblin, Ogre.

- **Favored Class:** Ranger.
- **Level Adjustment:** +2. A centaur has an effective character level (ECL) of 6 + his class levels.

CENTAUR SOCIETY

Centaur is a tribal race, not organizing along civilized lines. In the last century although they are primarily nomadic many centaur tribes have built settlements and established freeholds with humans and other races.

LANDS

Centaur live in forested regions or plains. The traditional centaur regions include Crystalmir (including Darken Wood); the plains of Abanasinia; the Endscape forest at the tip of the Kern peninsula; and Goodlund, now the Desolation.

Duntollik, at the western edge of the Plains of Dust, is the largest centaur land and home to many Abanasinian, Crystalmir, and even some Wendle centaurs.

SETTLEMENTS

Abanasinian and Endscape centaurs do not form settlements. The centaurs of Darken Wood and the Plains of Dust do have settlements; the free realm of Duntollik includes the villages of Willik, Stone Rose, and Duntol, while Darken Wood includes the town of Ithax. Centaur villages, or freeholds, are primarily walled forts or compounds with high wooden walls comprised of stakes and logs reinforced with iron supports. Within the walls, each village features communal dwellings, buildings devoted to craft and industry, and extensive gardens. Outside the freehold, broad planted fields and orchards are common. Centaur settlements are designed with the races' equine bodies in mind, and thus most feature wide entranceways, ramps to second-floor rooms, and tall ceilings.

LEADERS

A centaur leader or chieftain is normally the oldest and most experienced stallion of the tribe, but there have been instances in which a mare has taken command. Centaurs believe wisdom comes with age, and in wisdom, there is strength. Centaur chieftains from neighboring tribes form circles to lead the larger population in each region. A circle is led by the High Chief who, with the support of centaur

druids, ensures all centaurs keep to the centaur law and hands out justice when needed.

BELIEFS

Centaur worship Chislev, the life spirit of the world, above all other deities. Habbakuk, Branchala, Sirrion, and Zivilyn are also favored by the centaurs. Evil centaurs, those who have turned to wickedness or found themselves cast out of their tribe for crimes against their brothers, turn to dark gods, such as Sargonnas or Morgion. Those centaurs who commit themselves to one of the gods usually do so as druids or rangers.

During the Age of Mortals, centaurs of a spiritual bent took up mysticism, favoring domains that hearkened back to Chislev or the lesser centaur patrons. Mystics of the Animal, Earth, Knowledge, Plant, and Travel domains were the most common. With the return of the gods, however, mysticism has seen a decline.

RACIAL RELATIONS

Centaur usually live in harmony with their neighbors, seeing them as excellent trading partners, in order to get goods they otherwise cannot make. They get along well with elves and kender but view dwarves, the Tarmak, and minotaurs as ugly, stubborn, and quarrelsome. Normally centaurs tend to relate well with humans, especially the tribes of the Plains of Dust, where they have thrown their lot in with them against the Tarmak invaders.

CENTAURS AS


CHARACTERS

Strong and powerful, centaurs make excellent warriors and swift hunters. A centaur can easily close with an opponent and deliver a mighty ranged attack with a spear or composite longbow. Their size and other qualities can lend additional versatility to levels in a spellcasting class, such as druid, mystic, or sorcerer, allowing decent combat skills alongside their spells.

ADVENTURING CENTAURS

An adventuring centaur is either on a mission for his tribe or has left them for good. Centaurs go out into the world for many of the same reasons as other races: ambition, wanderlust, love, or even vengeance. Centaurs who live a hedonistic lifestyle do so for their own pleasure, drinking,





listening to new tales, or attempting amorous pursuits. A young centaur may very well find himself at the opposite end of the continent, simply because he didn't know how far he was able to go. Others just seek the company of fellow adventurers, enjoying a life of danger and perilous activity.

While centaurs are ideal in a campaign involving extensive wilderness adventure, they are ill suited for crawling around in dungeons. They will avoid activities that involve trying to squeeze into a small space or crawling around on their knees. Centaurs also avoid travel across bodies of water on a ship, but they will do so if necessary.

CHARACTER DEVELOPMENT

Centaurs begin the game with advantages not available to other characters, but their racial Hit Dice and level adjustment also come with a number of setbacks. Being big, strong, and fast, a centaur can work around the largest setback—his level adjustment. He will have fewer hit points; spellcasting is affected, because the centaur is effectively a multiclassed character. Feats that focus on attacks (especially ranged combat) and improve the saving throw DCs of spells are encouraged. Classes that rely on being smaller or bipedal should be avoided.

Good choices for later advancement include prestige classes like the horizon walker, the loremaster, and organization-specific classes, such as the Legion of Steel's Legion warrior (in *Knightly Orders of Ansalon*). Acquiring a magical composite longbow allows you to capitalize on your great Strength and Dexterity, and with feats like Shot on the Run, even a relatively average centaur can become a terrifying foe.

Note that centaurs do not require Mounted Combat or feats using Mounted Combat as a prerequisite. Similarly, class abilities that assist or aid in riding a mount are useless for a centaur; a centaur paladin has no use for a warhorse, for instance (see **Other Race Alternative Class Features**, page 222).

CHARACTER NAMES

Centaurs names typically come from the elders of the herd, and circumstances, such as the season of the year, what events have happened during the year, and what the sky looks like at his birth play a part in how a centaur colt is named. When the colt grows into adulthood, he will take the surname of one of his parents (normally a son takes the father or grandfather's name, while a daughter takes the mother or grandmother's name). A centaur may even decide to take the name of his mate instead. An example of a male centaur marrying his mate would be Leonidas, husband to Darr. Male centaur birth names include Miteera, Pendraidos, Salomar, Ponaz, and Elu; examples of female centaur birth names include Megaera, Eucleia, and Feelding.

ROLEPLAYING A CENTAUR

Krynnish centaurs are not only great for campaigns focusing on combat, travel, and adventure; they are also a

good choice if you enjoy playing extroverted, passionate, and witty characters. You should play a centaur if you want to embrace the wilder or unpredictable side of life yet don't want the stigma of a kender or fey creature.

PERSONALITY

Centaurs are proud, passionate, and close to nature. Their pride drives them to right whatever wrongs are done to them or their tribe, as well as get them into conflicts that many other characters would prudently avoid. Their unrestrained passions never allow them to enter into anything halfway. Centaurs without a cause, a motivation, or a reason for living simply seek one out and embrace it; no centaur stays calm and unaffected for long. As creatures of the world and beloved of Chislev, centaurs are more in tune with their environment than other races, even elves. This, perhaps, is why the threat of the Dragon Overlords brought them out of their forests and into the world of men.

Roleplaying Application: Be impulsive and outgoing. Choose a cause and throw yourself into it. In battle, don't hesitate or waver—a centaur's passion and his pride are his strengths. Don't be afraid to make quick decisions based almost entirely on circumstantial evidence; you'll sort it out later if it wasn't reliable. Don't take slights or insults lightly, but always accept a sincere apology. You are passionate, not vengeful—Chislev's child, not Sargonnas'. If you see your family, your tribe, or your world threatened, do something about it.

BEHAVIORS

Centaurs find the practices of other races amusing and occasionally annoying. Modesty is alien to the hedonistic centaurs. They are driven by their instincts and thus they rarely hold back in their conduct. Centaurs embrace speed and physical activity because they are so well suited for it, but they also enjoy a round of clever banter or a heated debate about anything that comes to mind. Although they prefer their own kind, centaurs are nevertheless outrageous flirts; male centaurs love to show off around females, especially elven or human women, and female centaurs are shamelessly overt in their affections to males of other races when it suits them.

Roleplaying Application: If you are going anywhere, go there fast. If you're in battle, throw yourself into it. Your equine body and impressive physical traits put you ahead of other races in many arenas, so capitalize on that and use it to accomplish your goals. Help your companions, either by getting them out of danger swiftly or by interposing yourself between them and a threat. You make a much bigger target, giving them time to get out of the way.

LANGUAGE

Centaurs speak the Sylvan tongue of the fey, though in the Age of Mortals only elders and druids do so with regularity. They speak Common in a very archaic fashion, making use of "thou" and "thy" in place of "you" and "your". Centaurs often know the language of their neighbors in order to better conduct trade and have

TABLE: THE CENTAUR

Class Level	Hit Dice	Base Attack Bonus	Fort Save	Ref Save	Will Save	Skill Points	CR	Special
1st	1d8	+1	+0	+2	+2	(2 + Int mod) x 4	1	Feat, +1 natural armor, 2 hooves 1d4
2nd	2d8	+2	+0	+3	+3	2 + Int mod	2	+2 Str, +2 Wis
3rd	2d8	+2	+0	+3	+3	—	2	+2 Str, +2 Con, +2 natural armor
4th	3d8	+3	+1	+3	+3	2 + Int mod	3	Feat, +2 Str, +2 Dex
5th	3d8	+3	+1	+3	+3	—	3	+2 Str, +2 Con, speed 50 ft., +3 natural armor
6th	4d8	+4	+1	+4	+4	2 + Int mod	3	Large size, 2 hooves 1d6

Class Skills: Listen, Move Silently, Spot, and Survival.

good relations with them. Centaurs of the Plains of Dust region learn Icespeak and Kharolian, while Centaurs from Abanasinia know Abanasinian and Qualinesti. Endscape centaurs, residents of the Blood Sea region, usually understand Kothian and Ogre.

Roleplaying Application: Don't overdo the "thee" and "thou," but remember to use the centaur's archaic speech when roleplaying a conversation. It is one of the ways language can highlight a social encounter. Also, don't spend too long not talking. A centaur loves the sound of his own voice, and can always think of something to say, even if it's just to sing a drinking song in the middle of a pitched battle.

CENTAUR ADVENTURES

Centaurs are a proud and passionate folk, yet many are isolationists and prefer to remain apart from the other races. The centaurs of Duntollik, friendly with humans and other races, will often invite adventurers to join them on their quests, while centaurs who prefer isolation will only be encountered if the players happen to trespass within their territory.

- While traveling the Plains of Dust near Duntollik, the party stops for a break at the Sand Viper Tavern. They learn from a conversation with a group of centaurs that they are about to raid a Tarmak scouting party located near the Red Rose River. The group asks if the party would like to travel with them to strike against the Tarmak.
- The party comes across a strange looking scroll case holding a piece of parchment. The writing of the scroll is in a strange language. The party discovers that the language is in an ancient centaur script. The only identifiable mark is an illustration showing the symbol of the party's cleric and the cleric's name. The nearest tribe of centaurs, the Sons of the Wind, is located on the northern border of a nearby wood. The party must find the centaurs and ask them to decipher the ancient language to discover the riddle of the mysterious message.
- While traveling near the Run of Duntollik, the heroes spot a scouting party of centaurs riding hard in their direction. The centaurs slow in order to parley. The centaurs explain that there is a small band of raiders

attacking villages along the Twendle River. From their sources, they have learned this group is in the pay of the Tarmak, and they wonder if the party would be able to assist in tracking them down.

CENTAUR RACIAL CLASS

MONSTROUS HUMANOID

While not the most intelligent or virtuous of races, the centaurs of Ansalon are strong and filled with a passionate zeal for life. Half human and half horse, they are as much a part of nature as the animals and woodlands. They are fierce fighters, yet they maintain an oral history and enjoy a rich culture that transcends warfare and conflict. In the Age of Mortals, as Ansalon recovers from the oppressive regimes of the Dragon Overlords, the centaurs have committed themselves to never hiding from a fight again. They are among the rising stars of the mortal races, and they know that only by riding with the humans, elves, dwarves, and even kender of Ansalon will tyranny and evil be driven back.

The centaur class is designed as a means of playing one of these majestic creatures from the very beginning of a campaign. Beginning centaur heroes are somewhat smaller and not as powerful as their more experienced kin, but as they advanced in levels, their heritage truly comes to the fore. If your Dungeon Master approves, you might multiclass into a standard character class before you have gained all six levels of the centaur racial class, but you must accept a -10% experience point penalty until you have completed this racial progression.

RACIAL TRAITS

Characters using the centaur racial class start with the following racial traits. Note that these are not identical to the regular centaur's full set of racial traits, because the centaur's ability scores and racial Hit Dice increase with level as shown below.

- **Starting Ability Score Adjustments:** +2 Dex, -2 Int.
- **Medium:** A 1st-level centaur has no special bonuses or penalties due to his size.
- A centaur's base land speed is 40 feet.
- Darkvision out to 60 feet.
- **Natural Armor:** A centaur has a +1 natural armor



bonus to Armor Class at 1st level.

- **Hooves:** A centaur has two hoof attacks that are secondary natural weapons dealing the indicated damage plus 1/2 Strength bonus. As part of a full attack, a centaur can make two hoof attacks as secondary attacks.
- **Automatic Languages:** Common, Sylvan. **Bonus languages:** Abanasinian, Elven, Goblin, Ogre.
- **Favored Class:** Centaur. A centaur may not take levels in any other class except centaur without DM approval or until he has gained all six centaur racial class levels. Centaurs usually take levels in fighter, ranger, or druid.

CLASS FEATURES

All the following are class features of the centaur racial class.

Weapon and Armor Proficiency: Centaurs are

proficient with all simple weapons, longswords, and longbows but no armor or shields. Centaurs count as nonhumanoid creatures for the purposes of determining the cost of armor (see Chapter 7 of the *Player's Handbook*.)

Feats: A centaur receives one feat at 1st level and another at 4th level. After 6th level, he gains feats normally according to his Hit Dice, level adjustment, and class levels.

Natural Armor: A centaur's natural armor bonus improves to +2 at 3rd level and +3 at 5th level.

Speed: At 5th level, a centaur's base land speed increases to 50 feet.

Large Size: At 6th level, a centaur becomes Large, with a space of 10 feet and a reach of 5 feet. He gains a -1 penalty to AC, -1 penalty on attack rolls, -4 penalty on Hide Checks, and +4 bonus on grapple checks. His lifting and carrying limits become double those of a Medium quadruped.

WENDLE CENTAURS

WENDLES are a smaller breed of centaur from the eastern regions of Ansalon. They are intellectuals and philosophers, pursuing their nomadic lifestyle with an ascetic sensibility quite unlike the other centaurs.

A Wendle centaur is the size of a warpony, only slightly taller and heavier. A typical Wendle centaur is about 5 feet tall and weighs close to 800 pounds. Their most striking features are the bony plates and spurs extending from their ribcages and joints, giving them primeval appearances. Wendles often decorate or paint these plates in times of war and prize their uniqueness.

Wendles originally hailed from the Wendle Woods in southern Goodlund. They spent much of the Age of Might in this area, but shortly before the Cataclysm, they had become so frustrated with their interactions with the kender that they set out to find new homes in other, warmer forested areas. They are semi-nomadic, with a tribe finding a primary settlement and then moving with the seasonal changes.

Wendle Centaur Society

Tribes of Wendles are excellent sources of information on the history of Eastern Ansalon, as their oral history is highly detailed, but they are a reclusive and stand-offish people and do not take kindly to strangers. Their culture places great emphasis on living a spartan existence, devoting more time to the accumulation of knowledge than wealth. As such, they look down upon races that indulge in luxuries or waste their time pursuing superficial lifestyles. They are especially antagonistic toward kender, whose attitudes are diametrically opposed to their own.

In the Age of Mortals, the Wendle centaur's ancestral homelands were among those changed forever by Malystriyx. Some tribes closer to the region have risked traveling through the Desolation to see for themselves if there is anything to be done. For the most part, however, the Wendle centaurs have chosen to leave the former Goodlund peninsula behind and can now be found in forests and woodland areas from Blöde north into the southern edges of Nordmaar.

Wendle Centaur Characters

Wendle centaurs possess the same racial traits as other centaurs except as follows:

- +4 Strength, +4 Dexterity, +2 Wisdom, -2 Charisma. Wendles are not as strong or hardy as other centaurs, but they are just as agile and more intelligent.
- **Medium:** Wendles are smaller and lighter than their larger cousins.
- **A Wendle centaur's base land speed is 40 feet.**
- **Space/Reach:** Wendle centaurs have a space and reach of 5 feet.
- **Racial Hit Dice:** A Wendle centaur begins with two levels of monstrous humanoid, which provide 2d8 Hit Dice, a base attack bonus of +2, and base saving throws of Fort +0, Ref +3, and Will +3.
- **Racial Skills:** A Wendle centaur's monstrous humanoid levels give it skill points equal to 5 x (2 + Int modifier). Its class skills are Knowledge (history), Listen, Move Silently, Spot, and Survival.
- **Racial Feats:** A Wendle centaur's monstrous humanoid levels give it one feat.
- +5 natural armor bonus. The bony plates and spurs of Wendle centaurs make them more resistant to attacks than other centaurs.
- **Level adjustment:** +1.

KYRIE

The kyrie are an avian race, thought by many to have descended from bird-adoring humans touched by the Graygem and embraced by Chislef as her own. Like many other lost races, the kyrie are reclusive and mistrustful of outsiders, but they have been known to aid folk who have fallen afoul of the minotaurs, their sworn enemy.

KYRIE RACIAL TRAITS

Possessing a human torso and head, with feathers for hair, the rest of a kyrie resembles a hawk, from the talon-like feet to the powerful wings. The plumage of a kyrie ranges from dark brown with golden highlights to stark white with black tips. Kyrie stand slightly taller than humans and, because of their wiry frames and hollow bones, usually weigh no more than 90 pounds. Their usual life expectancy is 120 years, reaching maturity at the age of 16.

Kyrie possess the following racial traits:

- -2 Strength, +6 Dexterity, +2 Wisdom.
- **Medium:** Kyrie are lightweight but taller than humans.
- A kyrie's base land speed is 20 feet. A kyrie also has a fly speed of 50 feet (good).
- Darkvision out to 60 feet.
- **Racial Hit Dice:** A kyrie begins with four levels of monstrous humanoid, which provide 4d8 Hit Dice, a base attack bonus of +4, and base saving throw bonuses of Fort +1, Ref +4, and Will +4.
- **Racial Skills:** A kyrie's monstrous humanoid levels give it skill points equal to $7 \times (2 + \text{Int modifier})$. Its class skills are Handle Animal, Knowledge (nature), Listen, Spot, and Survival.
- **Racial Feats:** A kyrie's monstrous humanoid levels give it two feats.
- +2 natural armor bonus.
- **Spellcasting:** Spells and domain as a 3rd-level mystic.
- **Automatic Languages:** Auran, Kothian. **Bonus Languages:** Common, Kalinese, Nordmaarian.
- **Favored Class:** Mystic.
- **Level adjustment:** A Kyrie has an effective character level (ECL) of 7 + class levels.

KYRIE SOCIETY

Kyrie are naturally inclined toward semi-nomadic tribal groups. They are often forced into long periods of settlement against their will, as a result of war or threat.

LANDS

Long ago, the kyrie lived on the coastal islands to the northeast of Ansalon. The avian humanoids would take wing and fly between isles, as suited their nomadic lifestyle, and tracked their way between each island with the use of a magical artifact known as the Northstone. When fighting began between the proud kyrie and the minotaurs, the minotaurs stole the Northstone. The kyrie were forced to settle in the mountains on the isles of Mithas and Kothas. Occasionally, small family units of kyrie will migrate elsewhere—the Aara-Kocra aerie of

Southern Ergoth is one example—but for the most part, the major kyrie settlements are located in the islands of the Blood Sea.

SETTLEMENTS

Each kyrie settlement is well protected and hidden in isolated mountain regions the minotaurs cannot reach. Kyrie build their homes in mountain caves or create a series of nests, which they refer to as aeries. The larger aeries of the kyrie are set within large and complex cave systems. The floors of all cave dwellings are covered in a thick layer of straw. All aerie entrances are covered with patterned hide to make the entrance almost invisible to the untrained eye and blend in with the surroundings. The kyrie value privacy above all else and do not welcome intruders into their settlements. Kyrie eggs are kept in the deepest recesses of the settlements. As the minotaurs view the eggs as a delicacy, and kyrie young cannot fly for the first few years, the dwellings of single adults are located closer to the entrance of any settlement than those of the younger members.

LEADERS

Since all aeries are comprised of families, the leader of any kyrie settlement is usually the patriarch of the largest family clan. Leaders are normally fierce warriors who plan and execute the raids on minotaur villages and settlements. Kyrie follow the orders of their leader without fail. On the death of a patriarch, the eldest son becomes the next leader, preserving the right of leadership along approved bloodlines. A kyrie leader's agenda is quite simple—protection of all kyrie is of utmost importance, even during raids on the minotaur settlements. Kyrie leaders initiate as many raids on minotaur settlements as possible in order to disrupt and throw the empire into disarray in the fringe communities; ending the minotaur threat is the political imperative of all patriarchs.

BELIEFS

Kyrie religion is centered on the tribe, and rituals such as the Ceremony of the Warrior, which involves the communal drinking of a sea dragon's blood, are an integral part of tribal life. The nature-loving kyrie revere and worship Chislef, who they refer to as Askyren, or the Winged Mother. Their faith in the goddess of the forest has always been unwavering, even when the gods had departed the world. Other gods associated with the sky and air, such as Habbakuk and Shinare, are given place in the kyrie's religious observances. Sargonnas, beloved of the minotaurs, is much despised.

RELATIONS

In their remote aeries, the kyrie rarely deal with non-kyrie. They are hostile to minotaurs and allies of the bull-men, often attacking on sight. As a rule, kyrie will always be mistrustful of anyone, until such time as the individual can prove their honor or value. The kyrie are slightly more reserved with humans and, in the aftermath of the Elven Diaspora in the Age of Mortals, with the elves; although



they remain mistrustful, the kyrie have been known to accept non-kyrie as friends or even comrades on rare occasions.

KYRIE CHARACTERS

The kyrie aid and accompany adventurers when the quest involves battling their bull-headed foes or aiding their aerie in some way. Kyrie are concerned with their family above all, and if adventuring furthers those ends, a kyrie will perform whatever task necessary to aid his kin.

ADVENTURING KYRIE

Any kyrie adventurers who encounter outsiders and join their group will be wary and quiet at first, offering little information about themselves until they learn the true intentions of their companions. Kyrie are loyal to their own kind and Chislev above all else, but otherwise are steadfast companions. They will avoid physical fighting if they can, as they are not the most physically powerful of creatures, although what they lack in power, they make up for in speed and agility.

Dour and often serious in nature, kyrie are stoic warriors who are neutral in most things. They develop their fighting skills along with the power of mysticism. Such adventurers would normally only be available in the region of the Blood Sea Isles, although it is possible to find a kyrie adventurer further inland on the rare occasion. Many kyrie adventurers seek to recover the Northstone for their people, so they can fly elsewhere whenever

they choose, rather than continue to be relegated to the mainland of Ansalon. Kyrie adventurers can provide invaluable aid and information on the lands of the Blood Sea Isles, as well as lead other adventurers to safe havens in the mountains of Kothas and Mithas.

CHARACTER DEVELOPMENT

Kyrie adventurers are not physically powerful, however their cunning, speed and skill at flying is undoubtedly what identifies them as important figures in the Blood Sea Isles, who have managed to keep the minotaurs at bay for several centuries. A kyrie character has the option to not only advance his fighting skills but enhance his innate mystical spells to a greater degree. As with any race that possesses racial Hit Dice, a kyrie is at something of a disadvantage when compared to other characters of his effective character level. This is least obvious when the kyrie advances as a fighter, barbarian, or rogue.

The kyrie's innate mystic caster level adds to any additional mystic levels he gains for the purposes of caster level, spells per day, and spells known. Kyrie mystics also gain a new domain as well as all the other benefits of being a 1st-level mystic, increasing their domains to two. Kyrie who advance their mysticism beyond their racial levels may not also take levels in classes that use focused magic (wizard, cleric, druid, paladin, etc). Thus, it is theoretically possible to be a kyrie druid of Chislev, or even a wizard, although the kyrie have no historical relationship with the Orders of High Sorcery. Kyrie have their own mystic



TABLE: THE KYRIE

Class Level	Hit Dice	Base Attack Bonus	Fort Save	Ref Save	Will Save	Skill Points	CR	Special
1st	1d8	+1	+0	+2	+2	(2 + Int mod) x 4	1	Feat, gliding, mystic domain
2nd	2d8	+2	+0	+3	+3	2 + Int mod	1	Spells (mystic 1st), +2 Dex
3rd	2d8	+2	+0	+3	+3	—	2	Fly 20 ft. (clumsy), +1 natural armor
4th	3d8	+3	+1	+3	+3	2 + Int mod	2	Feat, Spells (mystic 2nd), +2 Wis
5th	3d8	+3	+1	+3	+3	—	2	Fly 30 ft. (average)
6th	4d8	+4	+1	+4	+4	2 + Int mod	3	Spells (mystic 3rd), +2 Dex
7th	4d8	+4	+1	+4	+4	—	3	Fly 50 ft., (good), +2 natural armor

Class Skills: Handle Animal, Knowledge (nature), Listen, Spot, and Survival.

rangers, as described under **Other Race Alternative Class Features**, page 222.

CHARACTER NAMES

The kyrie have relatively simple names given at birth by the parents of the child. Most names are tribal and based upon animals, weapons, or birds in some way: Stormcrow, Ravenbolt, Hawk Glove, Summer Flight, White Dove, and Dawn Feather.

ROLEPLAYING A KYRIE

With the ability to fly and cast mystic spells, the kyrie is a very appealing choice for players in a Dragonlance campaign. Their reclusive, xenophobic tendencies, on the other hand, can present ongoing roleplaying challenges that should not easily be dismissed.

PERSONALITY

A kyrie is conditioned to believe that his people are at threat as soon as anything foreign or unknown is encountered. They are extremely suspicious, quick to assume the worst, and likely to associate most people they encounter with their enemies the minotaurs. Older and wiser kyrie soften their more fanatic tendencies, especially since the Chaos War and the beginning of the Age of Mortals. Younger kyrie are divided—seek help from other races against the overwhelming Minotaur Empire, or damn them all and take the fight to the bull-men alone. If given time to trust, accept, and respect another individual, the kyrie's private attitudes reveal themselves. They are peaceful, philosophical, and commune with nature and their divine patrons amidst breathtaking mountaintop villages. Unfortunately, it doesn't take much to bring out the territorial warrior out of the gentle poet.

Roleplaying Application: Among friends and allies, you are generous, patient, and kind. Your thoughts turn to philosophy and spirituality, and you spend long stretches of time contemplating poetry and music. A dramatic change occurs when you are in danger, or spend too much time around strangers. Your raptor's eye sees everyone as a potential enemy or threat. Play up this shift in perspective often; it should almost seem as if you are two different

people.

BEHAVIORS

Kyrie act and move very much like birds do, with quick yet jerky movements, their heads turning toward the direction of sounds, and cocked to the side when they are confused. Their human traits surface just enough to dispel any thought that they are merely large, ungainly birds, and when they are encountered at close range the expressions and subtle nuances of their faces make this clear. In flight, kyrie are graceful and almost poetic. When on land, they are awkward and ungainly.

Roleplaying Application: Study the way a hawk or eagle acts, and then incorporate some of these mannerisms into your kyrie character's behaviour. Don't make any of your movements long and languid; think quick, short, and precise. In combat, you should get to the air as soon as possible, to make use of your advantages. You are not designed to duel one on one with any experienced melee fighter.

LANGUAGE

Kyrie live most of their lives with their kin, and have little to no association with outsiders, other than the raids on the minotaurs. Therefore they most commonly speak Auran, although a number of them do also speak Common, Kalinese and Nordmaarian. Due to the war on the minotaurs, and their desire to destroy the minotaur empire, all Kyrie can speak and understand Kothian in order to spy on their enemies and understand any important information that the minotaurs might unknowingly share.

Roleplaying Application: Speak Auran as often as possible, even when you're with allies of other races. Although you will understand anything said to you, it's useful to keep people wondering. Interject at some point with a comment in precise, clear Common, and then go back to your own incomprehensible clicks and ethereal intonations. Learn the language of your enemy, however—you will need that in order to issue the cry of challenge when you fly at them with your spear.



KYRIE ADVENTURES

The kyrie have had little impact on most of the races of Ansalon. However, they have been adventuring on Ansalon for centuries, although since the Age of Despair they have remained on the isles of Kothas and Mithas with only a handful of aeries elsewhere on the continent. Kyrie ruins and former settlements can be found in mountainous areas of other parts of Ansalon, although they are abandoned and hold little of value.

- Minotaur miners from the village of Alphens have learned the location of a kyrie settlement in the nearby mountain range. They have sent a team of messengers to Lacynos, capital of Mithas, to alert the empire and organize a war party. Can the heroes find all the messengers before they reach the minotaur capital?
- Rumors continue through an aerie that the Northstone has been discovered in a museum in the town of Shiv on the Isle of Kothas. Your band of adventurers has been hired to learn whether these rumors are truth or fiction and to recover the Northstone for even greater reward.
- Within the ruins of Wind Dancer in the remote Sentinel Mountains is an ancient kyrie settlement. High amidst the peaks, the ruins have been undisturbed for centuries, protecting any treasures. However a recent landslide has created a natural path through the mountains and into the ruins, presenting an opportunity for the heroes to explore them.

KYRIE RACIAL CLASS

MONSTROUS HUMANOID

The kyrie are a fierce winged race but, behind their raptor-like exterior, exist many levels of culture and deep thought. Choosing to play a kyrie means accepting a hefty level adjustment. The following racial class provides a means of starting play at 1st level with a stripped-down version of the basic kyrie statistics.

RACIAL TRAITS

Characters using the kyrie racial class begin with the following racial traits. Note that these are not identical to the regular kyrie's full set of racial traits because the kyrie's ability scores and racial Hit Dice increase with level as shown below.

- -2 Strength, +2 Dexterity.
- **Automatic Languages:** Auran, Kothian. **Bonus Languages:** Common, Kalinese, Nordmaarian.
- **Favored Class:** Kyrie. A kyrie may not take levels in any other class except kyrie until he has gained all seven kyrie racial class levels. Kyrie usually take levels in fighter or mystic after this point.

CLASS FEATURES

All the following are class features of the kyrie racial class.

Weapon and Armor Proficiency: Kyrie are proficient with all simple weapons and with light armor, but not shields.

Feats: A kyrie gains a feat at 1st level, and another at

4th level. Typical choices include Hover, Flyby Attack, Weapon Finesse, and Wingover. After 7th level, he gains feats normally according to his Hit Dice, level adjustment, and class levels.

Gliding: A 1st level kyrie is not capable of flight, but may use his feathered arms to glide. A gliding kyrie negates any damage from falling and may travel a distance of 20 feet forward for every 5 feet of decent. A kyrie's gliding speed is 40 feet (average maneuverability). A kyrie cannot glide while carrying medium or heavier loads, and even if he gains the Hover feat he is incapable of hovering in place until he acquires true flight at 3rd level. A kyrie who falls and is rendered unconscious either before or after his descent will only take 1d6 points of falling damage, regardless of how far he falls, as his feathers stiffen and bring him into a tight corkscrew-like drop.

Mystic Domain: At 1st level, a kyrie gains access to a single mystic domain of his choice. Although he gains the domain's granted power, he does not gain the ability to cast spells until 2nd level, at which point his domain spells are added to his mystic spells known. A kyrie typically selects Air, Animal, or Travel as his domain, although exact choices may vary.

Spells: At 2nd level, a kyrie acquires the ability to cast spells like a 1st-level mystic, including spells known, spells per day, and caster level. The kyrie's mystic level increases to 2nd at 4th level, and 3rd at 6th level.

Flight: At 3rd level, a kyrie learns to use his feathered arms to fly instead of just glide. His base flight speed is 20 feet, and his maneuverability is clumsy.

Natural Armor: A kyrie begins with no natural armor. At 3rd level, he gains a +1 natural armor bonus, which increases to +2 at 7th level.

PHAETHONS

Phaethons are reclusive, mountain-dwelling folk distantly related to elves. They are honest-minded and embrace truth, but remain aloof from other races, due to years of isolationism.

Phaethons possess the ability to manifest wings of flame, a legacy of their distant past. Phaethon legends tell of their common ancestor, a Kagonesti elf who claimed to be the son of Habbakuk. His descendants fled persecution in the Kinslayer Wars to live in remote mountain settlements in the Khalkist Mountains; they inherited their fiery wings from him. As this is considered a sacred power by the phaethons, they are loathe to use it unless necessary.

PHAETHON RACIAL TRAITS

A phaethon resembles a half-elf in appearance, with hair color ranging from red-blond to a dark coppery-brown. Their eyes are deep brown in color, and their skin is typically weathered and ruddy from exposure to the elements. Phaethons dress in simple clothing, usually tunics, breeches, sandals, or boots in colder weather. They favor natural colors, such as browns, ivories and pale greens.

Phaethons possess the following racial traits:

- Strength -2, Wisdom +2.
- **Humanoid (elf, fire):** Phaethons are humanoids with both the elf and fire subtypes. They are immune to fire, but are vulnerable to cold and subject to any spells or effects that target fire creatures.
- A phaethon's base land speed is 30 feet; he has a fly speed of 60 feet (average) when his wings are manifested.
- **Low-light vision:** Phaethon do not have the *elvensight* of their wingless cousins, but are still capable of seeing twice as far as a human in dim light.
- **Flaming Wings:** As a free action that does not draw an attack of opportunity, a phaethon can manifest a pair of fiery wings that enable him to fly. These wings may also be used to cause fire damage in unarmed combat. A phaethon who makes an unarmed strike while his wings are manifested inflicts 1d6 points of fire damage in addition to the standard unarmed damage. A phaethon who is involved in a grapple may add this damage to any other damage inflicted on the opponent as a result of a grapple check. A phaethon who uses his wings to inflict additional fire damage in a round cannot also use them to fly in that round. Manifesting his wings is a supernatural ability with an effective caster level equal to the phaethon's character level for the purposes of *antimagic* and dispel effects.
- **Automatic Languages:** Common, Elven. **Bonus Languages:** Celestial, Draconic, Dwarven, Ignan, Sylvan.
- **Favored Class:** Monk. See page 221 for a phaethon monk alternative class feature and page 223 for the elder phaethon prestige class.
- **Level Adjustment:** +2.

PHAETHON SOCIETY

Phaethons inherited much from their elven kindred, including a fondness for nature and a close relationship with animals and forests. However, their forced isolationism and self-reliance has given rise to a distinctly ordered and austere community that embraces honesty, truth, and simple traditions. They lead rustic lives in high mountain areas where sheltered valleys provide some measure of agricultural resources and seclusion.

LANDS

Following the Chaos War, when incursions of fire dragons and daemon warriors destroyed their ancestral homes in the Khalkists, most phaethons escaped to the Desolation. There, with an agreement forged between their elders and Malystrixx the Red, the phaethons were given the freedom to build new mountain settlements in return for acting as Malys' border scouts and occasional agents. Small communities of phaethons have tried to establish new settlements elsewhere in Ansalon in high and out of the reach mountain regions, but all feel the pull to return home.

SETTLEMENTS

A phaethon community lives in a village or town above the tree line in the mountains. Rocky outcroppings and natural caves are used extensively, modified further by phaethon spellcasters to provide easy access from the air. Wood is eschewed, as it is flammable, so stone, carved and hewn from the mountainside, forms the basis for most structures in a phaethon village. Often, the site of a phaethon community is chosen for its magical or mystical qualities; elder phaethons will spend months communing with elemental spirits and reading omens in order to locate such a site. Active volcanoes are also sought after, because the phaethon's immunity to flame affords them the opportunity to live close to a good source of molten (and thus easily crafted) stone and metal.

LEADERS

A phaethon community is led by its elders, phaethons who have undergone a transformative process both spiritually and physically, achieving a level of enlightenment and power that eludes other races (see **Prestige Classes** on page 221). Phaethons do not keep to any elven traditions of leadership or aristocracy, and thus, all phaethons have the power within themselves to make the change toward elder status. The elders form a council of sorts, mainly to discuss larger and more pressing issues. Laws, judgment, and a young phaethon's eventual role in the community are all determined by this council of elders. One elder among them is chosen to represent the community in any large-scale moot of phaethons; just such a moot gathered when the decision to ally with Malystrixx was made.

BELIEFS

The phaethons are deeply spiritual people, although they take it to an ascetic level rather than expressing it outwardly. They do not typically adorn themselves with religious or holy icons, nor do they set aside buildings as temples or shrines. Instead, each phaethon is expected to come to an understanding, or agreement, with one of the Great Patrons alone; most simply choose a god and live a life in accordance with that credo, although others take this to another level.

The Great Patrons are Habbakuk, Sirrion, and Sargonnas, as each are associated with fire. A minor rite of ascension, sharing elements of that which leads to the transformation of an elder, is undertaken by a phaethon who seeks to embrace the life of a devotee. Phaeran the Firebird (Habbakuk) is the foremost of the Patrons, and his followers, some of whom are paladins, are known as the Phaenar. Their fiery wings become blue once they have completed their holy rites. Sirithos the Flame (Sirrion) is patron to an order of monks who, quite at odds with phaethon and monastic culture, abstain from discipline and law for the apparent randomness and spontaneity of inner wisdom. Kinthalos the Scar (Sargonnas) is usually invoked to calm a volcanic fire or in an oath of vengeance, but he has some evil followers who practice dark rites of scarification, sacrifice, and murder. Clerics of Kinthalos do not live openly for obvious reasons, although their deep



blood-red flames are difficult to conceal.

A fair number of mystics arose among the phaethon communities of the Age of Mortals. Most are fire mystics, practicing the same rites and keeping to the same traditions as their clerical brothers. Typically, a community will have mystics or clerics, but rarely both. No animosity is held toward the other, but a schism may exist if the mystics do not return to their faith eventually.

RELATIONS

Phaethons don't typically get along with most other races, simply as a result of their isolated past. The people of Krynn thought of them as a myth until recently. However, their preference would be toward other trustworthy folk, such as dwarves, or to sylvan people, such as the Kagonesti, who while barbaric and wild are still more honest than other elves.

Phaethons have a strange relationship with red dragons. The mighty reds know the phaethons to be immune to their flames, and they managed to broker a compact with Malystrix—no easy feat. Even after her death in the War of Souls, most of Ansalon's red dragons will spare a phaethon, either out of respect for the compact or because they consider them touched by the gods and not worth the trouble to harass.

PHAETHON CHARACTERS

Most phaethon leaders are monks or rangers. Phaethon monks may either be lawful, as per the *Player's Handbook*, or serve SIRRION and follow a chaotic path (see **Other Race Alternative Class Features** on page 222). Phaethon clerics worship Habbakuk, SIRRION, or (rarely) Sargonnas. During the Age of Mortals, some phaethons turned to mysticism, though after the War of Souls most phaethon spellcasters are clerics or druids. Those phaethons who seek to transcend their mortal forms and gain greater power might pursue the path of the elder phaethon (see **Prestige Classes** on page 221 of this chapter.)

ADVENTURING PHAETHON

In the wake of Malys' death and the conclusion of the War of Souls, the phaethons are now forced to deal with treasure hunters, adventurers, rogue dragonspawn, and other threats to their peaceful existence. This being the case, younger phaethons are drawn to the outside world, eager to better understand the danger to their kindred. A phaethon who chooses to leave his community is an exceptional individual, willing to relinquish some part of himself to embrace the life of a traveler. Many phaethon try to leave their race behind them, but ultimately return unfulfilled.

CHARACTER DEVELOPMENT

Phaethons are at their best when they take levels in combat-oriented classes, such as fighter, ranger, and monk. Together with flight-oriented feats, such as Flyby Attack, Hover, and Wingover, a phaethon becomes an expert aerial combatant. Ranged combat and melee combat are equally effective, especially unarmed combat. Good spellcasting options include a focus on evocation and conjuration magic, the better to deliver offensive spells from a distance, but the phaethon's level adjustment weakens the benefits of a spellcasting class in comparison to other characters of the same effective character level. To counter this, spellcasters should consider the Spell Focus and Greater Spell Focus feats.





CHARACTER NAMES

Phaethon names are similar to elven names, although many have a more severe quality to them. An elven name like Soloranthas might have altered over time into the phaethon name of Solrantas. Phaethons choose second names based on notable ancestors, favored landmarks, deeds performed by their family, and so forth.

With no real caste system or social order other than that which is agreed upon by communal accord, a phaethon is free to choose whatever names he likes, as his path toward self-realization continues. Common male names include Aldif, Ferran, Giltret, Oriselm, and Trimoc. Female names include Berlynn, Lemiaca, Telerie, and Ulsa.

ROLEPLAYING A PHAETHON

The urge to simply play a phaethon as an elf with flaming wings is tempting, but doing so is missing the point. They are ascetics with an ancient lineage that governs their spiritual and mental development. Phaethons, unlike many powerful races, may walk among the other mortals without fear of being attacked, assaulted, or persecuted. Even once they manifest their fiery wings, mortals tend to look upon them with awe rather than fear, which can lead to some awkward situations.

PERSONALITY

Fiery, aloof, and introverted—this is a phaethon's nature. She follows hundreds or even thousands of years of divine tradition, all recorded orally and passed down from generation to generation. There is usually no need for her to investigate the philosophy of other races, nor acquire enlightenment from association with outsiders; all that she needs is provided for her by those who have gone before, waiting to be understood. This can make the phaethon seem distant and arrogant, but this is not the case. She is happy enough to share her knowledge with others, but to do so would seem by many of her kindred as an exercise in futility.

Roleplaying Application: Be confident and strong in your beliefs and traditions. You are impervious to the preaching or arguments of other races, but this doesn't mean you want to argue or debate. You lead a simple life and your thoughts rarely stray toward excess or needless material wants. Instead, you are comfortable, graceful, and on a steady path toward truth.

BEHAVIORS

A phaethon is disciplined and organized, with simple and elegant solutions to most daily problems. Her activities are carried out in accordance with how her people have always done things, although a creative and novel approach is never dismissed.

Rather, such innovations are regarded as the uncovering of lost and hidden truths. In battle, she is reluctant to fight unless the situation is dire or her homestead is threatened with destruction. When this occurs, her fury is focused and determined.

Roleplaying Application: Never overlook an opportunity to use a simple and direct means to accomplish something. Remain calm and sanguine, if possible; if forced into a fight, don't let it drag out. You are one of a race of highly-enlightened and spiritual beings given the gift of flight by the gods, so act with nobility yet remain modest.



LANGUAGE

All phaethons speak a dialect of Elven and most also know Common and Sylvan. Because of their connection to fire and the gods, some phaethons learn to speak Ignan or Celestial. Recently, the phaethons of the Desolation learned to speak Draconic from their service to Malys. Phaethon voices are melodic and clear, and when their wings are manifested their speech acquires a majestic resonance that leads many to think of them as angelic. A phaethon delivering an intimidating challenge is something to behold.

Roleplaying Application: When you speak, speak clearly and precisely. Do not clutter your speech with too many words; say only what you need to say. Although not as archaic and strange-sounding as the language of centaurs, phaethon speech is nevertheless clearly a result of thousands of years of strict conduct and isolation.

PHAETHON ADVENTURES

An encounter with an NPC group of phaethons is usually benign, unless the heroes are bringing something evil or wicked into their territory, or mean them harm. Phaethons will usually send one or two of their number to greet strangers, keeping their wings hidden. If attacked, they manifest their wings and gain some distance to decide how to respond. Phaethons are useful as messengers from the gods, who occasionally send omens and portents to the elder phaethons. They are also ideal sources of ancient knowledge, for their people keep traditions as long as or longer than most elven sages.

- A community of phaethons is discovered in the Khalkists, survivors of the shadow wight assault during the Chaos War. They are divided; one half of the community, including half of the elder phaethons, was corrupted by Chaos and transformed into a variety of hideous mutations, while the other half seeks to restore their fallen kindred to the truth of Habbakuk. The solution may involve a quest deep into the mountains, the destruction of a daemon warrior in the region, or even the elimination of the evil phaethons.
- The heroes are approached by a pair of female phaethon Sirrionites. One of them has a problem—she dallied with a human (perhaps even one of the player characters!) and is now pregnant with a half-human child. Her community has ostracized her, but she wants to raise the child and keep it protected. What steps will the heroes take to accomplish this goal? Can the other phaethons be convinced of the need to shelter their lost sister? What destiny might this child have when he is born?

THANOI

The thanoi are the walrus-folk of Icereach, a savage and bloodthirsty people thought by some scholars to be a Graygem offshoot of ogrekind. Others suggest they have a link to minotaurs. All sages agree, however, that the scourge of the thanoi has grown increasingly stronger with every passing age. With their introduction to Southern

Ergoth by the Dragon Overlord Frost, and subsequent loss of their patron in 422 AC, the thanoi have been seen outside of their icy wastes for the first time. As Southern Ergoth's climate is expected to spend several years returning to normal, and the thanoi are mastering the use of sails, the beachhead established by Frost remains an ongoing threat to the Western Isles.

THANOI RACIAL TRAITS

Thanoi stand up to 8 feet tall, but almost always walk with a hunched back and bent knees—a posture that looks impractical but helps them negotiate the often-treacherous terrain of their homeland. The females are noticeably smaller than the males, reaching a maximum of 6 feet in height. The tusks of both genders can reach 2 feet in length, backed by rows of blunt teeth strong enough to crush bone and shell. Thanoi possess clawed feet that look quite fierce. In actuality are used merely for traction; their large, clawed hands are too clumsy to handle any but the largest and simplest weapons.

The walrus-folk possess a thick, blubbery hide well suited for their environment. They have little use for clothing or any decoration of an impractical nature. Some thanoi wear belts to carry tools or weapons, but little else.

Thanoi possess the following racial traits:

- Strength +4, Dexterity +2, Constitution +4, Intelligence -4, Wisdom -4, Charisma -2. Physically powerful and quick, thanoi are famous for being weak-minded and unintelligent.
- Medium size.
- **Monstrous Humanoid (cold):** A thanoi is a monstrous humanoid with the cold subtype. Thanoi are immune to cold and vulnerable to fire.
- A thanoi's base land speed is 20 feet, with a swim speed of 40 feet.
- Darkvision out to 60 feet.
- **Racial Hit Dice:** A thanoi begins with 3 levels of monstrous humanoid, which provide 3d8 Hit Dice, a base attack bonus of +3, and base saving throw bonuses of Fort +1, Ref +3, and Will +3.
- **Racial Skills:** A thanoi's monstrous humanoid levels give him skill points equal to 6 x (2 + Int modifier). His class skills are Balance, Climb, Survival, and Swim.
- **Racial Feats:** A thanoi's monstrous humanoid levels give him two feats.
- +8 racial bonus to Balance checks on ice and Swim checks.
- +4 natural armor.
- **Tusks:** A thanoi has tusks that deal 2d4 points of damage plus his Strength bonus as natural weapons. A thanoi may use his tusks as a primary weapon or with a manufactured weapon as a secondary attack at -5 to the attack bonus.
- **Great Breath:** A thanoi is capable of holding his breath for as long as 30 minutes underwater before making a Constitution check.
- **Automatic Languages:** Thanoi. **Bonus Languages:** Common, Draconic, Icefolk, Ogre.
- **Favored Class:** Barbarian.

- **Level Adjustment:** A Thanoi has an effective character level (ECL) of 5 + his class levels.

THANOI SOCIETY

The thanoi live in nomadic tribal groups, following the migration patterns of fish and wild game. The thanoi who left Icereach to serve Frost acquired a rudimentary feudal culture, but it was extremely basic and degenerated quickly into a hierarchy of the strong overcoming the weak.

LANDS

Icereach has always been the home of the thanoi, a desolate expanse of ice and tundra that progresses much farther south than Icewall Glacier. The thanoi claim the entire region as their ancestral homeland, which brings them into frequent bloody conflict both with the Icefolk and the recently arrived ursoi. There are also thanoi tribes living a transplanted existence in Southern Ergoth.

SETTLEMENTS

Thanoi do not maintain settlements, but they do form camps and temporary communities while they hunt in a specific area. These camps feature crude ice shelters, trenches, and pens for the keeping of captured game and for their polar bears.

LEADERS

The thanoi are lead by the strongest and largest hunters, who become chieftains by virtue of their prowess. Challenging a chieftain as he grows older and less capable is a frequent activity, especially in the leaner months of the year. The chieftain usually elevates his immediate family to positions of influence, so a chieftain's brothers, cousins, and uncles will join him in fighting off challengers. Sometimes the challenger is one of these immediate relatives, leaving the family divided and the chieftain without the necessary additional muscle.

Chieftains are the only thanoi allowed to take more than one wife. Frequently, a chieftain will acquire wives as his lieutenants, brothers, or other male relatives die or are killed in battle; the fallen thanoi's wife becomes the chieftain's, unless he commands her to couple with another bull in his service.

BELIEFS

The thanoi are not deeply religious folk. Their spellcasters are all female, and known as kagogs (loosely translated as "medicine giver.") A thanoi kagog may be a cleric of some kind, usually of Chislev in one of her darker aspects or Sargonnas. Kagogs may also be mystics, sorcerers, or even druids. The thanoi don't differentiate between various kinds of magic, as their superstitions and fear of the unknown cause them to consider all of it the purview of the kagogs.

RELATIONS

The thanoi have few allies and many enemies. A brutal and savage race, their only alliances are with the servants of powerful lords, such as in the War of the Lance under Highlord Feal-Thas or with the reign of the Dragon Overlord Frost and his rivals, Ice and Freeze. The thanoi continue to squabble with other races if they share a lord, but rarely become truly violent. The wrath of the thanoi is reserved for the Icefolk, with whom they have warred for centuries, and for the ursoi, who have moved into their territory and even eat thanoi killed in battle.

THANOI CHARACTERS

Playing a thanoi is truly a challenge. Not very intelligent and loaded with hundreds of years of baggage from their savage background, a thanoi character who seeks to overcome his race's brutal nature is a rare individual indeed. Thanoi are very strong, immune to cold, and feature a pair of dangerous natural weapons, making them similar in ways to minotaurs; however they are generally less capable mentally and bear an even greater burden of prejudice than the bull-men.

ADVENTURING THANOI

The rare thanoi adventurer has much to overcome. His reason for leaving the tribe and venturing into the world must be strong enough to counter the barriers of warmer climates and races hostile to the reputation of the thanoi. Smarter or wiser than his fellow walrus-folk or simply cursed with a conscience, the thanoi must establish trust and work doubly hard to make up for his race's past misdeeds. Savagery is in a thanoi's heart and soul, and even the most noble-intended thanoi may find himself losing to this ancient fury when confronted with opposition.

TABLE: THE THANOI

Class Level	Hit Dice	Base Attack Bonus	Fort Save	Ref Save	Will Save	Skill Points	CR	Special
1st	1d8	+1	+0	+2	+2	(2 + Int mod) x 4	1	+2 Str, feat, natural armor +1, tusks 1d4
2nd	2d8	+2	+0	+3	+3	2 + Int mod	1	-2 Wis, natural armor +2
3rd	2d8	+2	+0	+3	+3	—	1	+2 Con, tusks 1d6
4th	3d8	+3	+1	+3	+3	2 + Int mod	2	-2 Cha, feat, natural armor +3
5th	3d8	+3	+1	+3	+3	—	2	+2 Dex, natural armor +4, tusks 2d4

Class Skills: Balance, Climb, Survival, and Swim.



CHARACTER DEVELOPMENT

Thanoi are at their best when they take levels in fighter, barbarian, and other warrior classes. They are ineffective spellcasters, due to their severe racial penalties to Intelligence and Charisma. Sorcerers are perhaps the least impaired, but in general, a thanoi should avoid magic-using classes. Because melee combat is the thanoi's strongest area, feats such as Power Attack, Cleave, and Improved Sunder are wise choices.

CHARACTER NAMES

Thanoi are fond of strong guttural names or simpler and descriptive names, borrowing from ancient traditions of ogrekind. The transition of language from Ogre to Thanoi introduced a corruption of certain sounds, but by and large, a thanoi's name is not too dissimilar from any name found among the ogres of Blöde: Barramus, Coldfish, Golga, Margash, Splitlip, and Urgas are all good examples. Male thanoi receive their names when they mature; until then, they are simply known as pups or whelps. Female thanoi can remain unnamed their whole lives, unless they become kagogs or special wives to the chieftain. Because female names are so uncommon, there is no real distinction between the genders.

ROLEPLAYING A THANOI

Brutal and savage, the thanoi seem on the surface to possess limited options for role-playing. On the contrary, the thanoi are a race with as much depth as any other, and this can come to the fore with a player character. No longer bound solely by their tribal lands in Icereach, the descendants of Urgas Thanoi of Whitefish and other mighty chieftains are hot-blooded and proud. How their race changes as a result of the end of the Dragon Overlord Frost might be determined by a handful of singularly ambitious thanoi.

PERSONALITY

The stereotypical thanoi bull is a bloodthirsty, violent, and territorial brute. He does nothing to dispel this impression, because it drives fear into his enemies. The thanoi revels in battle, because like any other kind of interaction it is an extension of his urges. A thanoi considers his obligations based on reciprocation and potential threat. Chieftains command loyalty because the tribe fears what the chieftain may do to them, or what may happen to them if the chieftain were to leave; when faced with loss, or scared, a thanoi will respond with violence if possible. A thanoi hopes to force his enemy into submission.

Roleplaying Application: Think about what others may do to you and what you can do to others, both positive and negative, when deciding how to interact. Take others to their word, but consider their actions before what they say. When confronted by an uncomfortable or difficult situation, let the frustration out somehow; bottling up aggression, anger, fear, and other emotions leads to sickness.

BEHAVIORS

A thanoi is a very physical being, living for experiences even if they would be seen by others as negative. When hurt or wounded in a battle, he takes the pain and uses it to spur himself to greater effectiveness. This behavior might be mistaken for fearlessness, but he is often as afraid of something as anybody else. The difference is that if the thanoi is motivated to take what he wants, he will not let pain get in the way of that success.

Roleplaying Application: Get in the thick of combat, and as close to the front lines as possible. Direct and physical confrontation is superior to anything else. Attacking from a distance or using magic is a sign of cowardice. If you are truly scared by something, smash it until it goes away.

LANGUAGE

Although they have enormous tusks and bristled upper lips, thanoi are proficient speakers. Those that know Common use it adequately, in deep and occasionally wavering voices. The thanoi language sounds like a cross between Ogre and wheezing, coughing, booming, and growling sounds; it has limited use outside of war, hunting, community living, and insults.

Roleplaying Application: Affect a deep and tremulous voice for a thanoi. Speak in loud, demonstrative sentences. As you get more excited, your voice gets lower and louder. Slip into Thanoi once or twice in a conversation, which might sound like a series of growls, rasps, and coughs.

THANOI ADVENTURES

Although most adventures with thanoi will feature them as NPC opponents, occasional encounters with a renegade bull or a small party of neutral thanoi hoping to eke out an existence after the fall of Frost can provide additional depth to the race. Player character thanoi do best when confronted by physical challenges, but even a more cerebral encounter allows the thanoi to delay the swing of an axe or club long enough to get information.

- The heroes are among those brave souls who have entered the frozen lands of Southern Ergoth after the fall of Frost. A tribe of thanoi, led by a truly enormous chieftain, has been making strikes against the struggling towns along the coast. The heroes must eliminate the threat, until they find out that the chieftain is a polymorphed ogre mage and the thanoi are kept in line through fear.
- An artifact of great evil has been uncovered in an iceberg near the shores of Icereach. The twin white dragonlords of Icewall Glacier, Ice and Freeze, have sent their thanoi to recover it. Will the heroes reach the artifact in time? What happens if the thanoi reach it first?

THANOI RACIAL CLASS MONSTROUS HUMANOID

Thanoi are large walrus-like humanoids with two-foot-long tusks and a hunched gait. They have three Hit dice and a level adjustment of +2, which makes them the

equivalent of a 5th-level character without class levels. Use the following racial class if you would like to play a thanoi character from 1st-level.

RACIAL TRAITS

Characters using the thanoi racial class start with the following racial traits. Note that these are not identical to the regular thanoi's full set of racial traits, because the thanoi's ability scores and racial Hit Dice increase with level as shown below.

- Strength +2, Constitution +2, Intelligence -4, Wisdom -2.
- Medium size.
- **Monstrous Humanoid (cold)**: A thanoi is a monstrous humanoid with the cold subtype. Thanoi are immune to cold and vulnerable to fire.
- A thanoi's base land speed is 20 feet with a swim speed of 40 feet.
- Darkvision out to 60 feet.
- +8 racial bonus to Balance checks on ice and Swim checks.
- **Tusks**: A thanoi has a single tusk attack that serves as a primary natural weapon, dealing the indicated damage plus his Strength bonus. A thanoi with a manufactured weapon can use his tusks as a secondary attack at -5 as part of a full attack.
- **Great Breath**: A thanoi is capable of holding his breath for as long as 30 minutes underwater before making a Constitution check.
- **Automatic Languages**: Thanoi. **Bonus Languages**: Common, Draconic, Icefolk, Ogre.
- **Favored Class**: Thanoi. A thanoi may not take levels in any other class except thanoi until he has gained all five thanoi racial class levels. Thanoi usually take levels in barbarian.

CLASS FEATURES

All the following are class features of the thanoi racial class.

Weapon and Armor Proficiency: Thanoi are proficient with all simple weapons, light armor, and shields.

Feats: A thanoi gains a feat at 1st level and again at 4th level. Typical choices include Endurance, Power Attack, and Toughness. After 5th level, he gains feats normally according to his Hit Dice, level adjustment, and class levels.

Natural Armor: Thanoi begin with +1 natural armor at 1st level, increasing to +2 at 2nd level, +3 at 4th level, and +4 at 5th level.

URSOI

The ursoi are the bearfolk of the southernmost reaches of Krynn. For thousands of years, they lived on the outskirts of the polar region known as Chorane, a subterranean realm warmed by geothermal activity and home to tribes of warring humans, evil dwarves, and kender. Soon after the War of the Lance, Chorane erupted into a violent and terrible war engineered by the gods of darkness and humanity's own intolerance. The ursoi chose to leave

Chorane and follow the prophecies of their shamans to seek a new homeland, a promised land of plenty to the north. This brought them to Icereach soon after the white dragons Ice and Freeze seized the territory. The ursoi chose not to flee, but form a strong alliance with the Icefolk of Icewall Glacier and work to oppose the Cold Sisters and their thanoi servants.

URSOI RACIAL TRAITS

Ursoi look like intelligent, bipedal polar bears. They wear some clothing and use tools, and they have thick, clawed fingers instead of paws. Ursoi fur is striped in places, usually in patterns along the sides of their heads, distinguishing them from one another. An ursoi male can reach a height of ten feet and weigh well over 800 pounds; females are only slightly smaller.

Ursoi possess the following racial traits.

- Strength +10, Dexterity +2, Constitution +6, Intelligence -2, Wisdom +2, Charisma -4. Ursoi are one of the strongest races on Krynn, and very tough. While their senses are acute, they are often uneducated and find it hard to interact with others.
- **Large**: -1 penalty to Armor Class, -1 penalty on attack rolls, -4 penalty on Hide checks, +4 bonus to grapple checks, lifting and carrying limits double that of Medium characters.
- An ursoi's base land speed is 30 feet.
- Darkvision out to 60 ft.
- **Racial Hit Dice**: An ursoi begins with 5 levels of monstrous humanoid, which provide 5d8 Hit Dice, a base attack bonus of +5, and base saving throw bonuses of Fort +1, Ref +4, and Will +4.
- **Racial Skills**: An ursoi's monstrous humanoid levels give him skill points equal to 8 x (2 + Int modifier, minimum 1). Its class skills are Climb, Listen, Spot, Survival, and Swim.
- **Racial Feats**: An ursoi's monstrous humanoid levels give it two feats.
- +4 natural armor.
- +4 racial bonus on Survival and Swim checks.
- **Natural Weapons**: An ursoi has two claw attacks that are primary natural weapons dealing 1d6 damage plus Strength bonus. An ursoi can make two claw attacks as a full attack, or when wielding a manufactured weapon, he may use them to make secondary attacks as part of a full attack. Ursoi also have a bite attack that deals 1d8 damage plus half his Strength bonus. The ursoi's bite is always a secondary attack (-5 to attack bonus).
- **Natural Spell**: Ursoi with a Wisdom of 13 or higher are able to cast spells with verbal components, even though they cannot form traditional sounds with their mouths. Ursoi with Wisdom of 12 or lower are incapable of casting spells with verbal components and make ineffective spellcasters.
- **Improved Grab**: An ursoi who hits with one of his claw attacks may immediately attempt to start a grapple. He does not need to make a touch attack first. This ability works only against targets that are one size category smaller than the ursoi or smaller. An ursoi who has



TABLE: THE URSOI

Class Level	Hit Dice	Base Attack Bonus	Fort Save	Ref Save	Will Save	Skill Points	CR	Special
1st	1d8	+1	+0	+2	+2	(2 + Int mod) x 4	1	Claws 1d3, bite 1d4, feat, +1 natural armor
2nd	2d8	+2	+1	+3	+3	2 + Int mod	1	+2 Str, resistance to cold 5, +2 Survival, +2 Swim.
3rd	2d8	+2	+1	+3	+3	—	2	+2 Con, +2 natural armor, claws 1d4, bite 1d6, improved grab
4th	3d8	+3	+1	+3	+3	2 + Int mod	2	+2 Str, scent 10 ft., feat
5th	3d8	+3	+1	+3	+3	—	3	+2 Dex, +2 Con, +3 natural armor, +4 Survival, +4 Swim
6th	4d8	+4	+1	+4	+4	2 + Int mod	3	+2 Str, scent 20 ft., Large size, reach 10 ft.
7th	5d8	+5	+1	+4	+4	2 + Int mod	4	+2 Str, +2 Con, +4 natural armor, resistance to cold 10, claws 1d6, bite 1d8

Class Skills: Climb, Listen, Spot, Survival, Swim.

something in his other hand (such as a weapon) takes a –20 penalty to his grapple check to maintain the hold, but is not himself considered grappled and can defend himself or even make attacks against other opponents. See Chapter 7 of the *Monster Manual* for more information.

- Resistance to cold 10.
- **Scent:** Ursoi have remarkable olfactory capabilities and can distinguish smells easily, giving them the use of the scent extraordinary ability. Many ursoi rangers use this to track their prey even in blinding snowstorms or darkness.
- **Automatic Languages:** Ursoi. **Bonus Languages:** Common, Draconic, Icefolk, Thanoi.
- **Favored Class:** Ranger.
- **Level Adjustment:** An ursoi has an effective character level (ECL) of 7 + his class levels.

URSOI SOCIETY

The ursoi organize themselves into nomadic clans, which follow sources of food throughout the cycle of the year.

Ursoi young are raised by the community of females, while the males hunt and defend the clan.

LANDS

The ursoi originate far to the south of Icewall in a region known as Chorane that formed out of geothermic tunnels below the ice. Only a handful of clans remain there, as the rest now inhabit Icereach and occasionally venture further north onto the Plains of Dust during the dry winter season. Clan chieftains have met from time to time and discussed relocating one or more clans to Southern Ergoth, originally as a means of fighting the White Dragon Overlord Frost. With that dragon's defeat, several expeditionary bands have set forth to determine if establishing a home in the colder forests near the former lands of the Kagonesti is feasible.

SETTLEMENTS

Ursoi settlements are temporary, as the clans are nomadic and rarely stay in one place for longer than a month or two. Favored sites for ursoi camps include ice caverns, ravines, openings in the side of Icewall Glacier, and other

locations that combine shelter with adequate cover against potential threats. The ursoi do not hibernate, the way bears do, but they have been known to settle in for weeks at a time in the coldest months of the year, sending hunting parties out to attain food.

LEADERS

Clans are led by chieftains who are in turn supported by sub-chieftains. Clan chieftains come together regularly to share information, discuss the fate of the ursoi, and plan for war. Chieftains pass their title and position to their nephews or cousins, never to their sons; this has avoided the problem of rigid patriarchy and nepotism. These heirs are usually named as sub-chieftains ahead of time, giving them time to learn the art of leadership. Marriages between families are arranged by chieftains in order to secure enough relatives that a successor may always be found. Because the ursoi are fiercely honorable and loyal to the clan, internecine strife is almost unheard of, and a chieftain remains in his position until he dies or abdicates.

BELIEFS

Ursoi revere Chislev, whom they call the Great White Mother, and to a lesser extent Kiri-Jolith and Sargonnas, who are known as the Brothers of the Hunt. During the early Age of Mortals, some tribal shamans developed mysticism, but almost all have turned back to Chislev in the wake of the War of Souls and the return of the gods.

Ursoi do not hold the dead sacred. They believe that once the soul has departed, the body is no longer the person who inhabited it. Due to the scarcity of resources, therefore, ursoi do not bury their dead—they eat them. The same is true for those the ursoi kill in battle. This has given rise to a marked hostility from other races, especially the thanoi, who are furious at the ursoi's practices. The ursoi, on the other hand, consider it the highest sign of respect for one's kin and foe to leave their bodies behind as resources.

RELATIONS

The ursoi close to Icereach have made contact with thanoi and other minions of Ice and Freeze. The thanoi immediately attacked these new invaders, and as of the end of the War of Souls, the two races have been involved

in regular, violent exchanges. The ursoi had already dealt with dragons in Chorane, but none as large and dangerous as the Cold Sisters. Ice & Freeze are not yet ready to decide what to do with the ursoi, but the rumors they have heard of Chorane from their servants among the thanoi have certainly drawn their interest.

URSOI AS CHARACTERS

Ursoi are big, strong, and true to their word. Unlike minotaurs, who are also known for their loyalty to their families and their honorable approach to battle, the ursoi are not violent, nor do they consider themselves to be above the other races in any way but actual stature. Ursoi make compelling choices for those who like capable melee combatants and enjoy the role-playing challenge of a bestial race or for those who want to play a member of a powerful and honorable race but don't want to play a minotaur. Ursoi rangers, fighters, and even paladins make valuable additions to any adventuring party, so long as someone is able to act as an interpreter.

ADVENTURING URSOI

Although ursoi are very clan-dependent and do not like to leave their families, some go out into the world to seek adventure. For the majority of these bearfolk, they owe somebody or something a debt of honor. Someone may have saved their lives, or the lives of their kindred, and this can result in the ursoi swearing an oathbond for a year or more. Oathbound ursoi can also come about as a result of swearing vengeance against an enemy or promising to recover a lost family member or heirloom. Those ursoi who leave the clan because of an oath are not looked upon by their clan as deserters, rogues, or unfaithful individuals. Indeed, an ursoi is told as a cub to hold fast to a promise and to seek out something greater than himself.

CHARACTER DEVELOPMENT

Because of their great size and strength, any martial character class is an ideal choice for an ursoi. Avoid classes that are overly dependent on Charisma, however, for the ursoi penalty makes these poor choices. As ranger is the favored class for an ursoi, most adventuring ursoi will have at least one or two levels in the class. Ursoi spellcasters need at least a Wisdom of 13 in order to cast spells with verbal components; clerics, druids, and mystics are better choices than wizards, sorcerers, and bards. Ursoi rogues are likely to focus on stealth, but the penalties for being Large should be taken into consideration.

CHARACTER NAMES

Ursoi names are bold, guttural, and almost impossible to pronounce unless you're an ursoi. Ursoi who become adventurers usually gain nicknames based on their deeds or else allow non-ursoi to make their best attempt at their ursoi name: Axethrower, Farseeker, Hillclimber, Manhunter, Tuskslayer, and Wyrmslayer are common male ursoi names, while females go by less aggressive names such as Clanmother, Deersinger, Iceprayer, Nightwisher, and Truthspeaker. Quite often, they take on Icefolk names

as their human name, and rely on their non-ursoi traveling companions to announce them. These adopted names include Gunnar, Helgard, Lars, Reigvasser, Tornassuk, and Volker.

ROLEPLAYING AN URSOI

The most challenging aspect for an ursoi player is communication. An ursoi must get his message across without being able to speak even so much as a single word of Common, although having friends and allies with spells like *tongues* can certainly help to offset this drawback. Ursoi present an opportunity to play what is, in many ways, an evolved bear. Stressing the connection to family, loyalty to those who deserve respect, and an almost fearless approach to battle make the ursoi a welcome change from savage non-human races.

PERSONALITY

Ursoi have strong, unshakeable beliefs in the importance of nature, clan loyalty, and justice. Individual ursoi place a great emphasis on personal honor and repaying debts owed to others, and some ursoi have been known to serve as bodyguards and protectors to non-ursoi to whom they owe their lives. Ursoi command respect, and they give it to those worthy of it. They have no special intolerance to other races, but form quick impressions of individuals based on their actions. An ursoi's word is his bond, and this more than any other character trait is key to understanding their personalities.

Roleplaying Application: If you make an oath or a promise, keep to it. Although you have no magical enforcement of these oaths, it is an alien thought to you not to do your best to uphold it. Assess each individual as you encounter him or her, and avoid stereotypes and generalities. Unless your foe is a thanoi or a dragon, take the time to decide what their motivations are before blindly attacking them. If you have sworn an oath of protection for another, never let your guard down and keep your ward foremost in your thoughts.

BEHAVIORS

Although their size and natural weapons seem fearsome, ursoi are not violent by nature. Most are in fact gentle and considerate outside of a fight. Ursoi are ferocious in battle, but do not enter into it lightly. They are not berserkers, and know when and where to choose their fights. Because they are equally dangerous armed or unarmed, an ursoi will not hesitate to use whatever means is necessary to engage an enemy, whether that be with a pick or with its claws and bite. An ursoi will, unless told not to, keep the bodies of those foes it has slain as food for later. This is a behavior that is often curtailed once the ursoi realizes his companions are horrified by it.

Roleplaying Application: In times of peace or social discourse, be gentle if not graceful. Allow others to carry out their duties and tasks without interruption, and work as part of a larger group where needed. In battle, strive to end the fight as soon as possible. Against an enemy, every blow should be a deathblow. Once you have committed to



a fight, unless the opponent surrenders you will brook no quarter and take their corpse as food for the clan once it is over.

LANGUAGE

Ursoi speak Ursoi, which is a very difficult language of growls and humming sounds. They are unable to speak other languages, but can understand them. Many ursoi understand Common or Thanoi. When active outside of the clan and their homelands, ursoi like to travel with companions who can translate for them. If no translator is available, an ursoi resorts to sign language (such as Handtalk) or writing things down as best as he can.

Roleplaying Application: Pick somebody else in the party. They are your translator. If they spend sufficient skill points to learn Ursoi (2 points for most classes, but 1 point for bards), they can listen to your speech and then translate into Common or whatever other language suits. Work with that player to establish a bond between your characters. There is much room here for humor, as the translator embellishes or changes the actual meaning or words of the ursoi's language. Even more amusing would be the translator who doesn't actually understand Ursoi but does his best to fake it.

URSOI ADVENTURES

Most adventures involving the ursoi take place in Icereach or on Icewall Glacier. The ursoi are not an immediately hostile force, although if the heroes demonstrate a lack of decency or honor, there's a good chance they will run afoul of the bearfolk. Because ursoi are opposed to the thanoi and white dragons, a band of ursoi dragon hunters or tuskslayers makes for a considerably potent group of allies against those foes.

- The heroes are part of the Solamnic operation to reclaim and recover the lands of Southern Ergoth after the events of *Price of Courage* and the death of Frost. While traveling in the lands of Ergonesti, they encounter a small group of ursoi who have been tracking rogue thanoi and ogres for weeks. Word of bear-like hunters may already have reached the Solamnic outpost of Castle Eastwatch, but the reports are mixed. Are these creatures friend or foe?
- A lone ursoi chieftain has lost his entire clan to a surprise attack by the twin white dragons of Icereach, Ice and Freeze. Swearing an oath of vengeance against them, the ursoi travels to the nearest civilized town—Zeriak—to gather allies. The heroes are already in Zeriak, wondering what to do, when the

chieftain arrives and presents his case in gestures and angry growls. If the heroes join the chieftain, they slowly realize that the ursoi has gone mad and is now consumed with thoughts of suicidal revenge.

URSOI RACIAL CLASS

MONSTROUS HUMANOID

The ursoi are one of the most powerful sentient races of Ansalon, equal in raw muscle to ogres and gifted with sharp claws and a deadly bite. As a 5 Hit Dice race with a level adjustment of +2, an ursoi without class levels is the equivalent of a 7th-level character. The following racial class will allow you to play an ursoi from 1st level.

RACIAL TRAITS

Characters using the ursoi racial class start with the following racial traits. Note that these are not identical to the regular ursoi's full set of racial traits because the ursoi's ability scores and racial Hit Dice increase with level as shown below.

- Strength +2, Intelligence -2, Wisdom +2, Charisma -4. Ursoi are strong and perceptive, though intellectually and socially disadvantaged compared to other races.
- Medium size.
- An ursoi's base land speed is 30 feet.
- Darkvision out to 60 ft.
- Natural Weapons: An ursoi has two claw attacks that are primary natural weapons dealing the indicated damage plus his Strength bonus. An ursoi can make two claw attacks as a full attack, or when wielding a manufactured weapon, he may use them to make secondary attacks as part of a full attack. Ursoi also have a bite attack that deals the indicated damage plus 1/2 Strength bonus. The ursoi's bite is always a secondary attack (-5 to attack bonus).
- Natural Spell: Ursoi with a Wisdom of 13 or higher are able to cast spells with verbal components even though they cannot form traditional sounds with their mouths. Ursoi with Wisdom of 12 or lower are incapable of casting spells with verbal components and make ineffective spellcasters.
- Automatic Languages: Ursoi. Bonus Languages: Common, Draconic, Icefolk, Thanoi.
- Favored Class: Ursoi. An ursoi may not take levels in any other class except ursoi until he has gained all seven ursoi racial class levels. Ursoi usually take levels in fighter or ranger after this point.

TABLE: ELDER PHAETHON

Hit Die: d8

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+0	+2	+2	+2 Cha, flaming wings (1d8 fire, fly +10 feet), spell resistance
2nd	+2	+0	+3	+3	+2 Str, flaming wings (2d6 fire, fly +10 feet, good maneuverability), fiery aura
3rd	+3	+1	+3	+3	+2 Dex, flaming wings (3d6 fire, fly +10 feet), native outsider

Class Skills (2 + Int modifier per level): Concentration, Craft, Diplomacy, Heal, Intimidate, Knowledge (all skills, taken separately), Perform.

CLASS FEATURES

All the following are class features of the ursoi racial class.

Weapon and Armor Proficiency: Ursoi are proficient with all simple weapons, light and medium armor, and shields.

Feats: An ursoi gains a feat at 1st level and 4th level. Typical choices include Power Attack and Track. After 7th level, he gains feats normally according to his Hit Dice, level adjustment, and class levels.

Natural Armor: Ursoi begin with a +1 bonus to natural armor at 1st level, increasing to +2 at 3rd level, +3 at 5th level, and +4 at 7th level.

Skills: At 2nd level, an ursoi gains a +2 racial bonus to Survival and Swim checks. This increases to +4 at 5th level.

Improved Grab (Ex): At 3rd level, an ursoi who hits with one of his claw attacks may immediately attempt to start a grapple. He does not need to make a touch attack first. This ability works only against targets one size category smaller than the ursoi or smaller. An ursoi who has something in his other hand (such as a weapon) takes a -20 penalty to his grapple check to maintain the hold, but he is not himself considered grappled and can defend or even make attacks against other opponents. See Chapter 7 of the *Monster Manual* for more information.

Scent (Ex): An ursoi has a keen sense of smell. Beginning at 4th level, he can detect opponents within the given range (double range if the scent is upwind, one-half range if it is downwind) and may take a move-equivalent action to determine the direction of a scent. If an odor source, such as an opponent, is within 5 feet, the ursoi can pinpoint that source. Ursoi can use the scent ability to track an enemy by smell.

Cold Resistance (Ex): An ursoi gains resistance to cold 5 at 2nd level and resistance to cold 10 at 7th level.

Large Size: At 6th level, the ursoi's size increases one category to Large, and his natural reach increases to 10 feet. He incurs the usual penalties for Large creatures.

ELDER PHAETHON PRESTIGE CLASS

This is a tall, angelic figure with refined elven features. He has white hair, black eyes, and copper colored skin. Brilliant flaming wings sprout from his broad shoulders, dazzling in variegated colors of red, orange, and white, with occasional flickers of blue.

A handful of phaethons carry within them the legacy of their divine origins, a fiery phoenix-like spark which smolders and dances unnoticed for most of their lives. As they mature, however, these individuals gradually begin to feel the pull of something greater, and when the time is right, they find themselves ascending into the skies to the very limits of their endurance. At this point, closer to the sun and in the reaches of the upper atmosphere, they undergo a surprising and wondrous change. This apotheosis transforms them into elder phaethons.

An elder phaethon is the embodiment of the ideals of

the race, blessed by Habbakuk, Sirrion, or Sargonnas with searing wings over 30 feet wide and an impossibly noble bearing. They are as much angels as they are elf cousins, and their fate is forever tied to their kindred. They are guardians, solitary and watchful, and are perhaps the true voice of the phaethon people.

BECOMING AN ELDER PHAETHON

Most elder phaethons begin as monks or rangers. Some are clerics of one of the Great Patrons. A few elder phaethons discover the secrets of sorcery and practice wild magic, but they are in the minority.

The Rite of Ascension, a deeply personal and moving experience for the would-be elder, is not something that occurs at a time of the phaethon's own choosing. Some phaethons never feel the pull skyward and remain as they are until they die. In terms of the game, however, this call to ascend is something that must be worked out between you and the Dungeon Master. There is no special feat, alternative class feature, or skill to represent it, but the requirement of two Knowledge skills at 10 ranks does reflect that the phaethon has devoted time to uncovering his race's traditions.

The Rite should be played out during the course of the game once the character has attained 7th level and has earned the opportunity to take levels in the elder phaethon prestige class. If the DM is satisfied, you meet the class' entry requirements.

ENTRY REQUIREMENTS

Race: Phaethon.

Base Attack Bonus: +4.

Skills: Any two Knowledge skills 10 ranks.

Special: Undertake the Rite of Ascension and survive.

CLASS FEATURES

As an elder phaethon, your racial traits advance steadily over three levels. Your flight speed and the fire damage from your wings increase at each level. Once you have attained all three levels in the class, your transformation is complete.

Flaming Wings (Su) At each level, your manifested wings increase in size and power and your flight speed increases by 10 feet. At 1st level, the fire damage dealt by your wings increases to 1d8. At 2nd level, your maneuverability increases to good and the fire damage increases to 2d6. At 3rd level, the fire damage increases to 3d6.

Spell Resistance Beginning at 1st level, you gain spell resistance equal to your character level +10.

Fiery Aura (Su) Once per day at 2nd level, you may wreath your body in an aura of radiant flame. While your aura is active, you cannot use your wings to fly, but you gain a deflection bonus to Armor Class equal to your Charisma bonus (if any), and any creature striking you with a handheld melee weapon or natural weapon (including an unarmed strike) takes fire damage equal to that delivered by your wings. You may maintain the



fiery aura for a number of rounds equal to 3 plus your Constitution modifier.

Native Outsider At 3rd level, your type changes to outsider (fire, native). You are no longer susceptible to spells and effects that target humanoids or elves; however, you are vulnerable to any effects targeting outsiders or fire creatures. As a native outsider, you still need to eat, breathe, and sleep, but you no longer suffer the effects of aging or disease.

PLAYING AN ELDER PHAETHON

As an elder phaethon, you are much like regular phaethons, although you are far more cerebral and nimble. You are generally more aloof from the affairs of your kinsmen, though you act as a guardian and guide for their own paths to enlightenment. You may decide that your true path lies outside your community and in the pursuit of greater and nobler deeds. In this way, you devote your efforts to a life of adventure.

Combat: With improved wings, a deflection bonus, and a good base attack bonus, you are a dangerous opponent. Melee combat is more of an option for you than other phaethons, because you are more able to deal effective attacks at close range. But, as always, the advantage of flight puts you in an excellent position to make ranged attacks.

Advancement: As a three-level class, the elder phaethon prestige class won't take up too much of your advancement. Consider the class you will advance in after you have achieved all three elder phaethon levels. Other prestige classes may suggest themselves to you, but remember that becoming an elder phaethon means that you're at least three levels behind in your primary character class than others of your effective character level. If you haven't already taken them, choose feats like Flyby Attack, Hover, and Wingover to improve your agility and effectiveness in flight.

Resources: You have the resources of your phaethon community, assuming you haven't abandoned them. Although this won't be much in terms of material wealth, a phaethon community may still serve to assist you in other ways: providing cohorts, obtaining spellcasting services, a temporary place to train or rest, and so forth.

ELDER PHAETHONS IN THE WORLD

Although considered the leaders and ascended benefactors of the phaethon society, elder phaethons typically have little to do with the usual day to day affairs of other phaethons. They spend a great deal of time in thought, soaring through the skies patrolling, or engaged in debate with one another. Elder phaethons have little need for company when not directing units of phaethons into battle.

NPC Reactions: Even more so than other phaethons, an elder phaethon's angelic appearance inspires awe among the commonfolk. The forces of both good and evil will attempt to recruit any elder phaethon they encounter to their causes. Clerics and other followers of Habbakuk may

know something of the origins of the phaethons and will aid and support an elder phaethon whenever possible.

ELDER PHAETHONS IN THE GAME

As far as prestige classes go, the elder phaethon's prerequisites are few. Any 7th-level character with an average or better base attack bonus can qualify, assuming the Knowledge skill is a class skill. The challenge for an aspiring elder phaethon is in passing the Rite of Ascension, and this is ultimately a matter for you and your DM to decide upon. In higher-level games, in which player characters are created at an advanced level of experience, it may be tempting to simply create a phaethon character with this class already added. At the very least, you should work out the details of the Rite with your DM and make it a big part of your character concept.

Adaptation: You might use the elder phaethon as a model for other paragon-type prestige classes for races with unique or interesting abilities. The elder phaethons are essentially a form of a planetouched character, like the aasimars and tieflings, so perhaps other gods bestowed their divine gifts upon mortals the way Habbakuk was said to do with the phaethons. Some work will be needed to adapt the class fully, but the three-level model is a decent way of creating a player-friendly solution to racial or creature templates.

OTHER RACE ALTERNATE CLASS FEATURES

The following alternative class features extend the options for the races included in this chapter.

CENTAUR PALADIN

The noble centaurs of the plains are passionate creatures, and those who have taken up the mantle of paladin are no less fervent in their cause. They have no need of a

warhorse, so their deity (usually Habbakuk or Kiri-Jolith) rewards their conviction in other ways.

RIGHTEOUS CHARGE

Calling upon your deity, your charge becomes a deadly blow of deliverance.

Level: 5th.

Replaces: If you select this class feature, you do not gain a special mount.

Benefit: Beginning at 5th level, you may declare a charge action to be a righteous charge before making the attack roll (a failed attack ruins the attempt). If you hit, you deal triple damage with a melee weapon or quadruple damage with a lance. You may use this ability once per day at 5th level and an additional time per day at 8th, 11th, 14th, 17th, and 20th levels.

Normal: You deal normal damage with a charge or double damage with a lance.

KYRIE RANGER

The innate mystical talents of the kyrie work well with the skills and training of a ranger, providing a synergy that makes the kyrie ranger a force to be reckoned with in any era.

MYSTIC SYNERGY

Your innate spellcasting talents improve as your ranger levels increase.

Level: 2nd.

Replaces: If you select this class feature, you do not gain access to the normal ranger spellcasting at 4th level.

Benefit: You may add half your ranger levels to your innate mystic levels in order to determine your mystic caster level, spells known, and spells per day. You may choose spells from the ranger spell list as spells known in addition to those from the standard cleric list.

Special: If you also have levels in mystic, those levels stack with the additional levels added by this class feature.

PHAETHON ΜΟΝΚ

The devotees of Sirrion among the phaethon call themselves the Order of Sirithos. Unlike other monks, the brothers of the Order embrace the chaotic aspects of their fiery patron and eschew the lawful disciplines. Phaethon monks in the Order must be chaotic in alignment and suffer the same penalties if they change to a non-chaotic alignment as standard monks do if they change to a non-lawful alignment.

DANCE OF FLAMES

You abandon the inner disciplines and meditations of other monks in order to unleash the chaotic dance of your patron.

Level: 3rd.

Replaces: If you select this class feature, you do not gain the following monk abilities at their respective levels: Still Mind, Purity of Body, Wholeness of Body, Diamond Body, Diamond Soul, Timeless Body, Empty Body, Perfect Self.

Benefit: Beginning at 3rd level, whenever you make a full attack using your flurry of blows, you may also move up to your speed. You must move a minimum of 5 feet between each attack, and you may not enter a square you just exited. Dancing in this way provokes an attack of opportunity, but you may tumble as part of your move. While dancing, you may not use any skill or ability that requires concentration or which requires you to remain still, such as Hide or Move Silently. You may perform such a dance only once per encounter, and the dance lasts for 1 round for every 2 ranks in Perform (dance) you possess.

Once the dance has ended, you are fatigued for the remainder of the encounter. You may perform the Dance of Flames only once per day at 3rd level. The number of times per day increases by 1 for every 4 levels afterwards: twice a day at 7th level, three times per day at 11th level, four times per day at 15th level, and five times per day at 19th level.

In addition to the dance's other effects you gain a bonus to all Will saves and damage rolls for the duration. Your

bonus begins as +1 at 3rd level, increasing by +1 at 5th level and every 4 levels after that: +3 at 9th level, +4 at 13th level, and +5 at 17th level.

At 9th level, you are no longer fatigued after your dance has ended. At 20th level, you are immune to all mind affecting or enchantment effects while dancing, and there is no limit to the number of times per day that you may dance.

THANOI BARBARIAN

Thanoi barbarians are at home in their arctic environment, used to the frozen plains and bone-chilling waters. They have little use for evading traps, focusing instead on the fine art of ambush.

SAVAGE AMBUSH

You have perfected the art of making savage attacks from the water or out of the snow, surprising your foes.

Level: 1st.

Replaces: If you select this class feature, you do not gain the fast movement or trap sense class features.

Benefit: If you begin the round with total concealment or total cover from your opponent, any melee attack you make against that opponent on that round gains a +1 bonus to attack and damage rolls. This bonus increases by +1 at 3rd level and again at every 3rd level after that: +2 at 3rd, +3 at 6th, +4 at 9th, +5 at 12th, +6 at 15th, and +7 at 18th. You do not gain this bonus if your opponent becomes aware of you (such as with blindsense, tremorsense, *see invisibility*, etc).

URSOI FIGHTER

The ursoi uphold their oaths with a fervor and conviction seldom seen in other races. An ursoi who has vowed an oath of honor with somebody becomes a stalwart defender of that individual until the pact is ended.

OATHBOUND PROTECTOR

Honor and loyalty are your guiding principles. You consider yourself the perfect bodyguard and will stand by your charge at any cost.

Level: 1st.

Replaces: If you select this class feature, you do not gain your bonus fighter feat at 1st level.

Benefit: You gain the Honor-bound feat for free (see the *Dragonlance Campaign Setting*). In addition, you may choose a single individual to whom you have made an oath, promise, or pact of protection and service. For as long as the oath is current, you may make an attack of opportunity against any opponent who makes a melee attack upon the individual under your protection. You gain a +1 bonus on attack and damage rolls with this attack of opportunity, which increases by +1 for every 5 levels of fighter you possess (+2 at 5th, +3 at 10th, +4 at 15th, and +5 at 20th level). The opponent must be within your own threat area for you to use this ability.

Special: If you break your oath, you lose the benefits of the Honor-bound feat and may not use this ability again until you atone (see the *atonement* spell).



Appendix: RACIAL MISCELLANY

Go to the Southward, find the masked leader of the elves, and kill him,” *he said with uncharacteristic bluntness.* “In the arsenal is a leather-bound case. It contains various bolts for the weapon. Each has a special use.”

The kind she and Waymark had used was called a whisper bolt, which flew silently over its effective range of two hundred yards. There were also lightning bolts that could pierce an inch of steel armor plate at a hundred yards. Fire bolts were loaded with an incendiary paste that ignited three seconds after being loosed. Dragon tooth bolts had gilded heads coated with poison.

“Use the dragon tooth bolts only when you have the rebel in sight. A scratch will cause certain death in a day. A deeper wound, and the victim may last an hour. Bury the bolt in his flesh, and he will be dead before his head hits the ground. You leave today.”

“And my support?”

“None. Hire what porters or guides you need. Kill them when you’re done with them. Understand?”

She did. Left unsaid but understood by both of them was that Breetan must succeed or die.

Elven Exiles II: Alliances

Paul B. Thompson and Tonya C. Cook

In this appendix, a number of useful tables, charts, and new rules are provided to flesh out your characters. All have a racial theme, from new dwarf, elf, and gnome feats to racial weapons, vital statistics for all the races, and even magic items with strong racial ties. As the Dungeon Master, it is your job to decide how much of this material you wish to use in your campaign, and when to introduce it.

FEATS

The following feats supplement those provided in the *Player’s Handbook* and in other Dragonlance game products. Most are specific to one or more races described in this book. If a feat has a specific race or races as a prerequisite, the feat is also open to half-human children of those races (thus, half-kender may take kender feats, half-dwarves may take dwarf feats, etc) unless otherwise noted.

ARCANE DISBELIEF [GENERAL]

You are so stubborn and hard headed that you flat out refuse to believe that arcane magic can be as potent as everyone makes it out to be.

Prerequisites: Dwarf or gnome.

Benefit: When you encounter an illusionary effect, you automatically get a Will save with a +4 bonus. You are not required to interact with the illusion or study it in order to disbelieve it. In addition to this you gain a +1 bonus against spells and spell like effects that stacks with any racial bonuses.

ARCANE RESISTANCE [GENERAL]

Your innate resistance against magic is incredibly strong.

Prerequisites: Dwarf or gnome, base Will save +5, Arcane Disbelief feat

Benefit: You gain spell resistance equal to 10 + half your character level.

ATRAKHA COMMUNICATION [GENERAL]

You can use an atrakha flute for communication across vast distances of forest.

Prerequisite: Elf or half-elf, must have been accepted as a member of the Kirath.

Benefit: You can send a secret message with the music of your atrakha flute, using your Bluff skill (see the description of the Bluff skill for details); you may, at your option, substitute your Survival skill bonus for Bluff for this purpose. Additionally, you gain a +4 competence bonus to the attempt. If the intended recipient also has this feat, the check DC drops by 2. A Perform check is not necessary to send a message.

Normal: You are unable to use the atrakha flute to send secret messages.

Special: Attempts to intercept messages sent in this way receive a +2 circumstance bonus if the interceptor also has this feat.

BULL OF THE SEA [GENERAL]

Nautical talent is strong in your blood.

Prerequisite: Minotaur.

Benefit: Swim and Use Rope are always class skills for you, regardless of your character classes. You gain a +2 bonus on all Profession (Sailor) and Balance checks, and mariner replaces fighter as your favored class.

Special: This feat may only be taken at 1st-level.

CHANGER ADEPT

You have devoted your time and effort into expanding your shapechanging talents.

Prerequisite: Irda, Int 17, level 7th.

Benefit: You may add animal, magical beast, ooze, and plant to your list of creature types you may change shape into. In addition, you gain a +2 bonus to saving throws against transmutation spells and effects, and you may modify the effective caster level of any transmutation effect that targets you by one (from -1 caster level to +1 caster level) for the purposes of variable effects, duration, etc.

Normal: You may only change shape into a humanoid, monstrous humanoid, or giant.

CHANGER SAVANT

You have mastered the art of changing form.

Prerequisite: Irda, Int 19, level 13th, Changer Adept.

Benefit: You may *polymorph* as a spell-like ability usable 3 times a day in addition to your change shape racial ability. The caster level is equal to your character level.

Normal: You may only change shape into a humanoid, monstrous humanoid, or giant.

CONFOUNDING BABBLE

You have the uncanny ability to confuse and baffle people. Even your enemies are unable to resist listening to your inane tales or confusing doubletalk.

Prerequisites: Kender, Gnome Bluff 9 ranks

Benefit: You must declare that you are using this ability instead of an attack action. Instead of making an attack against a foe you instead direct all your attention to one foe and speak to them. The foe you select must make a Will saving throw (DC 10 + ½ your character level + your Chr modifier). If the defender fails their save they are dazed for one round. Dazed creatures are unable to act normally. A dazed creature can take no action, but has no penalty to AC.

This condition only lasts for one round. Constructs, oozes, plants, and undead can not be affected by this ability. You may use this ability three times a day.

CROSS-TRAINED SPECIALIST [GENERAL]

You have mastered two separate fields of study and can apply knowledge of one to aid with the other.

Prerequisite: Two Intelligence-based skills 10 ranks.

Benefit: You receive a +2 bonus on checks for each chosen skill.

Special: This feat may be taken multiple times, but it must be for a different combination each time.

DEMOLITION STRIKE [GENERAL]

You are skilled in seeking out and exploiting weaknesses in constructed objects.

Prerequisites: Dwarf, Improved Sunder, Wis 13

Benefits: You may ignore the hardness of an object when making a sunder attempt by an amount equal to half your character level. In addition, you may ignore a construct's immunity to sneak attacks and critical hits.

DISCIPLINED [GENERAL]

You maintain composure even in life-threatening situations.

Benefit: You gain a +1 bonus to Will saves and a +2 bonus to Concentration skill checks.

EARTH PRESENCE [GENERAL]

You have a strong connection to the earth and can use it to feel slight movements around you.

Prerequisites: Dwarf, base Fortitude save +5, Dex 13

Benefit: As long as you are touching the earth you gain a +2 bonus to Reflex saves and cannot be caught flat-footed by creatures within 30 feet of you.

ERGONOMIC DESIGNER [GENERAL]

Your inventions tend to be smaller and less complicated than other gnome inventions, without sacrificing functionality.

Prerequisite: Mad Genius

Benefit: You can increase the base complexity of your invention as though it were one size category larger, without actually increasing the base size of the invention (for example, you could build a Medium invention that has the same base complexity as a Large sized invention).

EXPERT JEWELER [GENERAL]

You have reached a level of skill with gemstones that few can match.

Prerequisites: Craft (jewelry) 5 ranks

Benefit: You may take a gem and attempt to increase its value by cleaning it and removing flaws from its surface. By making a Craft check you increase the value of any gem by the percentage of your Craft skill check. For example if you make a Craft skill check and the result is a 21 then you increase the value of the gem by 21 percent.

Retry: You may not retry on a gem you have already modified.

Special: Having 5 ranks in Craft (jewelry) gives you a +2 synergy bonus on Appraise checks for gems and jewelry.

FAVORED OF THE MOONS [GENERAL]

Certain races have developed traditions of focused arcane magic that exist parallel to the Orders of High Sorcery to varying degrees. The Irda have been practicing this completely outside the jurisdiction of the Orders for thousands of years. The Qualinesti and Silvanesti elven mages technically owe allegiance to the Orders, but have

often practiced without close contact or frequent visits to the Towers of High Sorcery.

Prerequisite: Elf or Irda; must have one of the gods of magic as a patron deity.

Benefit: If you select this feat, you gain the benefits (and penalties) of the Moon Magic class ability of the Wizard of High Sorcery. If you later take a level of the Wizard of High Sorcery prestige class, the benefits of High Sancton are doubled for you if your moon is not in conjunction with either of the other two moons (+2 caster level, +2 bonus to saving throw DCs against your spells).

Special: This feat may be taken as a wizard's bonus feat at 5th, 10th, 15th, or 20th level.

FEY-FRIEND [GENERAL]

Kagonesti elves have long allied themselves with the fey creatures of their beloved woods, and some Qualinesti have learned from their Kagonesti cousins the value of befriending the forest folk.

Prerequisite: Non-evil alignment, elf or half-elf, must have risked your life to perform some selfless service for a fey creature.

Benefit: A fey creature has bestowed the mark of fey-friend upon you. All fey creatures are aware of this mark when they can see you, and non-evil fey will respond to you with a Friendly initial attitude. This mark is invisible to all other creatures; no magic possessed by mortals will reveal it to a non-fey.

Fey do not forget those who have been kind to them. You may ask assistance from fey creatures 1/week as with the favor ability of the noble class (with a bonus of +2). The sort of assistance rendered should be limited to that which fey creatures would be able to provide.

Special: You may select this feat more than once; each additional selection requires an additional dangerous and selfless service from you for a fey creature, and adds an additional +2 to the favor check.

If you even attack a non-evil fey creature, or through negligence harm a fey creature or a fey creature's home or sacred grounds, the mark disappears and you immediately lose the benefits of this feat.

GASSY [GENERAL]

You have a small intestinal problem that causes gasses to back up within you. You may unleash this build up from time to time.

Prerequisites: Gully dwarf, Con 13

Benefit: Three times a day you can expel noxious gasses that sicken other individuals around you. On your turn, as a standard action that does not provoke an attack of opportunity, you can release a cloud of gas as a 10-ft. radius spread centered on you. Everyone within the affected area must make a Fortitude save (DC 10 + 1/2 your character level). If they fail they are sickened for a number of rounds equal to your Constitution bonus. If they save they are immune to any more attacks of this nature for the remainder of the encounter. This ability can only work on creatures that breathe.

GNOME'S LUCK [GENERAL]

When inventions go awry, you have a knack for avoiding most of the brunt of the mishap. Too bad your friends can't say the same thing.

Prerequisite: Gnome.

Benefit: You may receive a +1 circumstance bonus to a saving throw for every -1 circumstance penalty you inflict on an ally within 30 feet, to a maximum of +5. Both you and the ally must be making the saving throw against the same



source. If the ally succeeds on his or her modified saving throw, he or she cannot be the target of this effect for 24 hours.

GNOME SYNERGY [GENERAL]

You like to share your knowledge and experience with others, encourage them at their tasks, and generally help them accomplish their goals.

Prerequisite: Gnome.

Benefit: For any skill in which you have 5 ranks which provides a synergy bonus to another skill, you may lend this bonus to another gnome within 30 feet who also possesses this feat.

IMPROVISE WEAPON [GENERAL]

You are able to make better use of mundane items as improvised weapons.

Prerequisite: Appraise 1 rank.

Benefit: With at least a full round action to acquaint yourself with the item's weight and properties, you can reduce the penalty for making an attack with an improvised weapon to -2.

Normal: Without this feat, using an improvised weapon incurs a -4 penalty to attacks.

Special: A fighter may take this feat as one of his bonus fighter feats.

GREATER IMPROVISE WEAPON [GENERAL]

You have mastered the use of improvised weapons.

Prerequisite: Improved Weapon.

Benefit: You can now ignore the penalty for making an attack with an improvised weapon.

Normal: Without this feat, using an improvised weapon incurs a -4 penalty to attacks.

Special: A fighter may take this feat as one of his bonus fighter feats.

IMPROVISE MASTERWORK ITEM [GENERAL]

You may make quick improvements on a single item by using common tools and his knowledge of his craft.

Prerequisites: Int 13+, Craft (specific skill) 4 ranks.

Benefit: With at least 10 minute's preparation and by making a successful DC 15 Craft (appropriate skill) check, you may temporarily treat any single mundane piece of equipment as a masterwork item. This item remains enhanced for a number of hours equal to your Craft skill bonus. Improved masterwork items cannot be made into magical items, and will be recognized as improvised items with a DC 15 Appraise check, thus making it difficult to sell them at higher value. Any improvised item that takes damage or is the target of a critical hit (such as improvised masterwork armor worn by the target of a critical hit) loses its temporary bonus.

Special: This feat can be taken more than once. Each time, it applies to a different Craft skill.

IMPROVED TAUNT [GENERAL]

You are especially skilled in the art of enraging individuals through insults and jeering.

Prerequisites: Charisma 13+, Taunt exceptional ability.

Benefit: On a successful Bluff check versus an target's Sense Motive check, you cause the target to suffer a -2 penalty on attack rolls and AC. The taunt shifts the attitude of the target two steps towards Hostile (See the Dungeon Master's Guide, Chapter 4, NPC Attitudes).

The duration of the taunt is a number of rounds equal to the character's Charisma bonus, twice that if the Bluff check

exceeds the target's Sense Motive check by 10 or more. This ability is only effective once per encounter.

With this ability you may choose to target a crowd in place of an individual target. If you make a successful Bluff check with a DC of 10 + 1 for every 2 targets in the crowd, their attitude shifts one degree towards Hostile, but they do not suffer any penalties to attack rolls and AC.

Special: Close friends and long time acquaintances of the individual doing the taunting are entitled to a +4 morale bonus to resist the effects of the taunt if they are targeted.

LEGIONARY SHIELD WALL [GENERAL]

As a minotaur legionary, you have learned to fight effectively as part of a unit, supporting each other with their shields.

Prerequisites: Minotaur, base attack bonus +2, must have trained as a soldier of the Imperial Legions.

Benefit: If you are wielding a shield, you may use up one of your attacks of opportunity to assist an adjacent ally against a single attack, granting that ally a bonus to AC equal to half your shield bonus (minimum +1) against that single attack.

Special: A minotaur fighter may select this feat as one of his fighter bonus feats.

LIGHT-FINGERED [GENERAL]

You can perform acts of sleight of hand with astonishing speed.

Prerequisites: Kender, Dex 13

Benefit: You make Sleight of Hand checks as a free action.

Normal: There is normally a -20 penalty for performing Sleight of Hand as a free action.

Try Again: Every attempt past the first adds 10 to the DC of the check.

LUCKY [GENERAL]

You manage to survive situations through sheer good fortune.

Benefit: You gain a +1 luck bonus to all saving throws.

MAD GENIUS [GENERAL]

Your inventions tend to work the way you originally designed them, at least most of the time. Unfortunately, it's whispered behind your back (well, okay...so it's shouted, it's hard to whisper over the sound of steam-whistles!) that you are quite mad.

Prerequisite: Mad/thinker gnome or jack-of-all-trades half-gnome.

Benefit: You may eliminate one quirk in a contraption per point of Intelligence bonus, though the complexity of the contraption increases by 10 points for every quirk you eliminate.

MIMIC [GENERAL]

You possess a natural talent for impersonation.

Benefit: You gain a +2 bonus on Disguise and Perform skill checks.

MINOTAUR SHIPWRIGHT [GENERAL]

The minotaurs are the most advanced shipbuilders in Ansalon.

Prerequisites: Minotaur, Craft (carpentry) 4 ranks.

Benefit: This feat grants numerous benefits. First, you gain a +4 competence bonus to all Craft (carpentry) checks regarding ships. Additionally, you may take 10 on such checks when distracted (such as performing repairs on a ship in combat or in rough seas). Further, with a successful Craft (carpentry) check, you may estimate any ship's size, top speed, crew size, state of repair, and other useful information

(DM's discretion) after spending a single full round doing nothing but observing the ship.

Quick-Thinking [GENERAL]

You react quickly to danger.

Benefit: You gain a +2 bonus to Initiative rolls and a +2 bonus to all Spot skill checks.

Sharp-Eyed [GENERAL]

You have an eye for small details.

Benefit: You gain a +2 bonus on Search and Sense Motive skill checks.

Squirm

You have a natural ability to resist being held.

Prerequisites: Kender, Dex 13

Benefit: You gain a +4 bonus to Escape Artist checks to escape a hold and a +2 bonus to all other Escape Artist checks.

Stubborn [GENERAL]

You are exceptionally headstrong and bull-headed. It is difficult to sway you from your intended course of action.

Benefit: You gain a +1 bonus on Will saves and a +2 bonus to Intimidate skill checks.

The Bigger They Are

You are able to seek out weaknesses in creatures larger than yourself.

Prerequisites: Small size or smaller, base attack bonus +4

Benefit: You gain a +1 bonus to damage for each size category larger an opponent is from you. So if you are Small you gain a +1 bonus against Medium opponents, +2 against Large opponents, +3 against Huge opponents, and so on.

Unfettered Creativity [GENERAL]

When you work on an invention, you seem able to pack a surprising amount of functionality into a small amount of space. Too bad it tends to be even more quirky than most gnome inventions.

Prerequisite: Tinker gnome or single-minded half-gnome.

Benefit: You can create contraptions that add complexity as if they were one size category smaller than they are, though the invention automatically gains another quirk.

Verdant Spirit [GENERAL]

While most elves feel at home in the wilderness, you feel a strong spiritual connection to it that others do not. It affects every aspect of your life, no matter what career you choose.

Prerequisite: Elf or half-elf.

Benefit: Knowledge (nature) and Survival are always class skills for you, and you receive a +1 racial bonus to both skills. If you are Kagonesti, your racial bonus to these skills is increased to +2.

Woodshaper [GENERAL]

Elven wizards have long held secrets of shaping wood, guiding the growth of trees, and enhancing cropland that most other arcane spellcasters have been unable to replicate.

Prerequisite: Elf or half-elf, able to cast 1st-level arcane spells.

Benefit: You gain a +2 bonus to Knowledge (nature) and all Craft checks involving wood or plants.

In addition, you may add the following spells as arcane spells on your spell list, which you may learn and cast as normal.

1st level: *shillelagh*

2nd level: *wood shape*

3rd level: *plant growth*

4th level: *anti-plant shell*

5th level: *awaken* (plants only)

6th level: *tree stride*

Wizards must add them to their spellbooks as normal before they may cast them, and spontaneous casters must add them to their list of spells known as normal before they can cast them.

Normal: These are normally divine spells only.

Special: Those qualifying for this feat may select it instead of a bonus metamagic feat granted by the wizard class.

ARMOR

The majority of Ansalon's intelligent races have grown accustomed to traditional armor. However, over the years some races have developed unique forms of protection for their environment or culture.

Brigandine: This armor consists of metal strips that have been riveted to the interior of a cloth or leather garment. A padded layer is worn beneath the armor. Some elves are fond of wearing brigandine, and its ease of maintenance makes it a popular choice for bandits, bugbears, and hobgoblins.

Crab Carapace: This reddish-orange armor is made from

TABLE: ARMOR AND SHIELDS

Armor	Cost	Armor/ Shield Bonus	Maximum Dex Bonus	Armor Check Penalty	Arcane Spell Failure Chance	30 ft.	20 ft.	Weight
LIGHT ARMOR								
Linen	5 stl	+1	+7	0	0%	30 ft.	20 ft.	10 lb.
Leather, sharkskin	85 stl	+3	+6	-1	10%	30 ft	20 ft	15 lb.
Leather, gnomish workmans	30 stl	+3	+4	-1	15%	30 ft	20 ft	20 lb.
Crab carapace	180 stl	+4	+3	-3	25%	30 ft	20 ft	30 lb.
MEDIUM ARMOR								
Hide, sharkskin	115 stl	+4	+4	-4	25%	20 ft	15 ft	30 lb.
Brigandine	30 stl	+4	+2	-5	30%	20 ft	15 ft	40 lb.
Lamellar	150 stl	+5	+3	-4	30%	20 ft	15 ft	35 lb.
SHIELDS								
Kite, wood	10 stl	+3	+3	-4	25%	--	--	12 lb.
Kite, steel	25 stl	+3	+3	-4	25%	--	--	18 lb.

spine crab molts and is popular among the Dimernesti. The carapace's thorny outer shell can be used to tear or slash at an opponent and counts as wearing spiked armor, except that the carapace's thorns deal slashing damage instead of piercing damage).

Hide, sharkskin: Sharkskin hide is literally the hollowed-out and treated corpse of a small shark. Most Dargonesti detest the thought of wearing sharkskin hide, but it has gained popularity among Dargonesti scouts, especially when making forays into Mahkwahb territory. You gain a +6 circumstance bonus on Escape Artist checks to escape from rope or similar bindings, and a +4 circumstance bonus on Disguise checks to pass yourself off as a shark when you are wearing sharkskin hide armor.

Lamellar: Lamellar armor is made of small rectangular plates laced together with leather or silk strips. This armor protects your front and back, shoulders, arms, and waist. A suit of lamellar armor includes a lamellar helmet. Lamellar is commonly worn by Kernen and Khurish nomads.

Leather, gnomish workman's: Adventuring or industrious gnomes occasionally incorporate craftsman's tools into their armor for ease of use. This form of leather armor has a multitude of hooks, springs, loops, and even levers fastened or riveted to it.

A suit of gnomish workman's leather can hold up to three sets of artisan's tools or thieves' tools (purchased separately), and up to 10 tool points (not included in cost; see Gnomish Toolbelts, page 108).

The cost and weight listed on page 108 is for a Medium suit of gnomish workman's leather.

Leather, sharkskin: Sharkskin leather is a superior form of leather armor that retains the shark's needle-like scales. Some Dargonesti boldly wear sharkskin leather, while others shun it entirely. Sharkskin leather has a black and yellow coloration. You gain a +6 circumstance bonus on Escape Artist checks to escape from rope or similar bindings.

Linen armor: This armor consists of multiple layers of linen bound together with glue or resin and reinforced with wood or leather. Linen armor protects your chest, back, shoulders and arms. Kobold and goblin shamans favor linen armor, as do their scouts.

Shield, kite: A kite shield is a teardrop-shaped shield that is ideal for defending yourself while mounted on horseback. You strap a kite shield to your forearm and grip it with your hand. A kite shield is designed such that you can hold a horse's reins (or similar object) while holding the shield; however, your shield hand cannot be used to hold anything else.

A kite shield is identical to a heavy shield for purposes of making shield bash attacks.

If you are using a kite shield but are not mounted, you suffer a -1 penalty on attack rolls because of the shield's encumbrance.

WEAPONS

Some of the weapons detailed below are unique to specific races, while others are beginning to see more widespread use. Technologically-inept races continue to use ancient weapons developed hundreds or thousands of years ago, though some of these have been altered in cunning fashion.

Arrow, blunt: These arrows have wooden tips specially crafted to deal nonlethal damage instead of lethal damage.

Arrow, forked: Forked arrows have thin Y-shaped arrowheads to cut through rope, cloth, and similar substances. These arrows deal normal damage (instead of half damage) to substances with a hardness of 2 or less.

Arrow, singing: Singing arrows are fitted with hollow

metal or wooden arrowheads that produce a shrieking noise when fired. The noise produced by a singing arrow can be heard over great distances (Listen DC equal to 1 per 30 feet of distance).

Skilled craftsmen can produce singing arrows that mimic particular bird calls or similar sounds; the true nature of these noises can be discerned with a DC 12 Survival check.

Atl-atl: Goblinoids still use atl-atls to hurl javelins with great force; thus, you must have at least one javelin to use an atl-atl. The atl-atl has a range of ten range increments, as is normal for a projectile weapon.

Weapon Familiarity: Goblin, hobgoblin.

Battak: The battak is a studded club-shaped walking stick favored by young kender. The grip ends in a tapered metal wedge that can be used for prying. The wide end houses a wooden plug that can be unscrewed to hold sling bullets or other possessions. The wooden plug can be inverted to reveal a short blade. Bells and chimes can be hung from the studs along the battak's length.

Function: A battak attacks as a club or shortspear (with the plug inverted) of equivalent size (Small for kender).

Weapon Familiarity: Kender.

Battlepick, gnome: A gnome battlepick is the preferred weapon of choice for gnomes on Ansalon, and is very rarely crafted for creatures larger than Small size. Gnomes will often outfit their own battlepicks with unique attachments and gears to augment their combat ability, but these attachments occasionally malfunction, often bringing greater malice to the gnome than its opponent. Whenever attachments malfunction, they deal double their amount of damage to the character wielding the weapon, and afterward deal no further damage until they have been replaced by new attachments, or repaired with a successful DC 17 Craft (weaponsmithing) check. The attachments always malfunction on a natural attack roll of 1.

Attachments: chains (additional 1d2 points of slashing damage), coal (additional 1d3 points of fire damage), pincers (additional 1d3 points of piercing damage).

Weapon Familiarity: Gnome.

Bear Claws: Bear claws are gauntlets with iron spikes on the palms, used for making slashing attacks. Your opponent cannot disarm you of bear claws. You can use this weapon to gain a +2 circumstance bonus on Climb checks.

Weapon Familiarity: Human (mountain nomads), minotaur.

Bolt, armor piercing: Also known as "lightning bolts", these masterwork crossbow bolts reduce a crossbow's damage by one size category but grant you a +1 circumstance bonus to attack rolls against opponents that have an armor bonus to AC.

Bolt, fire: Fire bolts have a small amount of alchemist's fire stored in the bolt's tip. The alchemist's fire ignites when the bolt is launched, causing an additional 1d3 points of fire damage on a successful hit.

Boomerang: The boomerang is a curved wooden stick that returns to its thrower if it misses its target. To catch a returning boomerang, the thrower must make an attack roll (as if he were throwing the boomerang) against AC 10. Failure indicates the boomerang lands 10 feet away from the thrower in a random direction.

Weapon Familiarity: Human (plains nomads).

Boomerang, Tonkk: A tonkk is a large iron boomerang connected to a length of metallic cord. Ogres use tonkks to hunt game or to trip fleeing opponents. A tonkk does not return to its thrower if it misses its target.

Because a tonkk can wrap around an opponent's leg or other limb, you can make trip attacks with it. If you are tripped during your own trip attempt, you can drop the

tonkk to avoid being tripped.

If you are proficient with the tonkk you can attempt to disarm an opponent with a ranged attack as though the tonkk were a light weapon. You get a +2 bonus on opposed attack rolls made to disarm an opponent (including the roll to avoid being disarmed if the attack fails).

Weapon Familiarity: Ogre.

Bwohrb: The bwohrb is a light crossbow developed by the sea elves for undersea combat. When used in conjunction with specially-treated bolts, a bwohrb can fire underwater without suffering the usual -2 attack penalty per 5 feet of distance traveled.

Weapon Familiarity: Sea elf.

Caff: A caff resembles a modified gaff hook with a leather thong and shortened pick head near the handle. Many dwarves carry caffs when spelunking or mining, since the caff's hooks can be used to climb or arrest a fall. You can use this weapon to gain a +2 circumstance bonus on Climb checks.

Chain, tooth: The tooth chain is a length of barbed chain links that ends in a slashing blade. A tooth chain has reach, so you can strike opponents 10 feet away with it. In addition, unlike most other weapons with reach, it can be used against an adjacent foe.

When using a tooth chain, you get a +2 bonus on opposed attack rolls made to disarm an opponent (including the roll to avoid being disarmed if such an attempt fails).

Because the chain can wrap around an enemy's leg or other limb, you can make trip attacks with it. If you are tripped during your own trip attempt, you can drop the chain to avoid being tripped.

The tooth chain is covered in thin razors and barbs, with a large blade-like attachment at the end. Any time an opponent takes damage from a tooth chain, he must succeed at a Fortitude saving throw (DC equal to modified attack roll -10) or be stunned from the tearing pain for one round. Creatures immune to critical hits are immune to this effect.

Shadowpeople use nearly identical weapons known as chain-blades.

Weapon Familiarity: Human (plains nomads), shadowperson.

Chapak: A chapak resembles a handaxe with two metal prongs extending from the back of the axe head. The prongs can be used for prying, or catgut can be strung between them and used as a sling. The sturdy yet hollow haft can be played like a flute or, with the holes stoppered, it can be used as a breathing tube or blowgun.

Function: A chapak attacks as a battleaxe, blowgun, or sling (bullets required) of equivalent size (Small for kender).

Weapon Familiarity: Kender.

Club, ice: An ice club is formed by shaping snow around a fist-sized rock. Arctic temperatures and high winds freeze the snow and create an icy handle. Icefolk often throw ice clubs at their opponents before closing to melee.

An ice club's impact can be very disorienting. Whenever an ice club threatens a critical hit, the opponent must succeed at a DC 15 Fortitude save or be stunned for 1 round in addition to resolving the threat normally. Creatures immune to critical hits are immune to this effect.

Ice clubs are treated as ammunition for the purposes of what happens to them after they are thrown.

Weapon Familiarity: Human (ice nomads).

Crook Blade: A crook blade is slightly longer than a short sword and is sharpened on the inside of the curve, allowing for greater cutting power.

Weapon Familiarity: Hobgoblin, human (mountain nomads).

Crossbow, ice: The ice crossbow is a special small crossbow designed by ice nomads to hurl specially crafted icicle-like bolts. Whenever these bolts hit, they shatter and deal 1d4 points of slashing damage to any single creature adjacent to the target (use the Missing with a Thrown Weapon diagram from page 158 of the *Player's Handbook* to determine which square is affected).

Whenever bolts for the ice crossbow are given a magical enhancement bonus, they do not melt when taken out of freezing temperatures but instead lose half of their effective enhancement bonus, rounded down (thus, even +1 *ice bolts* will effectively lose their enhancement bonus, but will still be magical and thus keep from melting).

Weapon Familiarity: Human (ice nomads).

Dart, goblin: The goblin dart has a larger, barbed head that imbeds itself in a creature upon a successful hit. A goblin dart can be removed with a DC 15 Heal check; failure means the dart inflicts normal damage as it is removed.

Fang: A fang is a gaff hook that has been modified for combat. A curved blade extends outward just below the fang's spiked tip. Because the fang can hook an enemy's leg or other limb, you can make trip attacks with it. If you are tripped during your own trip attempt, you can drop the fang to avoid being tripped.

Forpann: The forpann is a long trident that connects to a throwing net by a 10-foot length of rope. Minotaur gladiators can thrust with the three-pronged end or swing the net out to entangle a foe. You need at least two hands to wield a forpann, regardless of size.

A forpann has reach. You can strike opponents 10 feet away with it, but you can't use it against an adjacent foe.

A forpann is an unwieldy double weapon. You can fight with it as if fighting with two weapons (by jabbing

BOMBARD, SOLAMNIC

THE bombard is a large steel-banded ironwood tube that uses black powder to fire a large stone sphere. A bombard is a siege weapon. Your attack roll when using a bombard is your base attack bonus + Intelligence modifier, modified by the bombard's range increment and the Catapult Attack Modifiers on page 100 of the *Dungeon Master's Guide*. You must succeed on a DC 15 attack roll (+5 DC if the bombard is moving, and an additional +5 DC if the target is moving) to hit the target section or target square.

If a bombard stone misses, roll 1d8 to determine where it lands, using the Missing with a Thrown Weapon diagram on page 158 of the *Player's Handbook*. Then, count 1d4 squares away from the target square for every range increment of the attack.

Loading a bombard requires a series of full-round actions. It takes a full-round action and a DC 10 Profession (siege engineer) check to swab out the bore; two full-round actions and a DC 15 Profession (siege engineer) check to load the black powder and wad; two full-round actions and a DC 10 Strength check to load the stone ball; two full-round actions and a DC 10 Strength check to tamp the ball; and two full-round actions to aim the bombard.

Cost 8,000 stl, wt 2,000 lbs. Dmg 6d10, Crit x3, range increment 200 ft., typical crew 8, stone shot cost 10 stl.

with the trident and entangling with the net) but if you do, you incur all the normal attack penalties associated with fighting with two weapons, just as if you were using two one-handed weapons (see Two-Weapon Fighting in the *Player's Handbook*). If you have entangled a foe with the net, you cannot use the forpann as a double weapon.

Weapon Familiarity: Minotaur.

Fullblade: A fullblade is simply a Large bastard sword. A Large character can use a fullblade one-handed as an exotic weapon or two-handed as a martial weapon. A Medium character can use a fullblade two-handed as an exotic weapon.

If you are proficient with a fullblade as well as a bastard sword, you can apply any weapon-specific feats that you have with one weapon to the other weapon as well. For example, if you have Weapon Focus (bastard sword) you may apply the

attack bonus to attacks made with a fullblade.

Weapon Familiarity: Ogre (one-handed), Tarmak (two-handed).

Goblin-beater: There is little doubt that the goblin-beater is a marvel of gnomish engineering, though different races marvel in different ways. The character wears a reinforced leather tunic, and four Small clubs are attached to a core of gears on the front of the goblin-beater. Four Small clubs are similarly attached to a core on the back. You operate the goblin-beater by turning two hand cranks, one on either side of the goblin-beater.

You do not apply your Strength modifier to attack or damage rolls with a goblin-beater. If you have 5 ranks in Knowledge (architecture & engineering), you gain a +2 bonus on attack rolls.

As a full round action, you can activate a goblin-beater

WEAPONS

Weapon	Cost	Dmg (S)	Dmg (M)	Dmg (L)	Critical	Range Increment	Weight	Type
SIMPLE								
<i>Ranged</i>								
Bolt, armor piercing (10)	20 stl	*	*	*	--	--	1 lb.	Piercing
Bolt, fire (10)	30 stl	+1d3 fire	+1d3 fire	+1d3 fire	X2	--	1 lb.	Piercing
MARTIAL								
<i>One-Handed Melee</i>								
Caff	10 stl	1d4	1d6	1d8	X3	--	6 lb.	Bludgeoning/piercing
Fang	4 stl	1d3	1d4	1d6	X3	--	2 lb.	Piercing
<i>Ranged</i>								
Arrow, blunt (20)	5 sp	--	--	--	X2	--	½ lb.	Bludgeoning
Arrow, forked (20)	1 stl	--	--	--	X2	--	1 lb.	Slashing
Arrow, singing (20)	1 sp	1d4	1d6	1d8	X2	--	1 lb.	Piercing
EXOTIC								
<i>Light Melee</i>								
Atl-atl	5 stl	1d6	1d8	1d10	X2	50 ft.	2 lb.	Piercing
Bear claws	35 stl	1d3	1d4	1d6	X2	--	2 lb.	Slashing
Mandoll	20 stl	1d4	1d6	1d8	19-20/x2	--	2 lb.	Piercing/slashing
Sicklecord	30 stl	1d3	1d4	1d6	X3	10 ft.	1 lb.	Bludgeoning/piercing
<i>One-Handed Melee</i>								
Battak	10 stl	*	*	*	*	*	4 lb.	*
Chain, tooth	40 stl	1d4	1d6	1d8	X2	--	7 lb.	Slashing
Chapak	35 stl	*	*	*	*	*	4 lb.	*
Crook blade	80 stl.	1d6	1d8	1d10	18-20/x2	--	4 lb.	Slashing
Kausin	15 stl	1d6	1d8	1d10	X2	--	4 lb.	Bludgeoning
Sash, weighted	15 stl	1d3	1d4	1d6	X2	--	1 lb.	Bludgeoning
Sashik	18 stl	1d3	1d4	1d6	X2	--	3 lb.	Bludgeoning
Shatang	80 stl	1d6	1d8	1d10	X3	20 ft.	5 lb.	Piercing
Soris	400 stl	*	*	*	*	*	3 lb.	*
Sword, long, weighted	25 stl	1d6	1d8	1d10	X3	--	6 lb.	Slashing
Warpipe	22 stl	*	*	*	*	*	8 lb.	*
<i>Two-Handed Melee</i>								
Battlepick, gnome	10 stl	1d6	1d8	1d10	X4	--	10 lb.	Piercing

WEAPONS

Weapon	Cost	Dmg (S)	Dmg (M)	Dmg (L)	Critical	Range Increment	Weight	Type
Battlepick attachments	100 stl	*	*	*	--	--	2 lb.	--
Flail, goblin tri-	110 stl	1d6	1d8	1d10	19-20/x2	--	14 lb.	Bludgeoning
Forpenn	65 stl	1d8/-	1d10/-	2d6/-	X2/-	--	14 lb.	Piercing/special
Goblin-beater	600 stl	1d4	1d6	1d8	X2	--	50 lb.	Bludgeoning
Hachak	60 stl	*	*	*	*	*	15 lb.	*
Hoopak	21 stl	*	*	*	*	*	8 lb.	*
Lajang	90 stl	1d6/1d6	1d8/1d8	1d10/1d10	X2	--	7 lb.	Slashing
Lasso	5 sp	--	--	--	--	--	5 lb.	--
Polpak	28 stl	*	*	*	*	*	14 lb.	*
Rollbar, ogre	120 stl	1d8	1d10	2d8	X2	--	18 lb.	Bludgeoning
Sanguine	95 stl	1d6/1d6	1d8/1d8	1d10/1d10	X3/x3	--	10 lb.	Piercing/slashing
Shadowstaff	150 stl	1d6	1d8	1d10	19-20/x2	--	9 lb.	Slashing
Sithak	180 stl	*	*	*	*	*	10 lb.	*
Spikecord	60 stl	1d4/1d3	1d6/1d4	1d8/1d6	19-20/X2	--	2 lb.	Piercing/slashing
Sword, clabbar	80 stl	1d8	1d10	2d8	X3	--	11 lb.	Slashing
Tessto	45 stl	1d8	1d10	1d12	X3	--	11 lb.	Bludgeoning/piercing
<i>Ranged</i>								
Boomerang, plains	15 stl	1d3	1d4	1d6	X2	30 ft.	1 lb.	Bludgeoning
Boomerang, tonkk	30 stl	1d4	1d6	1d8	X2	15 ft.	4 lb.	Bludgeoning
Bow, horizon	100 stl	1d6	1d8	2d6	X3	110 ft	4 lb.	Piercing
Arrows, horizon (20)	1 stl	--	--	--	--	--	3 lb.	--
Bow, horizon, composite	150 stl	1d6	1d8	2d6	X3	120 ft	4 lb.	Piercing
Bow, pellet	45 stl	1d4	1d6	1d8	X2	60 ft	2 lb.	Bludgeoning
Club, ice	--	1d4	1d6	1d8	X2	20 ft.	4 lb.	Bludgeoning
Crossbow, bwohrb	150 stl	1d6	1d8	1d10	19-20/x2	40 ft.	4 lb.	Piercing
Bolts, bwohrb	20 stl.	--	--	--	--	--	1 lb.	--
Crossbow, ice	40 stl	1d4	1d6	1d8	19-20/x2	100 ft.	6 lb.	Piercing
Bolts, ice (10)	1 stl	--	--	--	--	--	1 lb.	--
Dart, goblin	2 stl	1d3	1d4	1d6	X2	20 ft.	1 lb.	Piercing
Throwing blade	15 stl	1d4	1d6	1d8	X3	20 ft.	2 lb.	Slashing
Whippik	5 stl	1d4	1d6	1d8	X2	40 ft.	1 lb.	Piercing

* See text.

by turning the hand cranks. You make a single melee attack against up to 8 creatures within 5 feet of you (including allies) for as long as the goblin-beater is activated – a single club can only strike one creature in this fashion. However, you must make an attack of opportunity against any character that provokes such an attack by moving through your threatened area, even if you are unaware of the character or have used all of your attacks of opportunity. On any natural attack roll of 1, you strike yourself and the goblin-beater stops functioning; it can be repaired in one hour with a successful DC 20 Craft (weaponsmithing) check.


A goblin-beater is considered studded leather armor for all purposes related to the wearing of armor. You cannot craft

a masterwork goblin-beater as a weapon, though you can make the tunic of masterwork quality and enchant it, using the normal rules for enchanting armor.

Weapon Familiarity: Gnome.

Hachak: The kender hachak (poleaxe) is a hefty woodcutting tool that has a variety of uses. The 6-foot wooden shaft has metal rings evenly spaced along its length. Two of these rings connect the ends to the shaft, and the hachak can be separated into three sections if necessary.

One end of the segmented hachak holds an axe blade that is backed with a hammer head and saw blade. The other end holds another beaked hammer and is tipped with a spike. Six darts are connected by a sheepskin wrap and can be easily



removed and thrown at an opponent. The hachak can also split wood, hammer nails, prune trees, and can be played as a chime by tapping against its various blades. Despite the many weapon heads on either end of the hachak, it is too unwieldy to be used as a double weapon.

Function: A hachak attacks as a battleaxe, dart, spear or warhammer of equivalent size (Small for kender).

Weapon Familiarity: Kender.

Hoopak: The hoopak is probably the most well known of the kender weapons. It is typically a 3-foot staff made of hard yet supple wood that is forked at one end and has a metal tip at the other. The metal tip can be sharpened and the hoopak can be thrown like a shortspear. The hoopak can also be stuck into the ground so that missiles can be fired from the forked end like a slingshot. It can also be twirled over the head like a sling to launch sling bullets or stones, or it may be used as a traditional sling staff. A hoopak can be used as a double weapon, making one attack with the quarterstaff function and the other as a shortspear.

Occasionally this type of weapon can be hollowed out to hold useful objects, like silk rope or stones for ammunition. As a tool the hoopak can be used to help a kender gather fruit from the lower branches of trees, like an apple picker. As a musical instrument the hoopak can be swung in a circle to emit a low bullroar.

Function: A hoopak attacks as a quarterstaff, shortspear, or sling (bullets required) of equivalent size (Small for kender).

Weapon Familiarity: Kender.

Horizon Bow: The horizon bow resembles a slightly bent composite longbow with a wide notch next to the grip. Centaurs use this bow in a horizontal fashion, which gives the horizon bow its name.

You need at least two hands to use a horizon bow, regardless of its size. If you have a penalty for low Strength, apply it to damage rolls when you use this weapon. If you have a bonus for high Strength, you can apply it to damage rolls when you use a composite horizon bow, but not a regular horizon bow.

You can charge with a horizon bow, making a single ranged attack at the end of your movement.

Weapon Familiarity: Centaur.

Horizon Bow, Composite: You need at least two hands to use a horizon bow, regardless of its size. If you have a penalty for low Strength, apply it to damage rolls when you use this weapon. A composite horizon bow is made with a particular Strength rating, just like a composite shortbow or composite longbow. Each point of Strength bonus adds 150 stl to its cost. For instance, a composite horizon bow (+2 Str bonus) costs 450 stl.

You can charge with a horizon bow, making a single ranged attack at the end of your movement.

A composite horizon bow is treated as if it were a horizon bow for purposes of weapon proficiency and weapon-specific feats such as Weapon Focus.

Weapon Familiarity: Centaur.

Kala, Death's Tooth: A death's tooth kala is a short, straight-bladed sickle used most often by desert nomads and assassins. A death's tooth kala is identical to a kama (see Chapter 7 of the *Player's Handbook*).

Katar: Often used by minotaurs, a katar is a punching dagger (see Chapter 7 of the *Player's Handbook*).

Kausin: The kausin is a series of metal bars connected by chain links. When using a kausin, you get a +2 bonus on opposed attack rolls made to disarm an opponent (including the roll to avoid being disarmed if such an attempt fails).

If you are proficient with the kausin you may inflict

1-1/2 times your Strength bonus to damage rolls when performing a sunder attempt or attacking an unattended object (as though you were using a two-handed weapon).

Weapon Familiarity: Minotaur.

Lajang: A lajang has a crescent-shaped blade at either end of a wooden haft. A lajang is a double weapon. You can fight with it as if fighting with two weapons, but if you do, you incur all the normal attack penalties associated with fighting with two weapons, just as if you were using a one-handed weapon and a light weapon (see Two-Weapon Fighting in the *Player's Handbook*). A creature wielding a lajang in one hand can't use it as a double weapon.

The lajang is a special monk weapon, and gives a monk special options when wielding it (see the monk class in the *Player's Handbook*).

Weapon Familiarity: Minotaur.

Lasso: The lasso is treated as a melee weapon with 20-foot reach. You can attack foes up to 20 feet away, but you can't use it against an adjacent foe. When you throw a lasso, you make a ranged touch attack against a target no larger than your size. If you hit, you immediately start a grapple check. A successful grapple check inflicts no damage but allows you to attempt to trip your target. If you are tripped during your own trip attempt, you can drop the lasso to avoid being tripped.

You can use a lasso to pull a mounted opponent from his or her mount. Make a ranged touch attack and grapple check as noted above; your opponent may use his or her Ride skill check in place of the grapple check (with an additional +2 bonus if a military saddle is being used). A successful grapple check dismounts your opponent and deals 1d6 points of nonlethal damage.

You cannot damage or pin your target with a lasso (except as noted above). If you tie your lasso to a willing creature (such as a mount), you can use that creature's size and Strength modifiers in place of your own when making grapple checks.

Weapon Familiarity: Human (plains nomads).

Longsword, weighted: This sword resembles a typical longsword in every way except for the odd weight distribution, as the end of the blade is slightly thicker and heavier than the area that meets the hilt. Weighted longswords are capable of delivering powerful blows, and any sunder attempt made with one has a +2 circumstance bonus; however, due to their awkward weight, the non-proficiency penalty is increased by -2 in addition to the norm and opponents gain a +2 circumstance bonus when making disarm attempts against them.

If you are proficient with a weighted longsword as well as a normal longsword, you can apply any weapon-specific feats that you have with one weapon to the other weapon as well. For example, if you have Weapon Focus (longsword) you may apply the attack bonus to attacks made with a weighted longsword.

Weapon Familiarity: Dwarf, Tarmak.

Mandoll: A mandoll resembles a larger version of a spiked gauntlet with a short blade affixed to the thumb that extends beyond your fingers. Your opponent cannot disarm you of a mandoll. Minotaur gladiators often pair a mandoll with a katar (punching dagger) for close combat. The cost and weight are for a single mandoll.

If you are proficient with a mandoll as well as a spiked gauntlet, you can apply any weapon-specific feats that you have with one weapon to the other weapon as well. For example, if you have Weapon Focus (spiked gauntlet) you may apply the attack bonus to attacks made with a mandoll.

Weapon Familiarity: Minotaur.

Pellet Bow: A pellet bow resembles a shortbow with a

sling pouch in the center of the bowstring. The curved bow enables the wielder to fire stones and sling bullets with equal ease, without striking his weapon.

You need at least two hands to use a pellet bow, regardless of its size. If you have a penalty for low Strength, apply it to damage rolls when you use a pellet bow. Loading a pellet bow is a move action that requires one hand and provokes attacks of opportunity. If you have the Quick Draw or Rapid Reload feat, you can reload a pellet bow as a free action, enabling you to fire as many times in a full attack action as you could attack if you were using a standard bow.

If you are proficient with the pellet bow, you can fire alchemical items of up to 1 pound in weight using one-half the normal range increment. You can fire breakable alchemical items (such as flasks of acid or alchemist's fire) as a ranged touch attack, and "hard" alchemical items (such as thunderstones) as a normal ranged attack (use the Missing with a Thrown Weapon diagram on page 158 of the *Player's Handbook* to determine which square is affected on a missed attack). Gnomes have recently rediscovered the pellet bow's usefulness as a ranged testing apparatus, though they are considering replacing the bowstring in favor of an experimental gear-and-pulley system.

Weapon Familiarity: Gnome, human (mountain nomads).

Polpak: The polpak is an 8-foot long pole that ends in a short saw-toothed blade. Iron rings circle the pole and can aid in climbing, and a set of caltrops is tied to the polpak's crosspiece for deterring angry guards and shopkeepers. The blade can saw through wood or leather or can be played like an instrument. A catch on the polpak releases the blade for use as a shortsword, or allows the pole to be swung about like a quarterstaff.

Function: A polpak attacks as a longspear, quarterstaff, or shortsword of equivalent size (Small for kender).

Weapon Familiarity: Kender.

Rollbar, ogre: An ogre rollbar is a thick metal club that can be swung about in combat or used to bowl opponents over. You need at least two hands to use an ogre rollbar, regardless of size.

You get a +2 bonus on any bull rush or overrun attempt made with an ogre rollbar. In addition, if your attempt succeeds, you can make a second bull rush or overrun attempt with a -5 penalty against a different opponent as long as you have enough movement remaining to perform a second attempt.

Weapon Familiarity: Hill giant, ogre.

Sanguine: The sanguine is a long two-bladed spear with a sharpened iron buckler at its midpoint. Minotaurs are fond of using sanguines in arena combat.

A sanguine is a double weapon. You can fight with it as if fighting with two weapons, but if you do, you incur all the normal attack penalties associated with fighting with two weapons, just as if you were using a one-handed weapon and a light weapon (see Two-Weapon Fighting in the *Player's Handbook*). A creature wielding a sanguine in one hand can't use it as a double weapon.

The sanguine's buckler gives you a +1 shield bonus to Armor Class whenever you are not using the sanguine as a double weapon.

Weapon Familiarity: Minotaur.

Sash, weighted: This weapon is a common silk or cloth sash with metal weights sown into both ends. A weighted sash is easily concealable; you get a +2 bonus on Sleight of Hand checks made to conceal a weighted sash on your body. You may attempt to conceal a weighted sash even if you do not have ranks in Sleight of Hand by making a Dexterity check (with the +2 bonus).

When using a weighted sash, you get a +2 bonus on opposed attack rolls made to disarm an opponent (including the roll to keep from being disarmed if the attack fails).

Because the sash can wrap around an enemy's leg or other limb, you can make trip attacks with it. If you are tripped during your own trip attempt, you can drop the chain to avoid being tripped.

You can use the Weapon Finesse feat to apply your Dexterity modifier instead of your Strength modifier to attack rolls with a weighted sash.

Weapon Familiarity: Human (desert nomads).

Sashik: A sashik is a weighted rope-sash worn by some kender. One end of the sashik holds the kender's pouches and can be swung like a weighted sash. Two dozen wooden beads are strung into the sashik and act similar to two sets of caltrops, with one exception: if the beads succeed on the attack, the target takes no damage but must make a DC 12 Balance check or be knocked prone (DC 17 if the target was charging or running).

Function: A sashik attacks as a weighted sash of equivalent size (Small for kender). If you are proficient in the weighted sash, you are also proficient in the sashik.

Shadowstaff: A shadowstaff is a spear-like weapon that is described on page 227 of the *Dragonlance Campaign Setting*.

Shatang: The shatang is a weapon of minotaur design resembling a large 5 ft. long throwing spear. Shatangs are too large for creatures to fight with one-handed without special training; thus it is an exotic weapon. Non-minotaur characters can use a shatang two-handed as a martial weapon.

Weapon Familiarity: Minotaur.

Sicklecord: A sicklecord is a short length of silk rope with a hooked blade at one end and an iron ring at the other. You can use a sicklecord in melee or throw it like a bola.

Because the sicklecord can wrap around an enemy's leg or other limb, you can make trip attacks with it. If you are tripped during your own trip attempt, you can drop the sicklecord to avoid being tripped.

Weapon Familiarity: Shadowperson.

Sithak: The sithak began as a yoke for carrying water but has evolved into a multi-function weapon. The central hole allows the kender to fire arrows as a shortbow, while the bow ends in two blades and can be wielded like a sword. The bowstring can be strummed like a crude stringed instrument, while the sithak's shape still enables the kender to carry buckets of water (or a variety of other things).


Function: A sithak attacks as a shortbow (arrows required) or a two-bladed sword of equivalent size (Small for kender).

Soris: The soris is a jointed staff-spear used predominantly by the elven kirath. A soris is two pieces of darkwood connected by a universal joint. The short upper shaft has small folding hooks and a rope hand-loop. The soris' lower shaft has an attached leather thong and is tipped with a sharp metal spike. The ball-like joint can be locked in any position, allowing for many possible uses. A soris is always crafted as a masterwork weapon. You can use this weapon to gain a +2 circumstance bonus on Climb checks.

Function: A soris can attack as a club, a light flail, a quarterstaff, or a shortspear of equivalent size (Medium for elves).

Weapon Familiarity: Elf.

Spikecord: A spikecord is a length of silk rope with a



grappling hook at one end and a weighted spike at the other. You can use the Weapon Finesse feat to apply your Dexterity modifier instead of your Strength modifier to attack rolls with the spikecord.

A spikecord can be used either as a double weapon or a reach weapon. You can fight with it as if fighting with two weapons, but if you do, you incur all the normal attack penalties associated with fighting with two weapons, just as if you were using a one-handed weapon and a light weapon (see Two-Weapon Fighting in the Player's Handbook). A creature wielding a spikecord in one hand can't use it as a double weapon. When used in this fashion, you can only strike at an adjacent opponent.

If you use the spikecord as a reach weapon, you can strike opponents 10 feet away with it. In addition, unlike most other weapons with reach, it can be used against an adjacent foe. In this case, you can only use one end of the spikecord (though you can change which end to use from round to round).

Because the spikecord can wrap around an enemy's leg or other limb, you can make trip attacks with it. If you are tripped during your own trip attempt, you can drop the spikecord to avoid being tripped.

Weapon Familiarity: Shadowperson.

Sword, clabbard: The clabbard is a serrated greatsword used for breaking weapons and cleaving through shields. The serrated edge can saw through wood or leather like a handsaw, and any sunder attempt made with a clabbard inflicts twice your Strength bonus to damage instead of 1-1/2 times your Strength bonus.

If you are proficient with a clabbard as well as a greatsword, you can apply any weapon-specific feats that you have with one weapon to the other weapon as well. For example, if you have Weapon Focus (greatsword) you may apply the attack bonus to attacks made with a clabbard.

Weapon Familiarity: Minotaur.

Tessto: A tessto is a spiked greatclub with a loop of rope located near the grip. You can defend yourself by spinning the tessto with the rope loop like a baton. When fighting defensively or using the Combat Expertise feat, you gain an additional +1 dodge bonus to your AC.

Weapon Familiarity: Minotaur.

Throwing Blade: A throwing blade consists of three wedge-shaped blades connected by a small iron loop. The blades snap outward when the weapon is thrown, giving the blade a disc-like shape.

A throwing blade deals normal damage (instead of half damage) to substances with a hardness of 2 or less.

If you are proficient with a throwing blade as well as a throwing axe, you can apply any weapon-specific feats that you have with one weapon to the other weapon as well. For example, if you have Weapon Focus (throwing axe) you may apply the attack bonus to attacks made with a throwing blade.

Weapon Familiarity: Human (desert nomads).

Tri-flail, goblin: The goblin tri-flail is a 7-foot long haft that ends in three small flail heads. A tri-flail's spinning heads and awkward weight distribution make it an unwieldy weapon - you suffer a -1 penalty to hit with a tri-flail in addition to any other penalties.

A tri-flail has reach. You can strike opponents 10 feet away with it, but you can't use it against an adjacent foe (but see above). You do not threaten adjacent squares with a tri-flail.

Once per round, if you hit with a tri-flail you may immediately attack an opponent who is adjacent to your target and is 10 feet away from you. The extra attack uses the same bonus as the attack that struck the previous creature. If this attack is successful, the secondary opponent suffers normal damage.

When using a tri-flail, you get a +2 bonus on opposed

attack rolls made to disarm an opponent (including the roll to avoid being disarmed if such an attempt fails).

Because the tri-flail can wrap around an enemy's leg or other limb, you can make trip attacks with it. If you are tripped during your own trip attempt, you can drop the tri-flail to avoid being tripped.

Weapon Familiarity: Goblin.

Warpipe: A warpipe is a long metal smoking pipe that can be swung about in combat or used to fire darts like a blowgun. Mountain nomads tip their blowgun needles in black root extract (injury DC 11; dazed 1 round/dazed 1d4 rounds).

Function: A warpipe attacks as a blowgun or heavy mace of equivalent size (Medium for humans).

Whippik: The whippik (whip-bow) is a foot-long wooden haft that ends in a length of looped catgut or braided leather. The whippik can be used in a whip-like motion to hurl darts with greater force and range than is otherwise possible. The whippik has a range of ten range increments, as is normal for a projectile weapon.

The whippik is also treated as a whip with a 5-foot reach.

Weapon Familiarity: Kender.

MAGIC ITEMS

Most of the racial magical items described below were created for use by certain races, or have a long racial history associated with them.

ASSAULT SHIELD, DWARVEN

This +1 *heavy steel shield of bashing* typically resembles the head of a boar or bull. The wearer can perform a bull rush with the shield as though he possessed the Improved Bull Rush feat. If the wearer already has the feat, he gains an additional +2 bonus on the opposed Strength check made to push back an opponent. If the wearer uses the shield to bull rush, he loses its AC bonus until his next action.

Moderate transmutation; CL 13th; Str 13, Craft Magic Arms and Armor, Power Attack, Improved Bull Rush, *bull's strength*; Price 9,170 stl; Weight 15 lbs.

AXE OF GONNAS

Ogre legends claim that Sargonnas gave this golden axe to the ogre king Barkon in recognition of his thirst for conquest in what is now Icereach, though it is far more likely that the axe was forged by the ogres themselves before their decline. The *Axe of Gonnas* was a symbol of ogre dominance for centuries, but after years of capricious blizzards, the weapon saw greater use in a superstitious rite that was apparently performed to keep the arctic storms from sweeping over the entire Icereach.

The Cataclysm destroyed the ogre kingdom and the axe was lost for centuries, though thanoi loyal to the white dragons Cryonisis and Frisindia have recently come upon signs of the ancient ogre civilization.

The *Axe of Gonnas* is a Large +2 *flaming burst battleaxe*. Once per day, the axe can blast forth a fiery ray at any target within 30 feet as a ranged touch attack. The ray deals 4d6 points of fire damage on a successful hit.

Moderate evocation; CL 12th; Craft Magic Arms and Armor, *scorching ray*, and *flame blade*, *flame strike*, or *fireball*; Price 34,720 stl; Weight 12 lbs.

CIRCLET OF UNDERWATER SPEECH

This circlet is made of tiny sea shells connected by silver threading, and has a small clasp to keep it on the wearer's head despite any sudden movements underwater. Sea elves keep a few of these circlets handy to question air-breathing prisoners or to save drowning sailors. The wearer can breathe

underwater, and can speak and hear underwater as though he were in an airy environment.

Faint abjuration; CL 5th; Craft Wondrous Item, *comprehend languages, water breathing*; Price 7,200 stl; Weight -.

FIREBANE CLOAK

This forest green or dull gray cloak protects the wearer from fire while also enabling for stealthy movement. A *firebane cloak* grants fire resistance 10. When worn with the hood up, the wearer also gains a +5 circumstance bonus on Hide checks.

Faint abjuration and illusion; CL 5th; Craft Wondrous Item, *invisibility, resist energy*, creator must be an elf; Price 17,000 stl; Weight 1 lb.

FROSTREAVER, GREATER

This mighty greataxe is only given to those Ice Folk warriors who survive long quests involving a battle against great odds and the recovery of a legendary item. The character must also receive the blessings of the eleven human tribes in Icereach. A *greater frostreaver* is a +4 *icy burst greataxe* that grants the wielder cold resistance 10 for as long as the weapon is held. In addition, a *greater frostreaver* retains its full abilities (including enhancement bonus) even when taken out of freezing temperatures.

Strong transmutation; CL 12th; Craft Magic Arms and Armor, chill metal, resist energy; Price 96,320 stl; Weight 12 lbs.

GREAVES OF NATURE'S STRIDING

These leather leg guards are considered boots for purposes of magical items worn, and are sized for a centaur's forelegs (though they can be placed on a horse or similar creature as well). The greaves enable the wearer to move through any sort of undergrowth (such as overgrown areas, briars, thorns, etc.) at normal speed and without taking damage or suffering any other impairment, just as if the wearer had the woodland stride ability. Enchanted or magically manipulated areas affect the wearer normally.

Moderate transmutation; CL 7th; Craft Wondrous Item, *pass without trace*; Price 25,000 stl; Weight 1 lb.

GREENMASK, ENCHANTED

Elven kirath prefer to wear *enchanted greenmasks* when confronting green dragons or other threats to their lands. The wearer can safely breathe in any environment and is immune to all inhaled gases, poisons, and vapors. The wearer also gains a +4 bonus on Reflex saves against gas-like breath weapons (such as green dragon breath). The enchanted lenses within the greenmask grant the wearer a +5 competence bonus on Spot checks. Unlike normal greenmasks, *enchanted greenmasks* do not require special herbs or bestow a penalty on Listen checks.

An *enchanted greenmask* takes up the "headband/helmet" and "lenses/goggles" magical item slots.

Elves never sell *enchanted greenmasks* to non-elves; any non-elf who attempts to deal with an elf suffers a -6 penalty to all Charisma-based checks if wearing an *enchanted greenmask*.

Moderate transmutation; CL 7th; Craft Wondrous Item, alter self, clairaudience/clairvoyance; Price 34,200 stl; Weight 1 lb.

HEADBAND OF TAUNTING

This sky-blue headband greatly improves a kender's ability to frustrate and anger others. An afflicted kender with this headband can taunt as though she were a normal kender. A

true (non-afflicted) kender instead gains the Improved Taunt feat for as long as the headband is worn.

Finally, if a true kender already has the Improved Taunt feat before the headband is worn, she can taunt an opponent even if she speaks in a language not normally understood by the opponent. The opponent automatically hears the kender's jeering in its natural language. The kender can even taunt a crowd made up of different races with this ability, though creatures without an auditory language are unaffected by a kender's taunt.

Faint divination; CL 4th; Craft Wondrous Item, Improved Taunt, *comprehend languages, detect thoughts*, creator must be a kender; Price 8,400 stl; Weight -.

SLING OF SHARDS

Some Theiwar craft these magical slings to defend themselves against groups of foes when their scheming has been brought to light. This +2 *sling* is made of leather with silver threading, and a single dwarven rune is stitched into the sling's pouch. Twice per day as a free action, the wielder can transform a stone or sling bullet that is in the *sling of shards* into an explosive projectile. When fired, the bullet deals 2d6 points of damage to its target, plus normal modifiers for Strength, feats, and magic. The projectile then shatters, dealing 1d6 points of damage to all creatures adjacent to the target (Reflex DC 13 negates).

Moderate transmutation [earth]; CL 6th; Craft Magic Arms and Armor, *stone shards* (see page 112 of the *Dragonlance Campaign Setting*); Price 16,940 stl; Weight -.

STINKBERRY

A *stinkberry* is a hard, wrinkled, purple berry. Kobold and goblinoid spellcasters typically create *stinkberries* for their warriors' use in combat, but the berries are more often thrown at rival tribes.

You can throw a *stinkberry* up to 60 feet with no range increment. Upon impact, the *stinkberry* becomes the center of a stinking cloud spell (DC 14 negates) that lasts for 5 rounds. The berry is consumed in the effect.

Faint conjuration; CL 5th; Craft Wondrous Item, stinking cloud; Price 750 stl; Weight -.

WAR PAINT, ITHIN'CARTHIAN

The Ithincarthians make a magical blue body paint from a mixture of fruits, tree sap, and pulped leaves, all derived from plants native to their island homes. Painted on the body, this war paint grants a creature a +5 natural armor bonus and fast healing 5. When the paint has healed a total of 20 points of damage, it loses its effectiveness, no longer granting either the fast healing or the natural armor bonus.

The secret of creating this war paint is known only to the Ithincarthians, who guard it jealously as a sacred formula. For purposes of creating the paint, consider one application of paint to have a market price of 500 stl and a Craft (alchemy) DC of 25. All Ithincarthian characters that possess at least 4 ranks of Craft (alchemy) know the secret of creating the war paint.

Faint transmutation; CL -; special; Price 500 stl; Weight 1/2 lb.

ARTIFACTS

The artifacts described below are prominently featured in the histories and legends of particular races. Most of the artifacts listed here were created during the Age of Dreams and cannot be easily duplicated.

AXE OF THE EMPERORS

The *Axe of the Emperors* is a magnificent double-bladed axe with a wrapped ebony haft and a shining adamantite blade. The grip is carved to resemble a slumbering dragon, with its teeth clamped on a sapphire. The *axe's* twin serrated blades appear to be the wings of a phoenix taking flight. The adamantite phoenix clutches a ruby in its teeth. A tiny hand clutches a large pearl at the tip of the *axe*, just above the phoenix's head.

The high ogre wizard Irix forged the *axe* in 6320 PC for the sole purpose of slaying the treacherous Igrane and his followers. Irix, a member of the ruling council, was humiliated and outraged that another high ogre could be concerned for the well-being of another race. Irix bribed and otherwise "convinced" priests of the other Gods of Darkness to assist him in crafting an axe that could slay one of the rebels with a single blow. For seven nights Irix and his clerics cast powerful spells upon the weapon. When it was finally done, the wizard rewarded his servants by allowing them to become the *axe's* first victims.

Irix slaughtered many of Igrane's followers with the *axe*, and the rebels devised a simple yet effective trap. Word was spread that Igrane was heading for the highest peak in the Khalkist Mountains, there to beseech the Gods of Good to make the *irda* vanish from sight. The supremely confident Irix walked himself and a handful of his followers into the trap. Irix escaped with his life, but the *axe* was theirs.

The rebels cast a variety of spells and tried various rituals to unravel the magic within the *axe*, but they were thwarted at every turn. Finally, the *axe* vanished during one such ritual. It was not destroyed as the rebels hoped, but was instead teleported across Ansalon where it was found by Ymrald, an ancient green dragon.

Ymrald knew the *axe* held powerful magic but she was unable to determine its true powers. As her life waned, Ymrald gave the weapon to her eldest child Dioptaria, who similarly passed the weapon to her child Jadilier. The *axe* thus remained unknown to the world at large for over three thousand years until Ambeoutin, fresh from his people's victory at Kal-Thax, quite literally stumbled into Jadilier's lair.

Jadilier fought mightily and could have defeated her foe in other circumstances, but the sentient *axe* made Ambeoutin of its power and the minotaur was able to find it amongst the amalgam of weapons. He returned to the minotaurs soon after with the *axe* and the rest of the dragon's hoard. Ambeoutin was buried with the *axe*, but in 417 AC a minotaur seer prophesized that a black-furred Kothian would be given the *Axe of the Emperors* by Sargonnas himself.

The few remaining *irda* are unaware of the *axe's* existence, though they would certainly seek to destroy it if its presence was made known – despite the fact that the *axe* is not as effective against them as it once was (as the *irda* are no longer strictly ogres).

The *Axe of the Emperors* is one of the most powerful weapons on Krynn and should be introduced into any campaign carefully. The *axe* is a +3 *giant bane spell storing vorpal adamantite greataxe*. The weapon is intelligent (AL LE, Int 15, Wis 10, Cha 15; empathy, 60 ft. darkvision and hearing; Ego score 18) and usually changes its size to match its wielder – thus, a minotaur wields the *Axe of the Emperors* as a Medium greataxe, but an ogre wields it as a Large weapon. Similarly, if the intelligence within the *axe* is displeased, it will become larger or smaller than its wielder. In addition to the above properties, the *axe* can cast the following spells on behalf of its wielder: *cause fear* at will (DC 13), *find traps* 3/day, *greater teleport* 1/month.

The *Axe of the Emperors* bestows two negative levels on any good creature attempting to wield it. The negative levels

remain as long as the weapon is in hand and disappear when the weapon is no longer wielded. The negative levels never result in actual level loss, but they cannot be overcome in any way (including restoration spells) while the weapon is wielded.

Strong necromancy and transmutation; CL 18th; Weight 12 lbs.

CROWN OF TIDES

The wondrous *Crown of Tides* is a luminescent blue coral crown lined with scores of small pearls. This Dimernesti artifact is rarely seen outside of the fabled Tower of the Sea, as it is worn only during official business or for the defense of Dimernost.

The *crown* was first seen in Dimernesti hands near the end of the Age of Dreams, though its creator remains a mystery. For over a thousand years, the shoal elves used the *crown* to defend their coral cities from sahuagin and other ill-tempered races. Many Dimernesti cities were destroyed by sinking buildings brought about by the Cataclysm, but Speaker Nuqala Windspeaker used the *crown's* powers to mitigate the damage done to their capital city.

With the *crown's* abilities and the resources provided by sunken ruins, Dimernost was swiftly restored to its former glory. The *crown* was used again during the War of the Lance, when the Dimernesti allied with their Dargonesti cousins against the Sea Witch. Unfortunately, even the *crown's* might could not stop the Dragon Overlord Brynseldimer from ravaging Dimernost and its citizens.

In 416 AC, Nuqala borrowed the *Crown of Tides* to Feril Dawnsprinter, a Kagonesti shaman and part of the Heroes of the Heart. Nuqala's trust was rewarded when the heroes slew Brynseldimer. Feril returned the *crown* to Nuqala and Dimernost a year later, where it is used to this day.

The *Crown of Tides* gives its wearer a swim speed equal to the creature's base land speed. The wearer is also immune to all mind-affecting effects, and can use the crown to recall up to five spell levels per day (in any combination), as though using a *pearl of power*.

The *crown* has 50 charges when fully charged. It regains 1 charge per day it is immersed in a large quantity (at least 10,000 cubic feet) of water, and an additional charge per day that the *crown* remains within 100 feet of the Mother of the Sea, a large pearl affixed to the top of the Tower of the Sea. The *crown's* charges can be expended to cast the following spells:

1 charge: *entangle* (Reflex DC 15, only underwater plants), *expeditious retreat* (increases swim speed instead of land speed), *speak with animals**

2 charges: *plant growth**, *riptide* (Fort DC 16, as *gust of wind* but affects underwater movement), *slow* (Will DC 17, caused by calming water around the target), *speak with plants**

3 charges: *animate plants**, *control current* (Fort DC 19, as *control winds* but affects underwater movement), *control water* (Enlarged), *ray of hardwater* (as Maximized *scorching ray* but causes bludgeoning damage)

*Target creature or vegetation must be in an aquatic environment

Overwhelming transmutation; CL 20th; Weight 2 lbs.

FIST OF E'LI (FIST OF PALADINE)

An elven cleric of Paladine crafted this relic during the rise of House Silvanos. The *Fist of E'li* is a small ironwood mace with silver and gold bands alternating along its haft. Diamonds, emeralds and garnets cover the head of the mace, and give the fist a decidedly scepter-like appearance.

Silvanos, first Speaker of the Stars, carried the *Fist of E'li* into battle during the First and Second Dragon Wars. Legends abound of the elven king slaying dragons with the small

weapon, though the *Fist* was only used against a single dragon, the great blue Thundraxas. Silvanos did not actually slay Thundraxas, but his well-timed strike disoriented the dragon enough for the elves to finish it off.

The *Fist's* true value lies in its ability to inspire and bolster others. The elves were often discouraged during the Dragon Wars, as dragons were notoriously difficult to kill by anything that was not another dragon. The *Fist's* morale-boosting magic coupled with Silvanos' natural magnetism enabled the elves to function in spite of their own despair and the wyrms' dragonfear.

When Silvanos perished in 2515 PC, his son Sithel wanted to inter the *Fist* in the elven king's crystal tomb. The Sinthal-Elish convinced him that the *Fist* might be needed to rouse the elves in other battles, and persuaded him to keep the mace. Sithel carried the *Fist* for over three centuries before placing it in the vaults of Silvanesti.

Fortunately, the *Fist* was largely forgotten during the tension that arose between the Silvanesti and Kith-Kanan's force of elves, half-elves and humans. The elven prince feared that Speaker Sithas might use the weapon's powers to turn the elves against his own amalgam of forces, so one night he secretly removed the weapon from the Silvanesti vaults. The *Fist* was taken to the newly-formed nation of Qualinesti and placed within a small fortress.

The *Fist* remained undiscovered until 416 AC, when the Heroes of the Heart recovered the *Fist* for use against the Dragon Overlords. Jasper Fireforge used the mace to great effect, assisting in Brynseldimer's death and helping to stop Malystryx's plan to ascend to godhood. The *Fist* was returned to the elves shortly thereafter.

The *Fist of E'li* is a +5 *light mace* that gives its wielder damage reduction 5/magic and resistance to acid, cold, electricity, and fire 10. On a successful critical hit, the mace deals an extra 3d10 points of fire damage.

The wielder gains a +2 competence bonus on all Charisma checks and Charisma-based skill checks, as well as a +2 bonus to his Leadership score. The wielder also gains the *inspire confidence* and *inspire greatness* abilities of a 14th-level noble. (A noble with the *Fist* performs these abilities at the 14th level of ability, or at his noble class levels + 5, whichever is greater.)

Overwhelming enchantment; CL 17th; Weight 4 lbs.

GROTSLAG'S TOOTH

This yellowish-green eye-tooth is threaded by a loop of silk rope and worn about the neck. Grotslag's Tooth looks like every other goblin or hobgoblin tooth at first glance, though it glows faintly in the dark. The tooth is in fact a curiously powerful relic that is coveted by the goblinoid races.

Grotslag was an ordinary goblin who nominally ruled the Spirit-breaker tribe of the Kharolis Mountains. The tribe harassed occasional travelers and paid the price in the winter of 1830 PC, when a dwarven contingent was sent to wipe out the goblinoids. In the noble tradition of his ancestors, Grotslag fled at the first sign of battle and soon lost himself in the mountains. After days of bad luck, the half-starved goblin was amazed to see a glowing gem roll uphill to him and stop at his feet. Grotslag dimly remembered that other races bit into coins to verify their authenticity. In a moment of clarity (or so he thought), he opened wide and bit down on the Graygem of Gargath.

The goblin's tooth burst from his mouth and he immediately became ill, fell to his knees and dropped the Graygem, which promptly continued on its way. He screamed in pain and passed out as his body contorted and grew. He awoke a few hours later feeling healthy, stronger than ever, and possessed of a keen sense of the goblinoids' place on Ansalon. Grotslag had mutated from a normal goblin to a cave lord.

Grotslag picked up the tooth and made it into a necklace as a reminder of his good fortune. He drew other goblins to him and ruled the newly formed Tooth-breaker tribe for two decades until his death at the hands of Brekk, a hobgoblin warrior. Brekk donned Grotslag's necklace and took over as the Tooth-breaker chief. After a few days, he felt stronger and more aware of the grand destiny that all goblinoids would someday achieve. The other Tooth-breakers were astonished to find that Brekk had become a bugbear.

Grotslag's Tooth was thus passed from leader to leader for centuries, until the tribe was wiped out from an avalanche caused by the Cataclysm. In 418 AC, a goblin named Makire discovered the tooth and was transformed into a gurik cha'ahl. Makire soon rallied a sizeable number of goblinoids to his cause and joined Beryl's army in 421 AC. Makire's tribe joined in the attack on Qualinost but perished when the great green dragon collapsed the tunnels beneath the city.

Grotslag's Tooth functions as a *scarab of protection* that also gives its bearer a +4 bonus to all Charisma-related checks when dealing with creatures of the goblinoid subtype. The tooth boosts the morale of all goblinoids within 60 feet, granting them a +4 morale bonus to Will saves. The bearer of the tooth is also instilled with a hatred for humans and a desire to topple their civilizations. Any weapon that the bearer wields is treated as though it were a *humanoid (human) bane* weapon.

The tooth's most insidious power is the ability to create or enhance goblinoid creatures. Any non-goblinoid creature that wears *Grotslag's Tooth* for a week must make a DC 20 Fortitude save or be transformed into a goblin (as though affected by a *reincarnate* spell). A goblinoid creature is instead changed into a stronger goblinoid, as shown by rolling 1d20 and consulting the section below. A creature can only be transformed by *Grotslag's Tooth* once.

Goblin: 1-8 gurik cha'ahl template*, 9-14 hobgoblin, 15-17 bugbear, 18-20 cave lord*

Hobgoblin: 1-10 gurik cha'ahl template*, 11-15 bugbear, 16-20 cave lord*

Bugbear: 1-13 gurik cha'ahl template*, 14-20 cave lord*

*Described in the *Bestiary of Krynn, Revised*.

Strong transmutation; CL 14th; Weight –.

HEART OF THE IRDA (DAGANEER'S GEM)

The *Heart of the Irda* is a large heart-shaped ruby attached to a thick platinum chain. This potent artifact greatly increases a spellcaster's ability to reshape organic or inorganic matter.

The High Ogre sorcerer Daganeer created the *heart* in the Age of Dreams during the peak of ogre civilization. Unlike most high ogres, Daganeer's greatest joy was not in torture or the subjugation of others, but in magical theories and research. His reclusive manner and unusual predilection caused other high ogres to deride and scorn him. Aside from his slaves or the occasional apprentice, his main contact with the world at large was through Governor Igrane of Khal-Theraxian.

When Igrane's Heresy fractured the ogre nation, Daganeer was oddly sympathetic. The sorcerer never had much use for his own servants – most of them were too fearful of magic – and he could understand why Igrane might release them to their own affairs. As the ruling families convened to decide the fate of Igrane and his humans, Daganeer decided to free his own slaves. The sorcerer joined Igrane's rebels and defended them with his magic, enhanced as it was by the *heart* (at this time known as Daganeer's Gem). Unfortunately, Daganeer was killed in the final days of the Ogre Wars defending Igrane's followers from a particularly powerful high ogre cabal.

The distraught ogre leader declared that Daganeer would be laid to rest beneath a particularly large oak tree in what eventually becomes the Silvanesti Forest. Using the *heart*, Igrane shaped Daganeer's tomb and gave sentience to the great



oak so that it would defend the sanctity of the sorcerer's resting place. Daganer's body was entombed with the *heart*, where it presumably remains to this day.

The *Heart of the Irda* is a powerful artifact that enhances the abilities of any spellcaster. Any spellcasting creature who wears the *Heart of the Irda* has its effective caster level increased by +2 (though the creature does not gain the ability to prepare or cast additional spells).

If the wearer is capable of casting arcane spells, it can also create a Medium earth or water elemental (depending on the material present) as a full-round action up to three times per day. This spell-like ability functions as *summon monster V*, but the elemental is formed from existing elements and not summoned to Krynn. The elemental is not subject to spells that dismiss summoned creatures.

A divine spellcaster cannot create elementals, but can instead draw upon the *heart* to cast an Empowered *cure serious wounds* as a spell-like ability up to three times per day.

A spellcaster who is capable of casting both arcane and divine spells can create elementals and cure wounds, and can cast up to three transmutation spells per day that are maximized as though using the Maximize Spell feat. In addition, the wearer can *polymorph any object* once per day.

Using any power bestowed by the *Heart of the Irda* – including the increased caster level – requires a Concentration check (DC 25 + spell level). Failure indicates the wearer is magically fatigued (even if normally not susceptible to fatigue). A fatigued wearer who fails this Concentration check is instead exhausted, and an exhausted wearer who fails the Concentration check is rendered unconscious.

Overwhelming transmutation; CL 20th; Weight 8 oz.

TIDERIPPER

Tideripper was forged by Drudarch Takalurion during the Age of Dreams and has since become a symbol of Dargonesti perseverance. Obviously elven in design, the ivory-colored blade is etched with elven script that emits a faint reddish glow. *Tideripper's* crosspiece resembles an ocean's waves, and a small amethyst is set in its pommel.

Drudarch employed *Tideripper* often during the Dargonesti's earliest days, and his prowess in martial and magical arts earned him the right to become Watermere's first Speaker of the Moon. Drudarch lost his mighty blade in 1202 PC while fighting the minions of Sagarassi the Sea Queen. The Dargonesti ultimately stopped the Sea Queen's plan to dominate the undersea races (though Sagarassi escaped), but the Speaker's magical blade remained missing for over a millennium.

When the Cataclysm struck, Speaker Dohwarq convinced the Dargonesti to leave the other races to their respective fates. However, a young warrior named Nakaro Silverwake despaired at his people's callousness. In 12 AC he silently begged the gods of Light to help his people if he would recover *Tideripper* from the depths of koalinth and lacedon territory. Nakaro's faith withstood the empty response of silent gods, and he ventured deep into enemy lands to find the lost blade. After two months and many battles, Nakaro returned to Watermere with *Tideripper*, was crowned the new Speaker of the Moon and immediately began to restore his people's faith. When Treyen Silverwake inherited the mantle of Speaker of the Moon in 342 AC, he inherited *Tideripper* as well.

Tideripper is a +4 *holy longsword*, dealing an additional 2d6 points of damage against evil creatures. The amethyst set into the pommel functions as a *pearl of the sirines*, allowing the wielder to breathe water, swim with a speed of 60 feet, and cast spells and act underwater without penalty. Its wielder can cast the following spells twice per day as a 16th-level cleric: *bull's strength*, *control water*, *detect evil*, *discern lies*, *dispel magic*,

and *heal*. When it passes within 60 feet of an evil creature possessing at least 12 Hit Dice, *Tideripper* begins to vibrate, alerting its wielder.

Tideripper bestows one negative level on any evil creature attempting to wield it. The negative level remains as long as the weapon is in hand and disappears when the weapon is no longer wielded. This negative level never results in actual level loss, but it cannot be overcome in any way (including restoration spells) while the weapon is wielded.

Strong evocation (good); CL 16th; Weight 4 lbs.

GEAR AND SPECIAL ITEMS

The items described below are specific to particular nations or races or nations, or are simply preferred by a certain type of people.

Atrakha: This set of joined wooden tubes is played by making a Perform (wind instruments) check. Kirath use atrakhas for covert communication by imitating bird calls and other sounds of nature (Perform [wind instruments] check opposed by listeners' Survival checks). An atrakha can also be swung over the head to create a low roaring sound similar to a bullroar.

Cost 20 stl, wt -.

Belaying Pin: A belaying pin is used to secure lines on seagoing vessels, and makes a handy club when necessary. You can use a belaying pin as an improvised weapon that deals bludgeoning damage equal to that of a club of the crew's size (for example, a ship manned by Medium creatures has belaying pins that are sized for Medium creatures).

Cost 2 cp, wt 1/2 lb.

Black Powder: This newly discovered, rare, and volatile substance is tightly controlled by the Solamnic military. Black powder is identical to gunpowder as described on page 145 of the *Dungeon Master's Guide*, though it is currently considered one of Solamnia's military secrets and costs at least triple the normal price (Diplomacy DC 35 to acquire information on black powder from someone who knows its secrets). Black powder has a Craft DC of 30; failure by 5 or more means the powder is accidentally ignited, dealing the appropriate amount of damage.

Black powder is highly flammable; whenever black powder is exposed to a flame of any size it must make a DC 15 Fortitude save or ignite and combust. If you are carrying black powder and fail a saving throw against a fire effect (such as a *fireball*), the black powder must make a separate DC 15 Fortitude save or combust. An ounce of combusting black powder deals 1d2 points of damage; a combusting powderhorn deals 2d6 points of damage in a 5-foot radius, and a combusting powderkeg deals 4d6 points of damage in a 10-foot radius.

Bollik: The bollik is a buckled and webbed belt that is worn over a standard belt. A bollik's buckle is tied to three tiny spheres, which form the weights for a single bola. A character wearing a bollik can "draw" the bola as a free action.

Cost 6 stl, wt 2 lb.

Firethorn Oil: Gnomes and phaethons grow the sharp-leaved firethorn plants to protect their equipment from fire and heat, though the gnomes have only recently discovered its use (thanks in part to their proximity to the mad red dragon Pyrothraxus). Firethorn oil must be rubbed into a leathery or wooden material to be effective; it does not provide any protection to metal or stone items. An item that has been treated with firethorn oil gains fire resistance 2 for one month. Treated armor grants this protection to the wearer as well. One vial of firethorn oil coats 1 Medium

shield or set of armor, 2 wooden hafts (such as spear hafts), or up to 10 small items (such as arrows).

Cost 100 stl, wt 1 lb.

Flask, ice: An ice flask is a bone or ceramic container that holds a quantity of ash, oil, and salt water. Icefolk wrap ice flasks in their furs to keep them above freezing. You can throw an ice flask as a splash weapon (see page 158 of the *Player's Handbook*) with a range increment of 10 feet. An ice flask is only effective in severe or extreme cold conditions (see page 302 of the *Dungeon Master's Guide*).

A direct hit deals 1d2 points of nonlethal cold damage, while a splash has no additional effect. The target must also make a DC 12 Fortitude save or be blinded for 1 round. The target takes an additional 1d2 points of nonlethal cold damage per round until the target changes into warmer clothes, is dried (such as by a large fire) or receives magical protection such as *endure elements* or *resist energy* [cold].

Cost 2 sp, wt 1/2 lb.

Gaff Hook: A gaff hook is a long pole with a hook on one end that is used for pulling large fish aboard a ship. You can use a gaff hook as an improvised weapon that deals bludgeoning or piercing damage equal to a shortspear.

Gapper: Dwarven explorers often carry one or more of these 6-foot-long threaded iron rods. Multiple gappers can be screwed together to form a makeshift bridge or to poke at potentially dangerous objects. You can use a gapper as an improvised weapon that deals bludgeoning damage equal to a light mace.

Cost 5 sp, wt 5 lb.

Greenmask, elven: An elven greenmask is made from wood and woven grass with crystal lenses for the eyes. The mask completely covers the wearer's face including the ears, and the interior holds a small batch of specially prepared herbs that assist the wearer in breathing in noxious environments. The wearer gains a +2 circumstance bonus on Fortitude saves against inhaled gases, poisons, and vapors, including spells such as *cloudkill* or *stinking cloud*. However, the wearer suffers a -2 penalty on Listen checks.

Elves never sell greenmasks to non-elves; any non-elf who attempts to deal with an elf suffers a -6 penalty to all Charisma-based checks if wearing a greenmask.

Cost 100 stl, wt 1 lb.

Greenmask Herbs: One batch of greenmask herbs lasts 6 hours. Elves rarely sell greenmask herbs or the knowledge of their manufacture to non-elves (DC 30 Diplomacy check, and the character must be held in high regard among the elves).

Cost 20 stl, wt -.

Grenade, gnome: Gnome grenades are hollow ceramic balls that have been filled with various common or uncommon substances. You can throw a gnome grenade as a splash weapon (see page 158 of the *Player's Handbook*) with a range increment of 10 feet. Fire, foam, and smoke

RANDOM STARTING AGES

Race	Adulthood	Simple	Moderate	Complex
Bugbear	14 years	+1d4	+1d6	+2d6
Centaur	14 years	+1d6	+1d8	+2d8
Dwarf, gully	10 years	+1d3	+1d4	+1d6
Goblin	10 years	+1d3	+1d4	+2d4
Half-dwarf	25 years	+1d6	+2d6	+3d6
Half-gnome	25 years	+1d6	+2d6	+3d6
Half-goblin	12 years	+1d4	+1d6	+2d6
Half-kender	16 years	+1d6	+2d6	+3d6
Half-ogre	20 years	+1d4	+1d6	+2d6
Hobgoblin	12 years	+1d4	+1d6	+2d6
Irda	100 years	+3d6	+4d6	+6d6
Kender	20 years	+2d6	+3d6	+4d6
Kyrie	30 years	+2d4	+3d6	+4d6
Minotaur	17 years	+1d4	+1d6	+2d6
Ogre	25 years	+1d6	+1d10	+2d10
Thanoi	14 years	+1d4	+1d6	+2d6
Ursoi	18 years	+1d6	+2d6	+3d6

1. Barbarian, mystic (*DLCS*), nightstalker (Chapter X), rogue, sorcerer
2. Bard, fighter, mariner (*Legends of the Twins*), noble *DLCS*, paladin, ranger.
3. Cleric, druid, master (*War of the Lance*), monk, wizard

Aging Effects

Race	Middle Age	Old	Venerable	Max. Age
Bugbear	30 years	45 years	60 years	+2d20 years
Centaur	40 years	80 years	120 years	+2d10 years
Dwarf, gully	20 years	30 years	55 years	+2d10 years
Goblin	30 years	40 years	60 years	+3d10 years
Half-dwarf	40 years	80 years	120 years	+3d10 years
Half-gnome	50 years	100 years	150 years	+1d% years
Half-goblin	30 years	50 years	75 years	+3d10 years
Half-kender	40 years	65 years	85 years	+2d10 years
Half-ogre	55 years	73 years	90 years	+2d20 years
Hobgoblin	35 years	55 years	78 years	+2d20 years
Irda	200 years	350 years	500 years	+1d% years
Kender	50 years	70 years	90 years	+3d10 years
Kyrie	90 years	125 years	160 years	+2d20 years
Minotaur	60 years	90 years	120 years	+3d10 years
Ogre	60 years	80 years	100 years	+2d20 years
Thanoi	30 years	45 years	65 years	+2d10 years
Ursoi	100 years	130 years	160 years	+1d% years

1. At middle age, -1 to Str, Dex, Con; +1 to Int, Wis, Cha.
2. At old age, -2 to Str, Dex, Con; +1 to Int, Wis, Cha.
3. At venerable age, -3 to Str, Dex, Con; +1 to Int, Wis, Cha.

grenades function as standard alchemical items (alchemist's fire, tanglefoot bags, or smokesticks, respectively). Other grenades have different effects as follows:

Flash: Every creature within 5 feet of the point where the flash grenade hits must make a DC 15 Reflex save or be dazed for 1 round.

Cost 15 stl, wt 1 lb.

Pepper: The target must make a DC 15 Fortitude save or



Random Height and Weight				
Race/Sex	Base Height	Height Mod.	Base Weight	Weight Mod.
Bugbear, male	5'10"	+2d4	150 lb.	X (2d4) lb.
Bugbear, female	5'8"	+2d4	130 lb.	X (2d4) lb.
Centaur, male	6'6"	+2d6	1,800 lb.	X (2d10) lb.
Centaur, female	6'4"	+2d6	1,800 lb.	X (2d10) lb.
Dwarf, gully, male	3'6"	+1d6	100 lb.	X (2d4) lb.
Dwarf, gully, female	3'3"	+1d6	90 lb.	X (2d4) lb.
Goblin, male	2'6"	+2d6	30 lb.	X 1 lb.
Goblin, female	2'2"	+2d6	25 lb.	X 1 lb.
Half-dwarf, male	4'0"	+2d6	120 lb.	X (2d4) lb.
Half-dwarf, female	3'8"	+2d6	95 lb.	X (2d4) lb.
Half-gnome, male	3'10"	+2d6	65 lb.	X (1d6) lb.
Half-gnome, female	3'8"	+2d6	55 lb.	X (1d6) lb.
Half-goblin, male	4'4"	+2d8	75 lb.	X (2d4) lb.
Half-goblin, female	4'0"	+2d8	65 lb.	X (2d4) lb.
Half-kender, male	4'7"	+2d6	90 lb.	X (2d4) lb.
Half-kender, female	4'5"	+2d6	80 lb.	X (2d4) lb.
Half-ogre, male	6'4"	+2d10	240 lb.	X (2d4) lb.
Half-ogre, female	6'2"	+2d10	190 lb.	X (2d4) lb.
Hobgoblin, male	4'8"	+2d10	130 lb.	X (2d4) lb.
Hobgoblin, female	4'6"	+2d10	100 lb.	X (2d4) lb.
Irda, male	5'0"	+2d10	120 lb.	X (1d6) lb.
Irda, female	4'10"	+2d10	100 lb.	X (1d6) lb.
Kender, male	3'2"	+2d8	90 lb.	X 1 lb.
Kender, female	3'	+2d8	80 lb.	X 1 lb.
Kyrie, male	4'0"	+2d10	35 lb.	X 1 lb.
Kyrie, female	4'0"	+2d10	30 lb.	X 1 lb.
Minotaur, male	6'2"	+3d6	300 lb.	X (2d4) lb.
Minotaur, female	6'	+3d6	250 lb.	X (2d4) lb.
Ogre, male	8'	+2d10	400 lb.	X (2d6) lb.
Ogre, female	7'8"	+2d10	360 lb.	X (2d6) lb.
Thanoi, male	5'2"	+2d10	250 lb.	X (2d8) lb.
Thanoi, female	5'0"	+2d10	225 lb.	X (2d8) lb.
Ursoi, male	9'0"	+2d12	750 lb.	X (2d8) lb.
Ursoi, female	8'10"	+2d12	700 lb.	X (2d8) lb.

be sickened for 2 rounds. Every creature within 5 feet of the point where the pepper grenade hits must make a DC 10 Fortitude save or be sickened for 1 round.

Cost 50 stl, wt 1 lb.

Grenade, ice: An ice grenade is a metal sphere filled with water and wrapped in furs to keep it above freezing. You can throw an ice grenade as a splash weapon (see page 158 of the *Player's Handbook*) with a range increment of 10 feet. An ice grenade is only effective in severe or extreme cold conditions (see page 302 of the *Dungeon Master's Guide*).

A direct hit deals 1d6 points of piercing damage as the now-icy water shatters the sphere. Every creature within 5 feet of the point where the ice grenade hits takes 1 point of piercing damage from the metal shards.

Cost 8 stl, wt 1 lb.

Harness, centaur: This leather equipment harness is designed for a centaur's unique body structure. The harness crosses the centaur's humanoid waist in front, like a belt, and extends just beyond the centaur's withers. A typical harness allows the centaur to carry as much material as a normal-sized backpack, while keeping the back free.

Cost 3 stl, wt 3 lb.

Powder, Irda: The reclusive irda developed alchemical powders to discourage would-be attackers without causing harm. You can throw a flask of irda powder as a splash weapon (see page 158 of the *Player's Handbook*) with a range increment of 10 feet. Irda powder affects all creatures within a single 5-foot square (AC 5 to hit a particular square).

Blinding Powder: A creature hit by irda blinding powder must make a DC 15 Fortitude save or be blinded for 1 minute, or until the creature spends a full-round action rinsing its eyes with water.

Paralyzing Powder: A creature hit by irda paralyzing powder must make a DC 12 Fortitude save or be paralyzed for 1 minute. One minute later, the creature must make another DC 12 Fortitude save or be paralyzed for 10 minutes.

Sleep Powder: A creature hit by irda sleep powder must make a DC 12 Fortitude save or fall asleep for 1 minute. One minute later, the creature must make another DC 12 Fortitude save or fall asleep for 10 minutes.

Irda powder is so rare as to be unavailable for purchase.

Wt 1 lb.

Pouch Bandolier: The pouch bandolier is a leather belt with a variety of hooks and straps that run along its length. A pouch bandolier can hold eight belt pouches. The bandolier's hooks can be removed and used as improvised thieves' tools (-2 penalty on Disable Device and Open Locks checks).

Cost 1 stl, wt -.

VITAL STATISTICS

This section includes tables for determining age, height, and weight for the races of Ansalon.

HEIGHT, WEIGHT, AND AGE

The following tables can help you determine your character's starting height, weight, and age. Remember that you are also free to simply choose these descriptive elements of your character, but you can roll on the tables below if you wish. An explanation for using these tables can be found in Chapter 6 of the *Player's Handbook*.

- **Krynish elves, half-elves** (including **phaethons**), **humans, dwarves** and **gnomes** use the height and weight charts from the *Player's Handbook*.

- **Qualinesti** and **Silvanesti elves** reach adulthood at 40 years, and **Kagonesti elves** reach adulthood at 30 years, but elves otherwise follow the *Player's Handbook* for age effects.

- **Half-elves** (including **phaethons**) mature at 20 years and use the half-elf age effects chart from the *Player's Handbook* with +20 years added to each listed age for Middle Age, Old and Venerable.

- **Dwarves** (including **hill, mountain, and dark dwarves**, but not **gully dwarves**), **humans** and **gnomes** use the age effects table in the *Player's Handbook*.

- **Tarmak** use the same height and weight tables as half-orcs and the same aging tables as humans in the *Player's Handbook*.

- **Damjatt** and **Keena** use the human height, weight, and aging effects.

- **Thoradorian minotaurs** use the same age effect tables as minotaurs, but use the height and weight charts of ogres.



RACES OF ANSALON

The Children of the Stars. . . and of Chaos!

The elves are forced to shape their future amidst the tragedy of exile, while the dwarves struggle to carve their's from internecine strife. The minotaurs proclaim manifest destiny, while the kender look hopefully to life without affliction. The gnomes assemble destiny using cogs and gear shafts, while goblins fight to shake free of the oppressors of the past. Ogres following a cunning leader look forward to a time of imagined glory. Humans gather around bold and enterprising leaders .

Races of Ansalon is a resource for games set in the world of DRAGONLANCE. An encyclopedia of cultures, the book details everything from racial relations and psychology to history and language. The Qualinesti elves and the kender of Hylo are revisited in the light of new information from the novels, while lesser-known breeds such as the ursoi and phaethon are revealed for the first time as fully-imagined player character races. Each chapter is devoted to one of Ansalon's racial types, with additional information on mixed-race characters and an assortment of character options such as alternative class features and prestige classes. An appendix presents racially themed magic items, feats, vital statistics, and cultural weapons so you can make the most out of your Tarmak, half-gnome, or Irda. All information within this volume is fully compatible with the revised edition of the d20 System game.

Ready to try something different? Eager to revisit something familiar? This volume, packed with information gleaned from hundreds of DRAGONLANCE novels and game products, offers something for any player, Dungeon Master, or even the casual reader in the world of Krynn. *Races of Ansalon* is an essential resource for any Dragonlance campaign.

Cover art by Larry Elmore



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