

KENDER



Overview. *“And another thing, I’m sick of everyone calling me a liar and a thief and putting me down, just because I’m a kender! Being tall doesn’t make you right, and it sure doesn’t make you smart!”* – an upset kender

The same kender: “I asked my father once why kenders were little, why we weren’t big like humans and elves. I really wanted to be big,” he said softly and for a moment he was quiet. “What did your father say?” was the reply.

“He said kenders were small because we were meant to do small things. ‘If you look at all the big things in the world closely,’ he said, ‘you’ll see that they’re really made up of small things all joined together.’ That big dragon down there comes to nothing but tiny drops of blood, maybe. It’s the small things that make the difference.”

Kender are the “Children of the World,” a race with an irrepressible sense of adventure, spontaneity, and curiosity that embodies a youthfulness and lust for life that many adventurers share.

Roleplay. Kender are difficult for many gamers to play because often all they’ve seen in literature or gameplay are bad stereotypes of kender. Avoid using kender characteristics to annoy or harass others. As trademark features:

Kender are fearless. They do not grasp their own mortality. However, this does not equate to stupidity and they would never endanger the life of a friend. However, they don’t like running away if there’s no apparent danger because they might miss something exciting.

They are eternally curious, possessed of a drive to investigate, ask questions, and find unusual beauty in the world. There’s a saying “If you find an open door, go inside, and if you find a locked door, open it.” This curiosity is genetic, manifesting in a time of life called Wanderlust when a kender is driven to explore the world.

Kender are irrepressible. They dread boredom and may see a “we’re going to die” moment as a chance to do something “just for the fun of it.” As they say, “death is the last great adventure.”

They have a different concept of value. Kender don’t steal, but their curiosity leads them to unconsciously “borrow” fascinating-looking things to later examine. They

lack malice in this regard and are genuinely surprised when accused of stealing something with the intent to deprive someone of it. They also don't quite get being greedy. Kender maintain many pouches and pockets to hold all the interesting things they "borrow" or "handle."

Kender are extremely compassionate to beings less fortunate than themselves and make lifelong friends. They are quick to forgive slights from friends. There is a tale of a hunter who shot the pet deer of a kender village. When he tracked the wounded deer to their village, the entire town had turned out to help the wounded animal. The sight of a village of kender crying their eyes out caused the hunter to give up his bow and take up fishing.

Kender are child-like at times in how they see the world. If they see two friends arguing, they rarely take sides and instead become sad. They like to be helpful if directly asked. They like to tease friends in a good-natured way (e.g. if a room smells bad, they might comment on the similarity when the group's dwarf takes his boots off). They love dreams better than reality, love storytelling, and love dancing and music, often adding chimes, whistles, drums and bells to their daily tools.

Appearance and Features. Kender average 3 ½ to 4 feet tall with males tending slightly taller. Weight is generally 85 to 105 pounds with slender builds and well-muscled bodies due to high metabolisms. From a distance, a kender could be mistaken for a human youth, but their face wrinkles gained around age 25 and pointed ears give them away. Kender find their "face lines" attractive, and over time they give kender a wizened look. Kender are fair-skinned and retain a youthful appearance their entire lifespan. Kender hair tends sandy blonde, brown, and coppery, graying as they reach elder age. Most wear their hair long, and a popular style is the topknot (in the artwork). Kender cannot grow facial hair.

Kender have a high range of voice pitch abilities and can mimic birds and small animals very well. They prefer gaudy, bright-colored clothing, and no self-respecting kender will be found without their pouches in which they collect random knick-knacks that caught their eye. Kender mature around age 20, when Wanderlust sets in, lasting anywhere from 5 to 50 years. When it fades, kender feel a strong pull to return to a community. Some will find a mate during Wanderlust, and others when they return. Kender become elderly around age 70 and can live to around 100.

Relations. Kender get along with everyone except cruel people. Gnome inventions are exciting. Boring people are not. Other races worry they are thieves or call them pests. However, the truly wise of all races know kender are innocents of the world and something precious would be lost if they were gone.

Alignment. Kender tend neutral, rarely lawful, and no evil kender are known to exist despite attempts by the gods of Darkness to corrupt them. Their cities and towns are an anarchy government that somehow works.

Religion. They once recognized all deities (to avoid hurting any god's feelings), and held Branchala, Chislev, Mishakal, and Gilean in high regard. Reorx is viewed as a grumbling but benevolent grandfather.

Language. Kenderspeak is what kender call it. No one has a better name.

Names. Each kender has a given name and a chosen name that is more descriptive, sometimes chosen after a harrowing or memorable event. Sometimes not.

Male names: Arlie, Buckeran, Jackin, Kipper, Kronin, Malon, Pentrien, Rufus, Tarli, Tavin, Tasselhoff, Tekel, Tobin.

Female names: Amari, Amber, Athola, Catt, Emla, Ethani, Juniper, Mela, Meridon, Paxina, Teeli.

Chosen names: Burrfoot, Deeppockets, Flamehair, Lampwick, Lighteyes, Mudskipper, Nimblefingers, Quickstep, Redfeather, Riddler, Softtread, Thistleknot, Triplever,

Adventurers. All kender adventurers are in Wanderlust and no other race is so content with this lifestyle as a kender. Kender cannot be arcane casters.

Traits.

Small size, speed 25, Darkvision 30'.

Fearless. You are immune to the frightened condition.

Taunt. As a survival mechanism, kender have learned to enrage their enemies into foolishness. As a bonus action against a creature that can hear and understand you within 60', unleash a barrage of sarcasm, insults, and crude comments at them. Make an opposed Charisma (Performance) versus Wisdom (Insight) check. If you exceed your target's roll, they gain the condition "taunted," suffering -1 to attacks and ability checks for every 5 points you succeeded over the target's roll (minimum -1). This lasts until the start of your next turn (1 round). Multiple taunts are not cumulative. If the target wins the opposed check, it is immune to your taunt for 24 hours. Kender are immune to taunts.

Hoopak. You are proficient in the signature kender weapon hoopak and start with it in addition to any other gear.

Hoopak. A 5' long staff-sling with pointed end that can be swung to make a low thrumming sound and can be used to fling sling

ammunition or pierce/pummel a foe. Racial weapon. 5sp. 1d6 bludgeon or pierce, 2 lbs. Ammunition, ranged 30/120, versatile (1d8).

Choose a racial gift.

Improved Taunt. You have uncanny insight into the motivations and characterizations of other races. You gain an expertise die when taunting.

Remarkable Eyesight. Kender don't miss many details. You gain an expertise die when making a visual Perception (Wisdom) skill check.

At 10th level, gain the paragon trait of **You've Made it This Far**. When you roll 1 on a d20, you can reroll the die and must use the new roll.

Add the following features:

Explorer. You gain proficiency with cartographer's tools.

Curiosity Did Not Kill the Cat. You gain proficiency with one of the following: Acrobatics, Performance, Stealth, or Thieves' Tools.

Slippery. When you are grappled, you can use your reaction to automatically escape that grapple. Once you have used this trait, you cannot do so again until you finish a long rest.

Handler. You gain proficiency in Sleight of Hand, and you gain an expertise die when picking a pocket or otherwise taking an item without notice.

Languages. You can speak, read, write, and sign Common, Kenderspeak, and one other language.

Kender Trailsong

Your one true love's a sailing ship
That anchors at our pier.
We lift her sails, we man her decks,
We scrub the portholes clear;
And yes, our lighthouse shines for her,
And yes, our shores are warm;
We steer her into harbor —
Any port in a storm.

The sailors stand upon the docks,
The sailors stand in line,
As thirsty as a dwarf for gold
Or centaurs for cheap wine.

For all the sailors love her,
And flock to where she's moored,
Each man hoping that he might
Go down, all hands on board.

Phrases:

"Guess I found it somewhere."

"I forgot that I had it."

"You walked off before I could give it back."

"I was afraid someone else would take it."

"You must have dropped it."

"You put it down and I didn't think you wanted it anymore."

"Maybe it fell into my pocket."

"Oops" (the one phrase you don't want to hear a kender say).

MINOTAUR



Overview. *“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.”*

The minotaur race has spent its existence under the boot of other races. They have been enslaved by dwarves, ogres, and humans. They have been enslaved as foot soldiers for the Dark Queen and entertainment for the Kingpriest. The Cataclysm was their salvation. It created the Blood Sea and liberated their lands from the mainland. Never again their leaders have vowed will they ever serve again. The minotaur now lives by the

creed “might makes right.” Their legends say the god Sargas took the form of a giant condor and selected worthy ogres to make greater, giving them horns to protect themselves in his image.

Roleplay. To be weak is wrong. Strong bodies, minds, and hearts are the power of life. Honor is everything, and their word is their bond, never to be broken. One must accept complete responsibility for actions and face punishment for misdeeds. Cowards are the lowest form of vermin. To slay another minotaur without cause of honor is a sentence of death. Loyalty is taught from birth, first to clan and empire, then once one has met their duty may they pursue individual desire. All serve the minotaur empire; to do otherwise is treason. All are expected to serve a stint in the navy with honor. Disputes can be resolved in the Circus (arena). There is no distinction between the roles males and females may serve. They live a classless society. Anyone can become emperor – you need merely earn the right to challenge the current one. A minotaur without horns is the ultimate shame, seen as more beast and not worthy of recognition.

Appearance and Features. Physically imposing, standing over 7 feet tall, 350 to 400 pounds, with horns reaching 6 to 12 inches for females and 1 to 2 feet for males. Short fur ranges from red brown to almost black, rarely tan or white. Eyes are large and black or brown. A common misconception is that minotaurs have hooves; rather

they have twin toes with hoof-life toenails. They keep horns carefully polished and many wear earrings and nose rings. Dress tends to harness and leather skirts, though nobles may wear robes. They mature around 20 and live to 150, though very few die of old age.

Relations. They believe they are the rightful rulers of the world. Dwarves get respect for their unbegrudging natures, but the slavery issue is a matter of honor that must one day be corrected. Human military might is to be admired, especially the Knight of Solamnia code (“my honor is my life”). Elves are weak and frail, without honor or courage. Gnomes are weak, relying on the crutch of their machines. Kender are a nuisance like vermin. Ogres are abhorred for constantly enslaving them.

Alignment. Almost all tend lawful due to their code, many evil with Sargas worship.

Religion. Sargas the Destroyer and Zeboim the Maelstrom (fear). Small groups worship Kiri-Jolith who often manifests as a bull-headed figure.

Language. They speak Common and their language Kothian. Emotion is often conveyed by snorts (disbelief, surprise, anger) and grunts (approval, caution, warning). Minotaurs take umbrage at any who speak their language, especially poorly.

Sayings include “By Sargas!” (surprise, anger); “by the Emperor’s horns” (solemn oath). Oaths are common in their speech, including references to a god, the Emperor, and one’s father.

Names. Organized by Name + prefix to lineage + clan. Prefixes are either “Es-” (from island of Mithas), “de-” (from island of Kothas), or “-Ohn” (bastard child unable to trace lineage). Thus, Kyris Es-Bregan is of Mithas, clan Bregan. However, Bas-Ohn Koraf is an illegitimate child that cannot trace lineage to either island.

Male Names: Beliminorgath, Cinmac, Dastrun, Edder, Galdar, Ganthirogani, Hecariverani, Kyris, Tosher, Zurgas.

Female Names: Ayasha, Calina, Fliara, Helati, Keeli, Kyri, Mogara, Sekra, Tariki, Telia.

Clan Names: Athak, Bregan, Entragath, Kaziganthi, Lagrangli, Mascun, Orilg, Sumarr, Teskos, Zhakan.

Adventurers. Some sever ties from clan to adventure or be mercenaries. They shun the idea of being druids (unknown in their lands), rogues (dishonorable), or wizards

(magic as a crutch, sea and storm wizards respected) though nothing in their physiology prevents it. One in the Solace area would be on the other side of the world from their original home and all those like them.

Traits. *There is no minotaur in Level Up 5E, so use the following.*

- Size medium, speed 30.
- **Horns** are natural melee weapons used to make unarmed strikes, dealing 1d6 + Strength modifier damage.
- **Goring Rush.** Immediately after using Dash action and having moved at least 20 feet, make one melee attack with horns as a bonus action.
- **Imposing Presence.** Choose proficiency in Intimidation or Persuasion.
- **Seaworthy.** You have an expertise die on checks related to swimming.

Choose one racial gift:

Mighty. You count as one size category larger when determining your carrying capacity and the weight you can push, drag, or lift (e.g. double capacity of a medium creature). In addition, when you critically hit in melee, roll and add one of the weapon dice to the total.

Natural Fighter. Your thick hide gives you AC12 + Dexterity modifier when not wearing armor (shield benefit still applies). Your horns do 1d8 instead of 1d6 damage.

Sea Warrior. Gain swim speed 30'. You ignore difficult terrain related to wading through water. You gain an expertise die on Survival checks related to the seas/ocean, and you gain resistance to thunder damage.

At 10th level, gain the paragon trait of **Relentless Resilience**. When you are reduced to 0 hit points but not killed outright, you can drop to 1 hit point instead. Once you have used this trait, you cannot do so again until you finish a long rest. In addition, your hide thickens. Gain +1 AC.

Add the following:

Powerful. You are treated as one size larger when determining carrying capacity.

Hardened by the Circus. You gain advantage on Strength checks involving grappling or shoving medium or smaller creatures.

Superiority. You cannot be stopped. Gain an expertise die on saving throws against effects that would reduce your movement speed or stun you.

Might Makes Right. You show no weakness to the crowd. If you miss with an attack roll or ability check, you may gain a bonus in addition to the number

of allies you can see within 30' of you (maximum +3), which might change the result. This trait renews after a rest.

Languages. You can speak, read, write, and sign Common and Kothian.



The minotaurs sail the Blood Sea, dominated by a giant whirlpool.

OGRE, IRDA (HIGH)



Overview. *"The greatest danger that faces the Irda is the order of our birth. For we are the eldest, and it is easy to be proud and to scorn the achievements of the other peoples. Pride is self-love, a destructive love that can admit no other. Pride in our people is a destructive love, for it admits the love of no other peoples. When we are the object of hate, it is necessary to hide to protect ourselves, but that is no reason to hate. In the end, the Irda will emerge from their island and join the other races. When this happens, they must love elves as much as they love Irda, humans as much as they love Irda, dwarves as much as they love Irda. This extends even to the darker races that wish to destroy us. In this time of love of all races, I will know peace, and there will be no need for Igrane or my book, for within your hearts you will have the wisdom to survive."* - passage from the Irdanaiaith.

The Irda are the firstborn of the gods, possessing a grace and beauty exceeding that of even elves, and having escaped the curse that made most of their kind into ogres that gleefully serve the Dark Queen. They have been in isolation and hiding since the Ogre Wars in the Age of Dreams, forever sought by the forces of evil to take them back. They are masters of controlling emotions and may appear aloof as they choose when these come to bear. Their settlements are hidden by powerful magic, and those who are found outside those bastions are often survivors of a raid, having escaped but unable to now find their homes, thwarted by the very magics that once protected them.

Irda are also distinguished by their ability to change shapes, a power they can hone over time to blend in with other cultures.

Roleplay. They are feared by the world as every culture knows a version of a race of high ogres that will some day return to lay waste to the world, or shapeshifting ogres that steal babies. Evil creatures try to ally with them only to discover their true nature. Thus, they are always hiding who they are when abroad. They adhere to a strict discipline of peace, referring to a work penned by their greatest, Igrane, or oral tradition. They find spontaneous action vulgar. One should never speak unless they have something useful to say. Everything they do, from word to motion,

is choreographed from long years of discipline. Because of the violence of their cursed ogre kin, they tend to find violence distasteful, going through a cleansing ritual after combat. They believe the preservation of life is all-important when possible. In order to hide in society, Irda find it best to err on the side of caution when dealing with criminals (helping apprehend them) rather than draw attention.

“When one cannot withdraw, it is allowable to defend one’s self, even to the deaths of one’s enemies. But this decision must be ruled by the mind, and the only emotion to be expressed is sorrow that no other way was possible.” - teachings of Igrane.

Appearance and Features. Tall, graceful, and slender, Irda average 6 feet in height, weighing around 150 pounds. Skin varies from midnight blue to deep sea green. Hair is most often black with infrequent blonde, white, or silver. Eyes range from silver to deep blue or emerald green. They have drooping eyelids that make them appear bored. By standards of humans and elves, they are extraordinarily beautiful. Irda tend to dress simply, accenting their clothing with handcrafted jewelry of elegant design. They do not prefer to wear anything taken from an animal’s hide. Their voices are melodic, pleasant to hear.

They mature around age 50 and live to around 500 to 600.

Relations. Their society is xenophobic. They are myths to most races and they must make this way remain. However, they also have a thirst for knowledge and those who can attempt to learn what drives others. They have no animosity, but the isolation and higher culture they enjoy can cause some to adhere to “love thy neighbor” but in the way one would love a pet, not seeing them as an equal.

Alignment. Always good. This is not to say there are no evil Irda, but that group split into a different faction eons ago: the Nzunta who believe in racial purity (killing deformed babies and enslaving others). Irda tend to be strong opponents of the forces of evil while perhaps failing to see their own shortcomings.

Religion. Reverence for all gods of good, primary Mishakal and Paladine.

Language. They speak Common and their language Kolshet (High Ogre). Most speak multiple languages. They avoid contractions, slang, and casual language. When referring to a person, they use their actual name, not pronouns.

Names. At birth one is given their name. At the Year of Oneness (self-sufficient adulthood), the child may choose their own name. In rare cases the child retains their name; however most choose one they feel is appropriate. Irda that serve specific roles in a community, such as Protector or Decider, shed their names upon receiving that title.

Male Names: Bahari, Garyl, Igraine, Keryl, Lotani, Mirni, Ronlyn, Tyrel, Tyrrald, Xyren

Female Names: Amberyl, Chanan, Dara, Hellayne, Jashan, Kara, Nishan, Usha, Xisha, Zuela

Adventurers. The odd Irda would leave their protected home to gain knowledge about the world, though returning has been very difficult. Others have been wrested from their homes by violence and now must survive in a foreign realm. They are drawn to the arcane arts (except warlock) and don't tend to front-line melee roles due to their philosophies.

Traits. *There are no Irda in Level Up 5E, so use the following:*

- Size medium, speed 30.
- **Change Shape.** As an action, transform your body (but not clothing or gear) to appear as a human, elf, or dwarf, including changes to your height, weight, facial features, voice, hair, coloration, and distinguishing characteristics. You appear as the same human, elf, or dwarf form each time and cannot replicate a specific person. For 1 minute after shifting, you have disadvantage on d20 rolls as your body adjusts to the change. You do not gain any special features of that race, such as darkvision. Your skill grants you advantage on Charisma (Deception) checks to mimic the other race. You can remain in a form for as long as you like. As a bonus action, you may revert to your natural form, or upon death.
- **Magic Affinity.** You begin knowing a cantrip. Choose: *dancing lights*, *minor illusion*, or *mage hand*. You can cast *detect magic* once per long rest. At 3rd level, you can cast *Nystul's (arcanist's) magical aura* once per long rest. At 5th level, you can cast *Nondetection* once per long rest. Charisma is your spellcasting ability for these spells.

Choose one racial gift:

Changer Adept. Your shapeshifting improves. In addition to your other 3 forms, you learn to change into any small or medium-size humanoid race you have seen. You appear as the same form each time. You do not gain any special features of that form such as Darkvision.

Magic Adept. You are born with magic coursing through your veins, and are able to utilize it in a number of ways. You learn one cantrip of your choice from the wizard spell list. At 3rd level, choose one 1st- or 2nd-level spell from the wizard spell list. You can cast the chosen spell without any material components without using a spell slot, once per long rest. A 1st-level spell chosen this way can be cast at 2nd-level using this trait, if the spell allows. Your spellcasting ability for this trait is the same as the ability score used in

the spellcasting class in which you have the highest level, or Charisma if you have no levels in a spellcasting class.

Telepath. You can communicate telepathically with a willing target within 30 feet of you that you can see. The target must be able to understand your language. In addition, you can anticipate enemy attacks and can cast the *shield* spell once per long rest.

At 10th level, choose a paragon racial gift:

Changer Master. Requires **Changer Adept.** Your shapeshifting improves. You may change into small to large-size humanoids and giants you have seen. You appear as the same form each time. All your forms gain that race's flight or swim speed, darkvision, and ability to breathe underwater.

Master of Magic. You gain a 3rd level spell slot.

In addition, add:

Focused Patience. Once between long rests, you can do one of the following:

Concentrate: You gain an expertise die on a Constitution saving throw made to maintain concentration.

Persist: You may reattempt a failed ability check.

Many Cultures. You gain proficiency in Culture. In addition, choose Intelligence or Wisdom. You gain an expertise die on ability checks using the chosen ability score that are made to understand the social customs of, interact with, or recall knowledge about individuals, objects, or environments associated with any culture or society you have been surrounded by for a month or longer.

Motive and Reason. The reason why you have a home away from home tells a unique life story. Choose one of the following:

Homeland Seeker: You remember the loss of your home having left it and feeling the tug of it in your heart. You have studied much about it and the world around you. You gain proficiency in Arcana and History.

Refugee: By great misfortune, you have been forced from your homeland. You are proficient in Survival, and when in an urban environment can roll Survival checks when using Intimidation or Persuasion.

Languages. You can speak, read, write, and sign Common, Kolshet, and two additional languages.