

THE RACES OF KRYNN

A 3rd Edition D&D Dragonlance Conversion Document
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Barbarians “Wanderers”

Several clans of human barbarians wander the face of Krynn. Each clan has dwelt in its native environs for hundreds or thousands of years. Some brave rugged mountain peaks, others hunt Abanasinian’s verdant plain, still others dwell upon blistering deserts, frigid polar wastes, or the tumbling and trackless sea.

Personality: *Mountain, plains, and ice barbarians* are proud, grim traditionalists. They deeply respect nature, granting every creature, plant, object, and place its due. These barbarians cast suspicious eye toward “civilized” humans and their usurious lifestyles. Barbarians rarely place trust in such folk: until a city-dweller proves himself noble and honorable, he is considered lower than the animals. This distrust of civilized humans creates a similar distrust of mages and magic. Because wizards corrupt nature and turn it to their own ends, barbarians categorize mages among the most profane creatures in the world.

Sea barbarians differ greatly from their barbarian brothers. On the outside, these loud, friendly people brim with good cheer. Underneath, though, sea barbarians harbor a haughty pride that keeps them distant from other races. Even so, sea barbarians deal fairly with those they meet and, given time, develop friendships that can weather any storm.

Physical Description: *Mountain, plains, and desert barbarians* have dark hair, umber eyes, and deeply golden skin. Their southern cousins, the ice barbarians have red or light brown hair, blue eyes, and pallid skin. Constant exposure to the elements weathers the features of all barbarians. By the ripe old age of 60, most barbarians have leathery skin, but young barbarians of both genders are among the most beautiful folk of Ansalon. On the average, barbarians stand an inch or so taller than the stunted city folk of Ansalon. These three barbarian clans prefer to dress in furs, leathers, and skins. Since few barbarians perform agriculture, woven fabrics are rare luxuries.

Sea Barbarians have richer skin tones than other barbarians. Their skin ranges from light brown to glowing black. They wear their tightly curled black hair closely cropped to their heads. Their eyes flash with emotion - joy one moment, and wrath the next - much like the volatile sea. Sea barbarians enjoy flamboyant and gaudy garb of sailcloth, homespun, or burlap. Life among the roaring billows and pitching waves makes these folk boisterous and courageous. Even so, they are the most civilized of the barbaric races.

Alignment: Barbarians tend to be rugged individualists, and hence have a leaning towards chaos, however in terms of good and evil, barbarians are like all humans and tend towards no particularly ethos – not even neutrality.

Lands: The barbarians of Krynn live nomadically. They find life in cities and towns stifling and harsh compared to that in the wilds. They roam their home terrain, following the migrations of beasts and the change of seasons. Barbarians love nature. They respect the powers of the earth, and revere those who wield such powers.

The sea barbarians live differently. Although they spend most of their time at sea, they do dock occasionally. Descendants of city dwellers, these barbarians maintain port cities where they can rest and sell their cargo. The city of Sea Reach on the island of Saifhum is one such bedroom town for sea barbarians. They forbid foreign traffic into Sea Reach, wishing to keep the foul folk of Ansalon at arm’s reach.

Religion: All barbarians respect nature; therefore many tribes worship the nature deities of Krynn, such as Habbakuk or Chislev. Sea Barbarians may also pay tribute to Zeboim (though worship is rare – except for evil sea barbarians). However like most human races on Krynn various tribes may worship different deities. After the cataclysm the barbarian tribes used to deify their ancestors – though the true gods have once again been discovered many tribes still pay respect to their ancestor spirits.

Language: All barbarians speak common as well as their regional dialect. Plains barbarians speak Abanasinian (or Plainsman), Desert barbarians speak Khur, Ice barbarians have their own language (simply named Ice Barbarian), Mountain Barbarians speak Estwilde, and Sea Barbarians speak Kalinese.

Barbarian Racial Traits

(excluding Sea Barbarians)

- Although human, barbarians do **not** gain the racial traits of normal humans, as they have become far more focused on their racial abilities
- Medium-Size: As Medium-size creatures, barbarians have no special bonuses or penalties due to their size.
- Barbarian base speed is 30'
- Wilderness lore is always a class skill
- +2 racial bonus on spot, hide, move silently, and wilderness lore checks, in native habitat only
- Gain the tracking feat in native habitat only
- Automatic Languages: Native Tongue. Bonus Languages: common, and local regional dialects (including non-human languages)
- Favored Class: Barbarian. A multiclass barbarian's barbarian class does not count when determining whether he or she suffers an XP penalty for multiclassing (see Experience for Multiclass Characters page 56). Barbarian culture of course extols the virtues of the barbarian, and they are practically born to this class. Barbarian/Rangers are also extremely common.

Sea Barbarian Racial Traits

- Although human, sea barbarians do **not** gain the racial traits of normal humans, as they have become far more focused on their racial abilities
- Medium-Size: As Medium-size creatures, barbarians have no special bonuses or penalties due to their size.
- Sea Barbarian base speed is 30'
- Swim and Profession (Sailor) are always class skills as Sea Barbarians are born and live most of their life on their tribal ships.
- +2 racial bonus on balance, climb, swim, profession (Sailor) checks
- Automatic Languages: Common and Kalinese. Bonus Languages: local regional dialects (including non-human languages)
- Favored Class: Barbarian. A multiclass sea barbarian's barbarian class does not count when determining whether he or she suffers an XP penalty for multiclassing (see Experience for Multiclass Characters page 56). Like their land based barbarian cousins – Sea Barbarians are practically born to the barbarian class.

Dwarves “Workers Under The Mountain”

All dwarven player characters come from the Hylar, Daewar, or Neidar clans. The other dwarven clans are better suited to NPCs and villains.

Personality: Other races accuse dwarves of miserly greed. Dwarves see themselves quite differently. Dwarves believe their hard work and drive make them worthy of riches. Those who would disagree are lazy and jealous. Among themselves, dwarves consider dogged work and opulent wealth to be two of life's greatest pleasures. For these things, and for drink and history and song, dwarves harbor a passionate love. Around big folk (or elven folk), dwarves hide this passion, and therefore seem inscrutable, coarse, and oddly reticent.

Physical Description: Ansalonian dwarves are short and wide-shouldered, standing only four feet tall and weighing about 140 lbs. Males have full beards, and females and youths have wispy whiskers that do not form full beards. On the whole, dwarves have tough, wrinkled skin, and most males begin going bald while still young (50 years old).

After five millennia upon Ansalon, the stout dwarven stock has splintered into various distinct races.

Hill dwarves, made up of the **Neidar** and **Klar** clans, gain their name from the foothills where they live. They have tan skin, ruddy cheeks, and bright eyes. Their hair is brown, black, or gray, worn in respectable trim around the ears but worn long and bushy in beards and moustaches. Their clothes reflect the drab colors of their lands: black, brown, gray, tan, and beige. On rare occasions (when feeling festive or scandalous), hill dwarves don a scarf of bright red or green.

Mountain Dwarves, unlike their Neidar kin, dwell below ground in the rugged heights of the mountains. The most ancient and prominent race of mountain dwarves is the Hylar, from which the **Theiwar**, **Daewar**, **Daergar**, **Zakhar**, and hill dwarf races descended. Hylar dwarves have light brown skin, smooth cheeks, and bright eyes. Their brown, black, gray, or white hair matches the color of their clothing.

Alignment: The Hylar, Daewar, or Neidar clans are usually lawful, and they tend towards good. Adventuring dwarves are less likely to fit the common mold however, since they're more likely to be those who did not fit perfectly into dwarven society.

Dwarven Lands: Dwarves have always been divided into clans. Each clan is led by a thane – the clan ruler and representative to the Council of Thanes. The Council of Thanes is the ruling body for all dwarves upon Ansalon. Traditionally, the council has had nine thanes. Currently, only six thanes serve upon the Council: Hornfel of the Hylar, Realgar of the Theiwar, Rance of the Daergar, Gneiss of the Daewar, Tufa of the Klar, and Highbulp of the Aghar. The throne of the Neidar has been vacant since the Dwarfgate Wars in 39 AC. The eighth throne belongs to the Kingdom of the Dead – the nation of ancestors long past. This throne is perpetually empty. The ninth throne is that of the High King over all dwarves. It has been vacant since the time of Duncan. A mysterious dwarven race called the Zakhar has never held a throne in the Council of Thanes.

Dwarven Racial Traits

- +2 Constitution, -2 Charisma: Dwarves are stout and tough but tend to be gruff and reserved.
- Medium-Size: As Medium-size creatures, dwarves have no special bonuses or penalties due to their size.
- Dwarven base speed is 20 feet.
- Darkvision: Dwarves can see in the dark up to 60 feet. Darkvision is black and white only but it is otherwise like normal sight, and dwarves can function just fine with no light at all.
- Stonecunning: Stonecunning grants dwarves a +2 racial bonus on checks to notice unusual stonework, such as sliding walls, stonework traps, new construction (even when built to match the old), unsafe stone surfaces, shaky stone ceilings, and the like. Something that isn't stone but that is disguised as stone also counts as unusual stonework. A dwarf who merely comes within 10 feet of unusual stonework can make a check as if he were actively searching, and a dwarf can use the Search skill to find stonework traps as a rogue can. A dwarf can also intuit depth, sensing his approximate depth underground as naturally as a human can sense which way is up. Dwarves have a sixth sense about stonework, an innate ability that they get plenty of opportunity to practice and hone in their underground homes.
- +2 racial bonus on saving throws against poison: Dwarves are hardy and resistant to toxins.
- +2 racial bonus on saving throws against spells and spell-like effects.
- +1 racial bonus to attack rolls against orcs and goblinoids (goblins, hobgoblins, and bugbears): Dwarves are trained in the special combat techniques that allow them to fight their common enemies more effectively.
- +4 dodge bonus against giants: This bonus represents special training that dwarves undergo, during which they learn tricks that previous generations developed in their battles with giants. Note that any time a character loses his positive Dexterity bonus to Armor Class, such as when he's caught flat-footed, he loses his dodge bonus, too.
- +2 racial bonus on Appraise checks that are related to rare or exotic items: Dwarves are familiar with valuable items of all kinds (especially those made of stone or metal).
- +2 racial bonus on Craft checks that are related to stone or metal: Dwarves are especially capable with stonework and metalwork.
- Automatic Languages: Common and their dwarven dialect (either Mountain or Hill Dwarf). Bonus Languages: Dwarven dialect, Hammertalk, Giant, Gnome, Goblin, Kender, Regional Dialect. Dwarves are familiar with the language of their enemies and of their subterranean allies.
- Favored Class: Fighter. A multiclass dwarf's fighter class does not count when determining whether he or she suffers an XP penalty for multiclassing (see Experience for Multiclass Characters page 56). Dwarven culture extols the virtues of the warrior, and the vocation comes easily to dwarves.

Religion: Dwarves believe they were Reorx's last and best creations, made in the god's image. Reorx, they say, learned from each creation until he achieved the perfect form – dwarves. Dwarves see themselves as Reorx's custodians: maintaining the past in the present. Though dwarves respect all of the gods (generally the good aligned ones), finding dwarven worshipers of other deities is quite rare.

Language: There are two dwarven languages, Mountain Dwarf and Hill Dwarf. Each clan has its own dialect of Hill or Mountain Dwarf, and Aghar speak a slang-filled language, Gully Talk. Hammertalk is tapped out in caverns to communicate over long distances.

Elves “Firstborn”

The civilized elves, Silvanesti and Qualinesti, share many basic philosophies, and attitudes. Still, disputes over land or politics can make them bitter enemies, as the Qualinesti exodus proves. Kagonesti, Dargonesti, and Dimernesti are barbarians; they clash regularly with anyone not of their tribes. Despite their differences, all elves believe in the perfectibility of nature, which makes them very territorial and protective of their lands. Elves also believe they are the chosen of the gods and though they don't despise other races, they are painfully aware of their shortcomings.

Personality: **Silvanesti** are a proud, arrogant, and stoic folk with little use for other races, including other elves. They idealize racial purity, and are intolerant of other (“inferior”) races and customs.

The **Qualinesti** are more sociable and tolerant than Silvanesti; they frequently and happily deal with other races. They do however, share some of the Silvanesti's prejudice against interracial marriages.

Kagonesti, Dargonesti, and Dimernesti work to achieve harmony with nature for a full and happy life. They are a fiercely proud folk, hot-tempered and passionate. While these barbarians do not initiate wars or attack strangers, they are by no means pacifists.

Physical Description: Ansalonian elves are tall, lithe, elegant creatures with pointed ears, thin limbs, and graceful movements. They stand about 5 feet tall, although they give an impression of greater height, and weigh between 90 and 100 pounds. Elves have no facial hair (with the exceptions of extremely old elves).

Elves are considered adults from the age of 80. They live to be about 550 years old before leaving the world, though some are as much as 700 years old.

Silvanesti are fairskinned. Their hair ranges from light brown to blonde-white, and their eyes are hazel. They prefer loose garments, flowing robes, and billowing capes. Their clothes are various shades of green and brown. They speak in melodic tones and move with a natural grace.

Qualinesti are smaller and darker than the Silvanesti, with eyes of blue or brown and hair ranging from honey-brown to blonde. They are not as strikingly attractive as the Silvanesti. They prefer earth-toned clothing. They have strong pleasant voices and a friendly, open manner. They prefer long dresses for women and woven trousers and jerkins for men.

Kagonesti are about the same size as Qualinesti and Silvanesti, but they are much more muscular. Their dark brown skin is traced with designs in clay, paint, and tattoo. Most have dark hair, ranging from black to light brown; elders have silvery white hair. All have hazel eyes. Kagonesti wear fringed leather clothes decorated with feathers, and adorn themselves with necklaces and bracelets of silver and turquoise.

Dargonesti and Dimernesti, the sea elves, are barbaric aquatic creatures that appear quite different from their cousins. These races have rubbery bluish skin, wide eyes with narrow pupils, and webbed fingers and toes. Although they swim well in their elven form, they can also take the shape of sea otters (Dimernesti) and dolphins (Dargonesti).

Alignment: Elves love freedom, variety, and self-expression. They lean strongly toward the gentler aspects of chaos. Since the elves were meant to be the representation of good, many of them are also this alignment. In fact non-good elves are considered Dark Elves and cast out of their lands.

Elven Lands: **Silvanesti** dwell in glades surrounded by dense forests. Their buildings are tall, ornate structures of wood and stone. The most striking features of a Silvanesti settlement are the low stone pyramids used as tombs for the Silvanesti dead, and the large masses of briars and brambles created by House Woodshaper and House Gardner to serve as borders.

Long years within a safe, settled, empire have stratified the crafts and tasks into a rigid system of castes, or Houses. At the top of the system is House Royal, the descendants of Silvanos. Beneath this house are craftsmen and guild houses, such as House Mystic, House Gardener, and House Woodshaper. The House Protector, also known as the Wildrunners, serves as the army of Silvanesti. The lowest guild is House Servitor, which includes apprentices, foreign traders, indentured servants, and slaves. No one marries outside his or her guild without permission, and permission is rarely granted.

Silvanesti rarely communicate with the outside world, finding it far too transient for their liking. They also rarely marry outside their own realms. Silvanesti have endured for over 3000 years, and have become set in their ways. Silvanesti abhor contact with humans or other races. Even their relationship with the Qualinesti is strained.

Qualinesti society is far less structured than that of Silvanesti. The Qualinesti are ruled by a Speaker of the Suns who must be a blood relative of Kith-Kanan, the elven leader who established the Qualinesti. Speakers are thus blood relations of Silvanos. The Speaker serves primarily as a guiding and directing force in a government made with a senate called the Thalass-Enthia. The Thalass-Enthia is appointed to represent the various guilds and communities of Qualinesti. The Thalass-Enthia brings its recommendations to the Speaker of the Suns who makes all final determinations.

Kagonesti have no permanent settlements. Their villages are temporary structures of animal hide and lightwood. They use the boughs of living trees for construction and camouflage. Each village is home to a tribe of several interrelated families. The tribe centers on the chief – the oldest and wisest member – and his family. The chief makes all decisions for the tribe.

Kagonesti have an animistic view of the cosmos. They believe that everything is alive and deserves respect. This respect extends especially to the dead, who are trussed in finery and set afloat upon funeral canoes.

Elven Racial Traits

- +2 Dexterity, -2 Constitution: Elves are graceful but frail. An elf's grace makes her naturally better at stealth and archery.
- Medium-Size: As Medium-size creatures, elves have no special bonuses or penalties due to their size.
- Elven base speed is 30 feet.
- Immunity to magic *sleep* spells and effects, and a +2 racial saving throw bonus against Enchantment spells or effects.
- Low-light Vision: Elves 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 such conditions.
- Proficient with either longsword or rapier; proficient with shortbow, longbow, composite longbow, and composite shortbow. Elves esteem the arts of swordplay and archery; so all elves are familiar with these weapons.
- +2 racial bonus on Listen, Search, and Spot checks. An elf who merely passes within 5 feet of a secret or concealed door is entitled to a Search check to notice as if he or she were actively looking for the door. An elf's senses are so keen that she practically has a sixth sense about hidden portals.
- Automatic Languages: Common and their elven dialect (Silvanesti, Qualinesti, Kagonesti, or Dargoi). Bonus Languages: Elven dialect, Goblin, Kender, Sylvan, Regional dialect.

Little is known of the **Dargonesti** and **Dimernesti** lands, as they are a migratory people who travel beneath the waves. They have an outlook similar to the Kagonesti though they are not so barbaric. The few permanent settlements they have are located around the blood sea isles where they trade with the sea barbarians.

Religion: The elves sprang into being from chaos as embodiments of Good. Although Branchala (the Bard King) is considered the highest god, there are many elven worshipers amongst the other good aligned deities (and Paladine is still regarded as the father of the good gods).

Language: There are four elven languages: Silvanesti, Qualinesti, Kagonesti, and Dargoi. The latter is spoken by both types of sea elf, as well as mermen, sirines, tritons, and many other sea-dwellers.

- Favored Class: Wizard. A multiclass elf's wizard class does not count when determining whether he or she suffers an XP penalty for multiclassing (see Experience for Multiclass Characters page 56). Wizardry comes naturally to elves (they sometimes claim to have invented it), and fighter/wizards are especially common among them.

Kagonesti traits

All traits are in addition to the normal elf traits except where noted here.

- +2 Dexterity, -2 Intelligence: Kagonesti are stronger than their elven kin, but due to their more savage natures are less intelligent.
- Favored Class: Ranger. Nomadic and rugged the Kagonesti favor the ranger class, though many of them are also barbarians. Kagonesti also tend to be sorcerers, rather than the more structured wizard class.

Dimernesti and Dargonesti traits

All traits are in addition to the normal elf traits except where noted here.

- Swim 40 feet. Due to their aquatic natures, Dimernesti and Dargonesti can move through the water at the above speed without making Swim checks. They gain a +8 racial bonus to any Swim check to perform some special action or avoid a hazard. They can always choose to take 10 even if rushed or threatened when swimming, and can use the run option, provided they are swimming in a straight line.
- Low-light Vision: Dimernesti and Dargonesti can see four times 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 such conditions.
- No automatic proficiency in swords or bows. The Dimernesti and Dargonesti no longer practice such swordplay or bow work like their land based cousins, as these weapons are of limited use underwater.
- Shapechange: 3 times a day Dimernesti and Dargonesti can *polymorph* into either a sea otter (Dimernesti) or dolphin (Dargonesti). This works exactly like the *polymorph self* spell as cast by a 10th level sorcerer. Elves that become accustomed to their other forms (normally after a period of years) no longer suffer the disorientation effect. This counts as a supernatural ability.
- Favored Class: Sorcerer. Dimernesti and Dargonesti favor the Sorcerer class, as a more “natural” form of magic, than the Wizard.

Gnomes “Tinkers”

Other races sometimes see the gnomes as single-minded or laughable; gnomes see others as unable to focus, hopelessly stuck on magic, and unable to keep up with the quick pace of a gnomish mind. Gnomes’ dwell in isolated pockets throughout Ansalon, so far removed from human traffic that they are often placed with pixies and sprites as semi-magical myths. Gnomes enjoy and support this misconception.

Personality: Gnomes lack social graces that other races take for granted. They are always eager to talk shop, compare notes, and work on their projects; in all their hurry and bustle, they often forget to be polite. Their joy in their work gives them less energy for polite gestures, careful requests, or compliments. Gnomes don’t mind this among themselves, but when they start ordering other races around, problems arise. Due to their eagerness Gnomes speak intensely and rapidly, running words together in unending sentences. Gnomes can simultaneously speak and listen carefully. Gnomes have learned to speak slowly around other races, in a sometimes condescending and irritating fashion, but Gnomes consider other folk, who are incapable of keeping up with their rapid speech, a bit slow-witted. If frightened, startled, or depressed, gnomes clip sentences.

Gnomes are scholastic pack rats: they know something about everything, but cannot discriminate between useful and useless information. No field of study is too obscure for a gnome.

Gnomes prefer style to substance. Gnomes know how to make a splash, how to draw a crowd’s attention, and how to make an entrance. When tinkering, a gnome will take a simple machine like a pulley and build on it until it is a nightmare of ropes, bells, whistles, and bellows that accomplishes the same task but does so much more loudly and elaborately. Their machines become bigger, better, and more prone to dramatic and exciting catastrophes. This is progress.

Physical Description: Gnomes stand 3 feet tall and weigh about 45-50 pounds. All gnomes have rich brown skin, the tone of polished wood, with white hair, blue or violet eyes, and straight white teeth. Males have soft, curly beards and moustaches; females are beardless. Both sexes develop wrinkles at age 50. Gnomes are short and stocky, but their movements are quick and their hands are deft and sure. They have rounded ears and large noses.

Gnomes have miserable fashion sense, dressing themselves in outlandish garb (though in their eyes extremely stylish). Tools and notebooks bristle from the pockets of their outfits, even if they are not members of the tinker class. It’s in their blood.

Alignment: Gnomes are most often good. Those who tend towards law are sages, engineers, researchers, scholars, investigators, or consultants. Those who tend chaos are tricksters, wanderers, or fanciful jewelers.

Lands: Tinker gnomes live in huge subterranean colonies of tunnels in secluded mountain ranges. The largest gnomish settlement is in Mount Nevermind. A metropolis of 59,000 has dwelt in the dormant volcano for millennia.

The city of Mount Nevermind is built into the rock surrounding the central shaft of a volcano. Mount Nevermind bustles, citizens scuttle, whistles blow, mechanical cars roll, gnomes fly (catapults called gnomefingers offer rapid travel from the Inner Hall to the 35 different city levels). Hundreds of staircases, ramps, pulley elevators, and ladders span the levels. Steam-powered cars mounted on rails encircle the city, providing fast transport on individual levels. The whole place is choked with smoke and sound and flashes.

Gnomes in industry may develop industrial diseases. Mild respiratory ailments and eye infections are common, but clear up with a few days in fresh air. Industrial accidents, noise, litter, and other work-related problems can disable a gnome, sometimes leading to early retirement from active pursuits.

Life Quests: When young each gnome chooses an area of specialization depending on his driving interests. When young, each gnome chooses a Life Quest, which is approved by the Guild subcommittee to which his or her family belongs. A gnome who chooses to study screws spends decades experimenting with thread sizes, metals, screwdriver types and so forth. Rarely does a committee formally declare a Life Quest completed. Completion of a Life Quest means the gnome has performed so well that all that could possibly be known about the subject is now known. If a Life Quest is completed, the gnome's soul and those of his forefathers are guaranteed a place beside Reorx when dead.

Life Quests are often highly specific and related to a technological device or process. Sometimes, unusual magical devices are studied to develop technological means of replacing them.

Gnomish Racial Traits

- +2 Dexterity, -2 Strength. Gnomes can work quickly and accurately, but lack strength due to their sedentary life.
- Small: As Small creatures, gnomes gain a +1 size bonus to Armor Class, a +1 size bonus on attack rolls, and a +4 size bonus on Hide checks, but they must use smaller weapons than humans use, and their lifting and carrying limits are three-quarters of those of Medium-size characters.
- Gnome base speed is 20 feet.

Names: Each gnome has three names. A gnome's true name recounts the gnome's entire family tree, extending back to creation. This history occupies a single, enormous word that can easily fill a large book. The complete names of every gnome born on Sancrist appear in a volume in the Genealogy Guild in the main library at Mount Nevermind.

Though each gnome knows his complete name (or at least the first three thousand syllables), most gnomes use a shortened form of address that takes merely half a minute to recite. This shorter name lists the highlights of the gnome's ancestor's lives. Humans use even shorter names: the first one or two syllables of a particular gnome's name. Gnomes find this abbreviated name undignified, but endure it all the same.

Religion: The only major deity gnomes recognize is Reorx. Though religious services and priests among them are rare, gnomes still respect Reorx. To them, Reorx is, of course, a gnome who loves building, creating, inventing, and tinkering. Some philosophers even declare that the universe is Reorx's machine – the sun and moons of Krynn are cogs in the world-gadget.

Although most gnomes revere Reorx, a small cult follows Shinare, goddess of industry. Members of this group attend services every sixth day. This group uses inventions such as the steelgrabber (an offering machine) and the organizer (a huge musical instrument that loudly duplicates any instrument on Krynn). At their services, the followers of Shinare petition her to inspire smoothly functioning machines. Heaven knows they need them.

Language: All gnomes speak gnomish, a language aptly designed for expressing technical concepts.

- Low-light Vision: Gnomes 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 such conditions.
- +2 racial bonus on craft, knowledge, and profession checks involving any form of mechanics or engineering. Gnomes are master inventors, and from birth are trained in the ways of technology.

- Knowledge (Engineering) is always a class skill. No matter what class a gnome chooses, they will always be tinkerers at heart.
- +2 racial bonus on saving throws against illusions, because gnomes are innately familiar with illusions of all kinds.
- +2 racial bonus on disable device and use magic device. Gnomes are adept at pulling machines apart, including magical ones.
- +2 racial bonus on Listen checks. Gnomes have keen ears.
- +2 racial bonus on Alchemy checks. A gnome's sensitive nose allows him to monitor alchemical processes by smell.
- Automatic Languages: Common and Gnome. Bonus Languages: Hill Dwarf, Goblin, Kender, Mountain Dwarf, Ogre, Regional Dialect (Mt Nevermind Gnomes can choose from Ergot and Solamnic).
- Favored Class: Tinker, which is a class only gnomes can take (see Dragonlance Classes). A multiclass gnome's tinker class does not count when determining whether he or she suffers an XP penalty for multiclassing (see Experience for Multiclass Characters page 56). Gnomes that choose a magical route often become specialist illusionists/tinkers – supplementing their technical abilities with magical ones.

Kender “Children of the World”

The lessons of history stand firm: kender arose when the gnomes were transformed by the potent and unrestrainable magic of the Graystone of Gargath – or the Graygem, some 3051 years before the Cataclysm.

Personality: Kender of all ages share a childlike nature: curious, fearless, irrepressible, independent, lazy, taunting, and irresponsible with others' possessions.

Kender are curious about absolutely everything. They are natural explorers. They disgorge the contents of locked cupboards and delve into deep caverns. Very little escapes a kender's notice. Kender study every detail in a room, no matter how often they have been there. This curiosity extends to other things. Kender love magic items and rare creatures. Gadgets - especially gnomish gadgets – also catch kender eyes. Kender seek beauty in all things: they might prefer an old tarnished coin to a gleaming, newly minted one merely because the tarnished one is unique.

Kender are often fearless. They cannot grasp their own mortality and thus feel invincible. This fearlessness combines with kender wonder to wash away any dread (and common sense) they may feel. Kender fearlessness does not, however, equate to stupidity. In moments of danger kender bravely battle while others cower behind. And kender rarely let their fearlessness endanger anyone but themselves.

Few on Ansalon can shut a kender up or tie one down. Full of youthful energy, kender dread boredom and seek excitement, entertainment, and fun. While other party members grimly embark upon a grueling trail with a near-certain death at its end, a kender will accompany them “just for the fun of it.”

Dwarves say that kender are “good for nothing, lazy doorknobs.” True, a kender performing drudgery is like a hobgoblin dancing: it looks and feels unnatural. Kender, however, are among the most industrious creatures of Ansalon as long as they remain curious about their task. Work for work's sake is boring, tedious, and stodgy. Beautiful fields, clever dormice, and antic chipmunks are another matter entirely. Kender love dreams better than realities, and daydreams best of all.

They thrive on stories and storytelling. True stories are routinely modified to make them spectacular, fascinating, and satisfying. But kender willingly listen to any story, no matter how poorly (truthfully) rendered it is. Kender also love music and dance. They have added chimes, bells, and whistles to all of their daily tools.

Kender are oblivious to matters of ownership. If a kender needs something that another person is not using, the kender will innocently borrow the item and put it to use. Curious kender often pick up items for closer examination, and then distractedly forget to put them back. Although kender have common thieving abilities they do not regard themselves as thieves, and they take quick offense at accusations to the contrary.

Physical Description: Adult kender resemble young teenage humans: aside from their pointed ears, they could pass as human youths. Despite their attenuate limbs, kender are well muscled. Most stand between 3'6" to 3'9" tall, although some few reach 4'6" tall. Mature kender weigh between 85 and 105 pounds.

Hair coloration for kender ranges from sandy blonde to dark brown, with some who have coppery red or red-orange hues. Short-cropped shag haircuts are popular in Hylo, but Goodlund kender prefer longer hair: braids, ponytails, knots, and combed manes. Kender cannot grow beards or mustaches.

Although fair-skinned, kender tan quickly, becoming nut-brown by midsummer. Their eye color varies: pale blue, sea green, olive, light brown, and hazel. Their ears have points much as elven ears do.

Typically, kender faces bear the intense, bright-eyed inquisitiveness of children. Happy kender grin madly; sad kender wear an intractable pout. When throwing taunts, kender look impish and shout with an incredibly grating tone. Their emotional intensity is infectious.

Kender clothing varies a great deal, but all wear durable, rustic outfits. Bright natural colors and ribbons accent clothing. Males wear shirts, pants or breaches, laced leggings, and soft leather boots or sandals. Females wear a tunic or dress, pants, and soft leather shoes or laced sandals. All kender wear vests, belts, or short cloaks with many pockets.

Kender live to 100 years and beyond, always retaining their youthful flair for life. Adulthood begins around 20 years, and old age sets in at 70. As kender age, their faces retain a youthful appearance, save for a deepening network of lines and crow's feet. Their hair grays gently, often starting at the temple. Kender consider this aged look attractive, and some accelerate it using mudpacks to dry out their skin.

Kender voices range from the shrill tones of childhood to the husky growls of old age. Most kender can create bird and animal calls. When excited, kender speak very quickly or very loudly to make themselves heard.

Alignment: Kender believes in the rights and freedom of the individual, they resent being ordered about, and would rather do what they want, hence they tend strongly towards chaos. However as an overall compassionate race the majority of them tend to be good or neutral. Evil kender are a virtual unknown, though of course like all the races there are exceptions.

Lands: Kender live in quaint, pastoral villages and towns constructed in the forests of Krynn. Their homes are a variety of incomplete structures: tree houses, terraced decks, spacious huts, snug little burrows, and tree hollows. All dwellings blend beautifully with their environment. Looking upon a kender city, one sees only bountiful woodlands, winter squash, grape and raspberry vines, and blossoming fruit trees. On closer examination, a city appears.

Kender have small immediate families with 2 or 3 children. For all the noise and fuss in a kender house, one would think there were dozens of children. Most kender happily stay at home, close to playmates. Sometime around age 20, kender are overwhelmed by a desire to wander and see the world. They travel for years, enjoying the mysteries of Krynn, before their *wanderlust* runs out and they settle down. After wanderlust, kender become rooted in the land, remaining in one place until death.

The sedentary nature of aged kender and young kender allows kender societies to crop up. Kender society is an omnigarchy: rulership by everyone. Everyone does whatever they please, so long as they do not harm each other. Kender value individuality and thus have no desire to force their opinions on others. Despite their blatant lack of law, common threats bring kender into quick cooperation. With little preparation, kender nations can field a formidable army.

Occasionally, the kender will submit themselves to a ruler who seems interesting at the time. They have had kings, khans, warlords, councils, judges, and priestlords, many of which have not been kender and all of which have fallen from power within a month's time.

Religion: Although kender recognize all the gods (as well as some nature spirits, eldritch beings, and potted plants), they hold four in highest regard: Branchala, Chislev, Mishakal, and Gilean. Kender generally consider Reorx a grumbling but benevolent grandfather, but do not praise him highly. Seacoast kender set Habbakuk high in their pantheons.

Language: All kender speak kenderspeak, their racial tongue.

Kender Racial Traits

- +2 Dexterity, -2 Strength. Kender are quick, agile, and good with ranged weapons but they are small and therefore not as strong as other humanoids.
- 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, but they must use smaller weapons than humans use, and their lifting and carrying limits are three-quarters of those of Medium-size characters.
- Kender base speed is 20 feet.
- Low-light Vision: Kender 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 such conditions.

- +2 racial bonus on Climb, Open Locks, Move Silently, and Pickpocket checks. Kender are naturally agile and athletic, and have plenty of chance to practice these skills virtually from birth.
- +2 racial bonus on Listen checks because of their keen hearing.
- +2 racial bonus on Bluff checks because of their innocent looks and manner.
- +1 racial bonus on all saving throws: Kender are surprisingly capable of avoiding mishaps.
- +3 morale bonus on saving throws against fear (this ability stacks with the saving throw bonus). Kender are renown for their fearlessness (and the lack of common sense it seems to imply)
- +1 racial attack bonus with thrown weapons and slings. Throwing stones is a universal sport among kender, and they develop especially good aim.
- Taunt: Kender can use Bluff to anger others, causing them to act irrationally. Kender can make a Bluff check to taunt anyone that can understand his or her language. They can get someone to attack, or remove their Dexterity bonus to AC (see the *Player's Handbook* for more details on the skill).
- Automatic Weapon Proficiency: From an early age a kender is trained in the use of a unique kender weapon (more of a personal preference), which they then tend to use over all other weapons. A kender may choose one proficiency from the following list: Battak, Bollik, Chapak, Hachak, Hoopak, Polpak, Sashik, Sithak, or Whippik. (See *Dragonlance exotic weapons* for details)
- Automatic Languages: Kenderspeak and Common. Bonus Languages: Silvanesti, Qualinesti, Goblin, Regional Dialect
- Favoured Multiclass: Rogue. A multiclass kender's rogue class does not count when determining whether he or she suffers an XP penalty for multiclassing (see *Experience for Multiclass Characters* page 56). Kender use the terms "scout" or "handler" since they consider terms like "thief" and "rogue" offensive.

Minotaurs "Chosen Ones"

The violence of the minotaur race has its roots in their creation. Originally a clan of ogres living on the western coast of Taladas, the minotaurs were created when the Graygem escaped its bonds and spun crazily across the world. As it shrieked over villages of high ogre folk, the people underwent a painful transformation. They awoke in the morning as minotaurs. When these hapless man-beasts sought help from their ogrish brethren, they found enslavement instead. Eventually the minotaurs broke free, sailing crude ships to Ansalon to begin anew. However, they did not leave without exacting a price. They drenched the earth with the blood of ogres the night they left, devastating the lands and lives of their former masters.

Personality: Originally descended from the high ogrish races of Taladas, minotaurs see themselves as the heir apparent to the world of Krynn. The other races of the world are weak and riddled with dishonorable folk – a fallow field waiting to be cropped by Krynn's master race. The minotaurs will stop at nothing to conquer that which they believe to be theirs. Minotaurs, like most other races, believe themselves to be the chosen of the gods.

Minotaurs are an honor-bound race. They believe strongly in preserving their honor and emerging victorious in the struggle for dominance in Krynn. Their brutish heads belie the keen minds within; many are smarter than the average human.

Above all else, minotaurs value their honor. Without honor, they have no life. They live by a rigid code of

honor, developed over the years in response to many hardships. This code embodies the minotaur way of life. Thus, minotaurs allow no exceptions to the code of honor. A minotaur will honor his word, no matter how painful the consequences might be. Only in cases where the security of the entire race hangs in the balance will a typical minotaur even consider breaking his word. Naturally, minotaurs do not lightly pledge such oaths.

Even the brigand minotaurs of Kothas and Mithas retain some sense of honor. (Ansalonian minotaurs are more vicious and backstabbing than their Taladan counterparts because they have suffered more under taskmasters.) Anyone who questions the honor of even an outlaw minotaur will likely get a Gaffhook in the throat.

Minotaurs adhere strictly to the rule of might: Might makes right. They believe that any problems they have can be solved with strength, cunning, and skill. The rule of might finds clear expression in the arena, where all minotaur legal cases are settled. If a defendant can keep himself alive in the arena against the champions of the minotaurs, he has proven himself innocent.

Minotaurs also believe very strongly in competition. Competition allows one to measure oneself against other minotaurs and against lesser beings.

Families are the building blocks of minotaur society. Each minotaur family represents the whole family of minotaurs throughout Krynn. Each family therefore safeguards the precious core of minotaur history and honor. Any just minotaur would die for his family, as for his nation.

Physical Description: These huge bull-headed humanoids stand at a hulking 7' tall. Their torsos and limbs are humanoid: rippling chests and humanlike arms, legs, and hands. Their feet, however, end in a cleft hoof. Their whole bodies are covered with a layer of short hair. Their fur ranges in color from a whitish blonde to glossy black, although most minotaurs have only one color of fur. Only after they reach the age of 110 do they start to show signs of mottling. Minotaurs live up to 150 years – more than either the bovines or humans who forms they share.

Minotaur horns grow to 24" long. These lengths are measured and cherished because minotaurs pride themselves on their horns. Horns symbolize a great and noble heritage that no other beast on Krynn can claim. Minotaurs rigorously wax and polish their horns to make them shiny and strong. Criminals are punished and exiled from minotaur society by having their horns sawed off. Such creatures are no longer considered minotaurs, but beasts akin to humans. Dehorned minotaurs have lost their pride and sullied their honor. By no means will a minotaur in good standing ever befriend one of these hornless, hapless creatures.

Alignment: Since minotaurs are such honor bound creatures, they are strongly lawful in alignment, though since they are transformed from ogres – most are also

Minotaur Racial Traits

- +2 Strength, +2 Constitution, -2 Wisdom, -4 Charisma (If rolling randomly, Table 2-5: Monster PCs' Ability Scores from the Dungeon Masters Guide p23, should be used for charisma). Minotaurs are without doubt, the most physically powerful of all the PC races on Krynn. However, they are often insufferably arrogant, and they can easily alienate other races. Because they believe all non-minotaurs to be weak and inferior, they often underestimate the abilities of their foes.
- +3 natural AC. Minotaur's thick hides grant them a natural AC bonus. Minotaurs also disdain the use of armor beyond leather, as they regard this as inherently cowardly, though nobles may occasionally wear breastplate or hide armor. Minotaur fighters almost always refuse to use shields, leaving their hands free to wield two-handed weapons.
- Medium-Size: As Medium-size creatures (though bordering on large), minotaurs have no special bonuses due to their size. However, due to their unusual physiology, all armor must be specially crafted as if they were large creatures.

inherently evil. However like all of the races of Krynn exceptions do exist, though usually such minotaurs are outcasts among their own people.

Lands: On Ansalon, minotaurs live in a sea-based culture on the two islands of Mithas and Kothas. Built on the rule of might, these lands are led by an emperor in Nethosak, capital of Mithas. The emperor's advisors are the Supreme Circle, a body of the eight most vicious and powerful minotaurs in the all of the land. Each member of the Circle has won his or her post by personal combat in the circus. They each serve a life term, which they defend by combat. Life terms usually last five to six years.

Because Ansalon minotaurs care little about architecture and aesthetics, their cities and towns are squalid. Most buildings are made of mud and rough planking. The streets between the buildings are dirt or gravel. Only the arena and circus have any grandeur about them, built of masoned granite and ringed with lofty seats. The rest of the town has only the taverns on each corner to commend it. (Minotaurs love strong drink and good fights.)

Religion: Like all races, minotaurs recognize all of the gods, however they rank Sargonnas as the highest among them. However since the Ansalonian minotaurs are also a sea-faring race many of them also worship Zeboim. They view the gods of good as insufferably weak, like their followers.

Language: Minotaurs have their own language, simply named Minotaur, though some Ansalonian minotaurs also speak Saifhum or Solamnic.

- Minotaur base speed is 30 feet.
- +2 racial bonus on Intuit Direction, Profession (Sailor), Profession (Navigator) checks. Minotaurs are trained at birth to be excellent seafarers
- Profession (Sailor) and Profession (Navigator) are always class skills. No matter what class Ansalonian minotaurs chose, they never forget their sea-faring upbringing.
- Automatic Languages: Minotaur. Bonus Languages: Common, Kyrie, Goblin, Local Regional Dialect (usually Saifhum or Solamnic)
- Favoured Multiclass: Barbarian. A multiclass minotaur's barbarian class does not count when determining whether he or she suffers an XP penalty for multiclassing (see Experience for Multiclass Characters page 56). Due to their culture, minotaurs make fearsome barbarians, though some of them also make skilled wizards or priests.

Ogre Irda “First-Born”

Elven bards say that elves were the first to waken upon Krynn. But elven bards lie. First, the ogres awoke. They breathed in the primal dawn, bathing themselves in its virgin light. First to rise from the ground, ogres became the masters of creation. Any they were beautiful. The Irdanaith, a mystical book known only to Irda, teaches the truths of creation.

Personality: Irda have withdrawn from the world, for they feel it does not welcome them anymore. Although they harbor no animosity toward the current races of Krynn, they consider humans and demihumans fragile, flighty, and transient folk who are hopelessly enslaved by their emotions. Many living Irda remember the Cataclysm and its lessons, but most living humans and demihumans were not even born until two centuries later. Understandably, Irda believe that the world belongs to alien folk now. However, those Irda who travel amidst the current folk of Krynn are often surprised by the rich variety and hearty nature of the people.

Although Irda harbor no animosity toward Krynn’s other races, the feeling is not reciprocated. Humans still tell tales of the wicked and oppressive ogres who once enslaved them. These tales describe beasts that surpass even modern ogres in Evil and depravity. Demihumans hate Irda because they have ogre blood. Other ogres hate Irda because they betrayed their Evil natures. And every racer distrusts Irda due to their *shapechanging* ability. Legends abound of Irda “child stealers,” who assume the shape of a child’s parent only to swallow the child whole.

The absurdity of such stories does nothing to discount their effect in the minds of humans and demihumans. Some human prophecies even claim that Irda are harbingers of a second Cataclysm. Obviously, Irda shapeshifting skills come in handy when among the hostile folk of Ansalon. Even with their abilities, however, Irda are cautious and fearful.

Irda are completely undeserving of their reputation. Unlike their Evil ogre kin, Irda have chosen the path of Good. Because the gods of Evil sponsored them in creation, however the Irda struggle with the vestiges of Evil within them. Non-Irda often interpreted this inner struggle as arrogance or antagonism. It is, in fact the opposite. Irda are peace-loving and gentle folk who retreat from combat and avoid offending others.

Physical Description: Irda retain the beauty that ogres had in their creation. In their natural form, Irda stand about 6’ tall, and are slender. They possess a dark loveliness that accentuates their cold beauty. Their

drawn faces are regal and statuesque. Beneath drooping eyelids, they have keen eyes of silver. Their skin color ranges from midnight blue to deep, sea green. Most Irda have black hair, but some have hair of white or silver. All keep their hair well trimmed and combed.

Irda dress in simple clothing – linen smocks and silken gowns primarily. They adorn these simple garments with jewelry: peal brooches, simple bracelets, and thin necklaces of steel. They will not don garments made of wool, leather, or any product from animals, and they eat no meat.

Irda have deeply resonant voices, filled with rich melancholy. When they sing, audiences become immediately silent and listen tearfully.

All Irda move with a native grace, their steps seem to be part of a silent dance. Rarely do they back into corners or step off balance. This fluidity of motion reflects the Irda’s deep somatic awareness, which comes from their being *shapechangers*. After several years of practice, Irda can change at will in height and appearance (the form of any humanoid). Although each Irda has many faces, they typically perfect and use only two or three at a time. Over their 500-year life spans, however, Irda assume many different forms.

Alignment: As stated Irda turned from the path of Evil towards that of Good, hence many of them are good in alignment, though they have no specific leaning towards Law, Chaos, or even neutrality. Any evil Irda run the risk of transforming over time into their brutish kin...

Lands: The royal line of the Irda stretches back unbroken to the Age of Dreams and Igraine himself – the original high ogre who turned away from his evil kin. Irda pride themselves on their heritage and treat each other with respect and honor. A king or queen rules the island, and the court of nobility extends to even the most common of the Irda. This arrangement makes for happy citizens and stable monarchies.

Irda dwellings are as simple and elegant as their clothing. They do not build houses, but live in smooth, dry caves during inclement seasons and warm, lush valleys in the summer. They decorate their dwelling places with dried flowers and stalks and carefully avoid fouling their environments. Irda seek to live in harmony with nature, refusing to wear or eat any products from animals.

Their island home itself, part of the Dragon Isle chain, is protected by various magics. One permanent spell upon the island makes it appear merely a flat stretch of open sea. Not even Irda can find the island except when Solinari is in high sanction. Then, the homeland calls to them, directing their ship into harbor. If the ship does not reach the island before Solinari's high sanction ends, it will often become hopelessly lost at sea.

Irda refer to their mystical book, the Irdanaith, in all matters of history and faith. Only Irda have even seen or held this book, and no non-Irda even knows of its existence. In addition to the Irdanaith, Irda have an extensive oral history.

Religion: The Irda recognizes all of the gods of Krynn, but understandably tend to worship the good aligned ones (though many also worship the neutral Gods). However they hold particular reverence for Mishakal, for it was she who blessed them with the ability to change shape, thus enabling them to escape their enemies. Takhisis is particular feared, for it was she, the Irda turned away from.

Language: Irda have their own language, a particularly ancient tongue simply named Irda, though many know many other languages as well – particularly dragon, and magius.

Irda Racial Traits

- +2 Dexterity, +2 Intelligence, +2 Charisma, -4 Constitution (If rolling randomly, Table 2-5: Monster PCs' Ability Scores from the Dungeon Masters Guide p23, should be used for constitution). Irda, while brilliant, graceful, and beautiful, have a fainting nature that endures shocks poorly. They have lost much of the savage toughness inherent in ogre stock that is pure Evil.
- Medium-Size: As Medium-size creatures Irda have no special bonuses due to their size.
- Irda base speed is 30 feet.
- Shapechanging: The Irda can, after several years of practice, learn to shape change into different forms. This ability functions like the spell, *Alter Self*, as cast by a 20th level Sorcerer, except with an unlimited duration, and unfamiliar forms cause the Irda to suffer a disorientation effect, as per the *polymorph other* spell. This is regarded as a spell-like ability.
- Bonus Spell: Because of their close relationship to magic, any Irda arcane or divine spell caster gains one additional spell of the highest level as if they had a high attribute score. This additional spell only applies to the highest level; it does not remain with the lower levels as an Irda increases in level.
- Automatic Languages: Irda and Common. Bonus Languages: any except special languages (except for magius). Due to their extended life spans and travelling, Irda tend to pick up and learn many other languages.
- Favoured Multiclass: Sorcerer. A multiclass Irda's sorcerer class does not count when determining whether he or she suffers an XP penalty for multiclassing (see Experience for Multiclass Characters page 56). Magic comes naturally to the Irda, and most Irda have some level of magical ability.

Other Races of Krynn

Languages

The most common race on Krynn is still that of the Humans. However they follow all the normal rules from the player's handbook (p.13), except that their automatic language is their regional tongue and common. Humans are also still recovering from the Cataclysm, and the discovery of the old gods once again has started a new religious fervor.

However there are many other races on Ansalon (and more upon the rest of Krynn as well), such as half-ogres, the Aghar, centaurs, whether these are available as playable races is dependent upon the GM.

Most of the intelligent races of Krynn have their own spoken language. Many of these have regional or subspecies dialects (see the racial descriptions for details.)

There are many regional human tongues, including Abanasinian (or Plainsman; Seeker is a more formal version), Ergot (or Ergothian), Estwilde (or Mountain Barbarian), Ice Barbarian, Kalinese (or Sea Barbarian), Kharolian (used in Tarsis and the Kharolis Mountains), Khur (or Desert Barbarian), Lemish, Nerakese (Spoken in Taman Busuk and surrounding areas), Nordmaarian, Saifhum, and Solamnic.

There are three special languages. Hand Talk (or Sign Language) is a silent language used primarily in Abanasinia. Thieves' Cant is a collection of idiom and slang known by all thieves. Magius is an ancient language in which magical research notes are often written; its spoken form no longer exists, but literacy in it is necessary for a wizard who wishes to advance very far.