Races of Ansalon

These are the races of Ansalon. You can find more information about the races from the *Dragonlance Campaign Setting* and the *Races of Ansalon* by Wizards of the Coast.

Dwarves

The dwarves of Ansalon have five different subspecies, including half-dwarves.

Hill Dwarves

Hill dwarves have all the racial traits of hill dwarves in the *Player's Handbook*.

Mountain Dwarves

Mountain dwarves have all the racial traits of mountain dwarves in the *Player's Handbook*.

Dark Dwarves

The dark dwarf subrace has the dwarf traits in the *Player's Handbook*, plus the subrace traits below.

Ability Score Increase. Your Strength score increases by 1 if you are Daergar, your Intelligence score increases by 1 if you are Theiwar, and your Dexterity score increases by 1 if you are Zhakar.

Superior Darkvision. Your darkvision has a radius of 120 feet.

Sneaky. You have proficiency in the Stealth skill.

Sunlight Sensitivity. You have disadvantage on attack rolls and on Wisdom (Perception) checks that rely on sight when you, the target of your attack, or whatever you are trying to perceive is in direct sunlight.

Gully Dwarves

Gully dwarves have the traits below.

Ability Score Increase. Your Dexterity score increases by 2, your Constitution score increases by 1, your Intelligence score is reduced by 2, and your Charisma score is reduced by 1.

Size. Your size is Small.

Speed. Your base walking speed is 25 feet.

Darkvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Dwarven Resilience. You have advantage on saving throws against poison, and you have resistance against poison damage.

Dwarven Toughness. Your hit point maximum increases by 1, and it increases by 1 every time you gain a level.

Grovel, Cower, and Beg. As an action on your turn, you can cower pathetically to distract nearby foes. Until the end of your next turn, your allies gain advantage on attack rolls against enemies within 10 feet of you that can see you. Once you use this trait, you can't use it again until you finish a short or long rest.

Naturally Stealthy. You can attempt to hide even when you are obscured only by a creature that is at least one size larger than you.

Nimble Escape. You can take the Disengage or Hide action as a bonus action on each of your turns.

Survivalist. You have advantage on Wisdom (Survival) checks.

Languages. You can speak, read, and write Common and Gully Talk.

Half-Dwarves

Half-dwarves have the traits below.

Ability Score Increase. Your Constitution score increases by 2, and two other ability scores of your choice increase by 1.

Size. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Darkvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Dwarven Resilience. You have advantage on saving throws against poison, and you have resistance against poison damage.

Skill Versatility. You gain proficiency in two skills of your choice.

Languages. You can speak, read, and write Common, Dwarvish, and one extra language of your choice.

Elves

The elves of Ansalon have five different subspecies.

Kagonesti Elves

Kagonesti elves have all the racial traits of wood elves in the *Player's Handbook*.

Qualinesti Elves

Qualinesti elves have all the racial traits of high elves in the *Player's Handbook*.

Silvanesti Elves

Silvanesti elves have all the racial traits of high elves in the *Player's Handbook*.

Dargonesti Elves (Deep Elves)

The dargonesti elf subrace has the elf traits in the *Player's Handbook*, plus the subrace traits below.

Ability Score Increase. Your Strength score increases by 1.

Swim. You have a swim speed of 30 feet.

Amphibious. You can breathe air and water.

Change Shape. You can polymorph yourself into a porpoise and back to your true form three times. You regain expended uses when you finish a long rest.

Sea Elf Weapon Training. You have proficiency with the trident, spear, and net.

Surface Sensitivity. You must spend at least 1 hour of every 24 hours underwater. If you have been out of the water for longer than 23 hours, you have disadvantage on all checks, attack rolls, and saving throws.

Dargonesti Elf Feat

If your DM allows the use of feats, your dargonesti elf character has the option of taking the following feat.

Dargonesti Elf Magic

Prerequisite: Elf (Dargonesti)

You can cast the *dancing lights* cantrip. You can also cast each of the following spells once with this ability: *blur*, *darkness*, and *fog cloud* without needing a material component. You regain the ability to cast these spells when you finish a long rest. Intelligence is your spellcasting ability for these spells.

Dimernesti Elves (Shoal Elves)

The dimernesti elf subrace has the elf traits in the *Player's Handbook*, plus the subrace traits below.

Ability Score Increase. Your Intelligence score increases by 1.

Swim. You have a swim speed of 30 feet.

Amphibious. You can breathe air and water.

Change Shape. You can polymorph yourself into a sea otter and back to your true form three times. You regain expended uses when you finish a long rest.

Sea Elf Weapon Training. You have proficiency with the trident, spear, and net.

Surface Sensitivity. You must spend at least 1 hour of every 24 hours underwater. If you have been out of the water for longer than 23 hours, you have disadvantage on all checks, attack rolls, and saving throws.

Half-Elves

Half-elves have all the racial traits of half-elves in the *Player's Handbook*.

Gnomes

The gnomes of Ansalon have three subspecies.

Tinker Gnomes

Tinker gnomes have all the racial traits of rock gnomes in the *Player's Handbook*.

Mad Gnomes

Tinker gnomes have all the racial traits of rock gnomes in the *Player's Handbook*.

Wild Gnomes

Wild gnomes have all the racial traits of forest gnomes in the *Player's Handbook*.

Half-Gnomes

Half-gnomes have the traits below.

Ability Score Increase. Your Intelligence score increases by 2, and two other ability scores of your choice increase by 1.

Size. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Darkvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Gnome Cunning. You have advantage on all Intelligence, Wisdom, and Charisma saving throws against magic.

Jack of All Trades. You can add half your proficiency bonus, rounded down, to any ability check you make that doesn't already include your proficiency bonus. If you have the jack of all trades trait from the bard class, you round your proficiency bonus up.

Languages. You can speak, read, and write Common, Gnomish, and one extra language of your choice.

Humans

Humans have all the racial traits of humans in the *Player's Handbook*.

Kender

Kender of Ansalon have three subspecies, including half-kender.

Kender Traits

Your kender character has a number of traits in common with all kender.

Ability Score Increase. Your Dexterity score increases by 2, and your Charisma score increases by 1.

Size. Your size is Small.

Speed. Your base walking speed is 25 feet.

Kender Nimbleness. You can move through the space of any creature that is of a size larger than yours.

Languages. You can speak, read, and write Common and Kenderspeak.

True Kender Traits

The true kender subrace has the kender traits, plus the subrace traits below.

Fearless. You cannot be frightened.

Kender Pockets. Kender constantly pick things up and pocket them, and then often forget about them. If you find yourself in need of a piece of nonmagical equipment, there is a chance you have it. Roll a d4. If you roll a 4, you find the item in your pocket, pack, or pouch. If you roll anything else, you don't have such an item on you, and you can't search again for the same item until you've spent at least one day in a town or city. Rummaging through your pouches, pack, and pockets in this way takes 1 minute.

Taunt. You have an uncanny insight into the motivations and characteristics of other races, and you can use this insight to infuriate them. As an action you can unleash a verbal barrage of sarcasm, insults, and crude comments against a creature. Make a Charisma (Performance) check contested by the target's Wisdom (Insight) check. You fail the contest if the target can't understand you.

If you win the contest, the target must use its next action to attack only you with disadvantage. If you are out of range, it must Move or Dash towards you.

If the target wins the contest, it is immune to your Taunt for 24 hours.

Afflicted Kender Traits

The afflicted kender subrace has the kender traits, plus the subrace traits below. Afflicted kender are available for play only during the Age of Mortals.

Brave. You have advantage on saving throws against being frightened.

Kender Pockets. Kender constantly pick things up and pocket them, and then often forget about them. If you find yourself in need of a piece of nonmagical equipment, there is a chance you have it. Roll a d4. If you roll a 4, you find the item in your pocket, pack, or pouch. If you roll anything else, you don't have such an item on you, and you can't search again for the same item until you've spent at least one day in a town or city. Rummaging through your pouches, pack, and pockets in this way takes 1 minute.

Taunt. You have an uncanny insight into the motivations and characteristics of other races, and you can use this insight to infuriate them. As an action you can unleash a verbal barrage of sarcasm, insults, and crude comments against a creature. Make a Charisma (Performance) check contested by the target's Wisdom (Insight) check. You fail the contest if the target can't understand you.

If you win the contest, the target must use its next action to attack only you with disadvantage. If you are out of range, it must Move or Dash towards you.

If the target wins the contest, it is immune to your Taunt for 24 hours.

Half-Kender

Half-kender have the traits below.

Ability Score Increase. Your Dexterity score increases by 2, and two other ability scores of your choice increase by 1.

Size. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Skill Versatility. You gain proficiency in two skills of your choice.

Taunt. You have an uncanny insight into the motivations and characteristics of other races, and you can use this insight to infuriate them. As an action you can unleash a verbal barrage of sarcasm, insults, and crude comments against a creature. Make a Charisma (Performance) check contested by the target's Wisdom (Insight) check. You fail the contest if the target can't understand you.

If you win the contest, the target must use its next action to attack only you with disadvantage. If you are out of range, it must Move or Dash towards you.

If the target wins the contest, it is immune to your Taunt for 24 hours.

Languages. You can speak, read, and write Common, Kenderspeak, and one extra language of your choice.

Minotaurs

Minotaurs of Ansalon have two subspecies.

Minotaurs

Minotaurs have the traits below.

Ability Score Increase. Your Strength score increases by 2.

Conqueror's Virtue. From a young age, you focused on one of the three virtues of strength, cunning, or intellect. Your choice of your Strength, Intelligence, or Wisdom score increases by 1.

Size. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Goring Rush. When you use the Dash action during your turn, you can make a melee attack with your horns as a bonus action.

Hammering Horns. When you use the Attack action during your turn to make a melee attack, you can attempt to shove a creature with your horns as a bonus action. You cannot use this shove attempt to knock a creature prone.

Horns. You are proficient with your horns, which deal 1d8 piercing damage on a hit. Your horns grant you advantage on all checks made to shove a creature, but not to avoid being shoved yourself.

Sea Reaver. You gain proficiency with navigator's tools and vehicles (water).

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

Thoradorian Minotaurs

Thoradorian minotaurs have the traits below.

Ability Score Increase. Your Strength score increases by 2, your Constitution score increases by 1, your Intelligence score is reduced by 2, and your Charisma score is decreased by 1.

Size. Your size is Large.

Speed. Your base walking speed is 30 feet.

Darkvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Charge. If you move at least 10 feet straight toward a target and then hit it with a gore attack on the same turn, the target takes an extra 2d8 piercing damage. If the target is a creature, it must succeed on a Strength saving throw or be pushed up to 10 feet away and knocked prone.. The DC is 8 + your proficiency bonus + Strength modifier.

Horns. You are proficient with your horns, which deal 2d8 piercing damage on a hit. Your horns grant you advantage on all checks made to shove a creature, but not to avoid being shoved yourself.

Labyrinthine Recall. You can perfectly recall any path you have traveled.

Reckless. At the start of your turn, you can gain advantage on all melee weapon attack rolls you make during that turn, but attack rolls against you have advantage until the start of your next turn.

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

Centaurs

The centaurs of Ansalon have two subspecies.

Centaurs

Centaurs have the traits below.

Ability Score Increase. Your Strength score increases by 2, and your Constitution score increases by 1.

Size. Your size is Large.

Speed. Your base walking speed is 50 feet.

Centaur Weapon Training. You have proficiency with the longsword, pike, shortbow, and longbow.

Charge. If you move at least 30 feet straight toward a target and then hit it with an attack on the same turn, the target takes an extra 3d6 damage.

Hooves. You are proficient with your unarmed strikes, which deal 2d6 bludgeoning damage on a hit.

Languages. You can speak, read, and write Common and Sylvan.

Wendle Centaurs

Wendle centaurs have the traits below.

Ability Score Increase. Your Strength score increases by 2, and your Dexterity score increases by 1.

Size. Your size is Medium.

Speed. Your base walking speed is 40 feet.

Centaur Weapon Training. You have proficiency with the longsword, pike, shortbow, and longbow.

Charge. If you move at least 30 feet straight toward a target and then hit it with an attack on the same turn, the target takes an extra 2d6 damage.

Hooves. You are proficient with your unarmed strikes, which deal 1d6 bludgeoning damage on a hit.

Natural Armor. You have bony plates and spurs. When you aren't wearing armor, your AC is 13 + your Dexterity modifier. You can use your natural armor to determine your AC if the armor you wear would leave you with a lower AC. A shield's benefits apply as normal while you use your natural armor.

Languages. You can speak, read, and write Common and Sylvan.

Draconians

The draconians of Ansalon have two playable subspecies.

Baaz Draconians

Baaz draconians have the traits below. Baaz draconians are available for play only during and after the War of the Lance.

Ability Score Increase. Your Constitution score increases by 2, and your Dexterity score increases by 1.

Size. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Glide. You can use your wings to glide, negating any damage from a fall of any height and allowing you to travel horizontally up to four times the vertical distance descended.

Darkvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Claws and Bite. You are proficient with your unarmed strikes, which deal 1d6 slashing or piercing damage on a hit.

Death Throes. Your body petrifies to stone the moment you die. If the creature that struck the deathblow used a slashing or piercing weapon, it must make a Dexterity saving throw or have its weapon fused inside your stone body. The DC for the saving throw is 8 + your proficiency bonus + your Constitution modifier. Your body crumbles to dust after 1d4 minutes. Items carried by you, or any trapped within your stone body, are unaffected by the process. You can only be restored to life through the use of a *resurrection*, *true resurrection*, or *wish* spell.

Languages. You can speak, read, and write Common and Draconic.

Kapak Draconians

Kapak draconians have the traits below. Kapak draconians are available for play only during and after the War of the Lance.

Ability Score Increase. Your Dexterity score increases by 2, and your Constitution score increases by 1.

Size. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Glide. You can use your wings to glide, negating any damage from a fall of any height and allowing you to travel horizontally up to four times the vertical distance descended.

Darkvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Claws and Bite. You are proficient with your unarmed strikes, which deal 1d6 slashing or piercing damage on a hit.

Death Throes. Your body dissolves into a pool of acid 5 feet in radius the moment you die. The acid evaporates in 1 minute. Everyone within the affected area (as well as each unattended object) suffers 1d8 acid damage for each round of exposure. You can only be restored to life through the use of a *true resurrection* or *wish* spell.

Healing Touch (Female Only). Your saliva cures wounds. If you lick an injured living creature, the saliva heals 2d8 points of damage. A creature can be healed again when it finishes a short or long rest. The saliva of your bite does not heal when delivered by your bite.

Poison Saliva (Male Only). Your saliva carries a paralyzing poison, which can be delivered either through a bite or by licking any slashing or piercing weapon. The target must make a Constitution saving throw or become paralyzed for 1 minute. The DC for the saving throw is 8 + your proficiency bonus + your Constitution modifier.

Languages. You can speak, read, and write Common and Draconic.

Goblins

The goblins of Ansalon have four playable subspecies, including half-goblins.

Goblins

Goblins have all the racial traits of goblins in the *Volo's Guide to Monsters*.

Bugbears

Bugbears have all the racial traits of bugbears in the *Volo's Guide to Monsters*.

Hobgoblins

Hobgoblins have all the racial traits of hobgoblins in the *Volo's Guide to Monsters*.

Half-Goblins

Half-goblins have the traits below.

Ability Score Increase. Your Dexterity score increases by 2, and two other ability scores of your choice increase by 1.

Size. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Darkvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Goblin Resilience. You have advantage on saving throws against being charmed, frightened, paralyzed, poisoned, stunned, or put to sleep.

Languages. You can speak, read, and write Common and Goblin, and one extra language of your choice.

Ogres "The Fallen"

The ogres of Ansalon have three playable species.

Fallen Ogres

Fallen ogres have the traits below.

Ability Score Increase. Your Strength score increases by 2, and your Constitution score increases by 1, your Intelligence score is reduced by 2, and your Charisma score is reduced by 1.

Size. Your size is Large.

Speed. Your base walking speed is 40 feet.

Darkvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Ogre Weapon Training. You have proficiency with the club, greatclub, javelin, and spear.

Languages. You can speak, read, and write Common and Ogre.

Irda

Irda have the traits below.

Ability Score Increase. Your Charisma score increases by 2, and your Intelligence score increases by 1.

Size. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Darkvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Change Shape. You can use your action to polymorph into a Small or Medium humanoid, or back to your true form. Any equipment you are wearing or carrying isn't transformed. You revert to your true form if you die.

Irda Spells. You know the *dancing lights*, *light*, *mage hand*, and *prestidigitation* cantrips. When you reach 3rd level, you can cast the *tongues* spell once per day. Charisma is your spellcasting ability for these spells.

Languages. You can speak, read, and write Common and Kolshet (High Ogre).

Half-Ogres

Half-ogres have all the racial traits of half-orcs in the *Player's Handbook*. They can speak, read, and write Common and Ogre instead of Common and Orc.

Kyrie

Kyrie have the traits below.

Ability Score Increase. Your Dexterity score increases by 2, and your Wisdom score increases by 1.

Size. Your size is Medium.

Speed. Your base walking speed is 25 feet.

Flight. You have a flying speed of 50 feet. To use this speed, you can't be wearing medium or heavy armor.

Darkvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Kyrie Spells. You know the *guidance* cantrip. When you reach 3rd level, you can cast the *speak with animals* spell once per day. When you reach 5th level, you can also cast the *beast sense* spell once per day. Wisdom is your spellcasting ability for these spells.

Languages. You can speak, read, and write Auran and Kothian.

Phaetons

Phaetons have the traits below.

Ability Score Increase. Your Wisdom score increases by 2, and your Dexterity score increases by 1.

Size. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Flight. You have a flying speed of 60 feet when your wings are manifested. To use this speed, you can't be wearing medium or heavy armor.

Cold Vulnerability. You have vulnerability to cold damage.

Fey Ancestry. You have advantage on saving throws against being charmed, and magic can't put you to sleep.

Fire Immunity. You are immune to fire damage.

Flaming Wings. You can manifest a pair of fiery wings that enable you to fly. You can attack with the wings making additional 1d6 fire damage on a hit. You are considered proficient with your wings.

Languages. You can speak, read, and write Common and Elvish.

Thanoi

Thanoi have the traits below.

Ability Score Increase. Your Constitution score increases by 2, your Strength score increases by 1, your Charisma score is reduced by 2, and your Intelligence score is reduced by 1.

Size. Your size is Medium.

Speed. Your base walking speed is 25 feet.

Swim. You have a swim speed of 40 feet.

Darkvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Cold Immunity. You are immune to cold damage.

Fire Vulnerability. You have vulnerability to fire damage.

Hold Breath. You can hold your breath for 30 minutes.

Natural Armor. When you aren't wearing armor, your AC is 13 + your Dexterity modifier. You can use your natural armor to determine your AC if the armor you wear would leave you with a lower AC. A shield's benefits apply as normal while you use your natural armor.

Tusk. You are proficient with your tusks, which deal 1d8 piercing damage on a hit.

Languages. You can speak, read, and write Common and Thanoi.

Ursoi

Ursoi have the traits below.

Ability Score Increase. Your Strength score increases by 2, and your Constitution score increases by 1.

Size. Your size is Large

Speed. Your base walking speed is 30 feet.

Darkvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Claws and Bite. You are proficient with your unarmed strikes. Your claws deal 2d6 slashing damage and your bite deals 1d8 piercing damage on a hit.

Keen Smell. You have advantage on Wisdom (Perception) checks that rely on smell.

Natural Armor. When you aren't wearing armor, your AC is 13 + your Dexterity modifier. You can use your natural armor to determine your AC if the armor you wear would leave you with a lower AC. A shield's benefits apply as normal while you use your natural armor.

Languages. You can speak, read, and write Common and Ursoi.

Option: Extra Languages

Many races and nations in Krynn have their own language, in addition to Common. The exception is Ithin'carthian humans who don't know Common. Ithin'carthian humans' common language is Tarmakian. The languages of the races and nations described in the *Player's Handbook* and this document are as follows:

Elves
- **Dargonesti Elves:** Dargonesti
- **Dimernesti Elves:** Dimernesti

Civilized Humans
- **Abanasianians:** Abanasinian
- **Ergothians:** Ergot
- **Kharolians:** Kharolian
- **Nerakans:** Nerakese
- **Nordmen:** Nordmaarian
- **Solamnics:** Solamnic

Nomadic Humans
- **Abanasinian Plainsfolk:** Abanasinian
- **Ice Folk:** Ice Folk
- **Nomads of Khur:** Khurish
- **Nordmaarian Horselords:** Nordmaarian
- **Sea Nomads:** Ergot, Kalinese, or Saifhum
- **Taman Busuk Nomads:** Nerakese

Ithin'carthian Humans (Tarmakian common language)
- **Damjatt:** Damjatt
- **Keena:** Keena

If your Dungeon Master allows this option, then any race that has its own language is assumed to know that language as well as Common. This extra language is treated as a free additional language for such individuals.