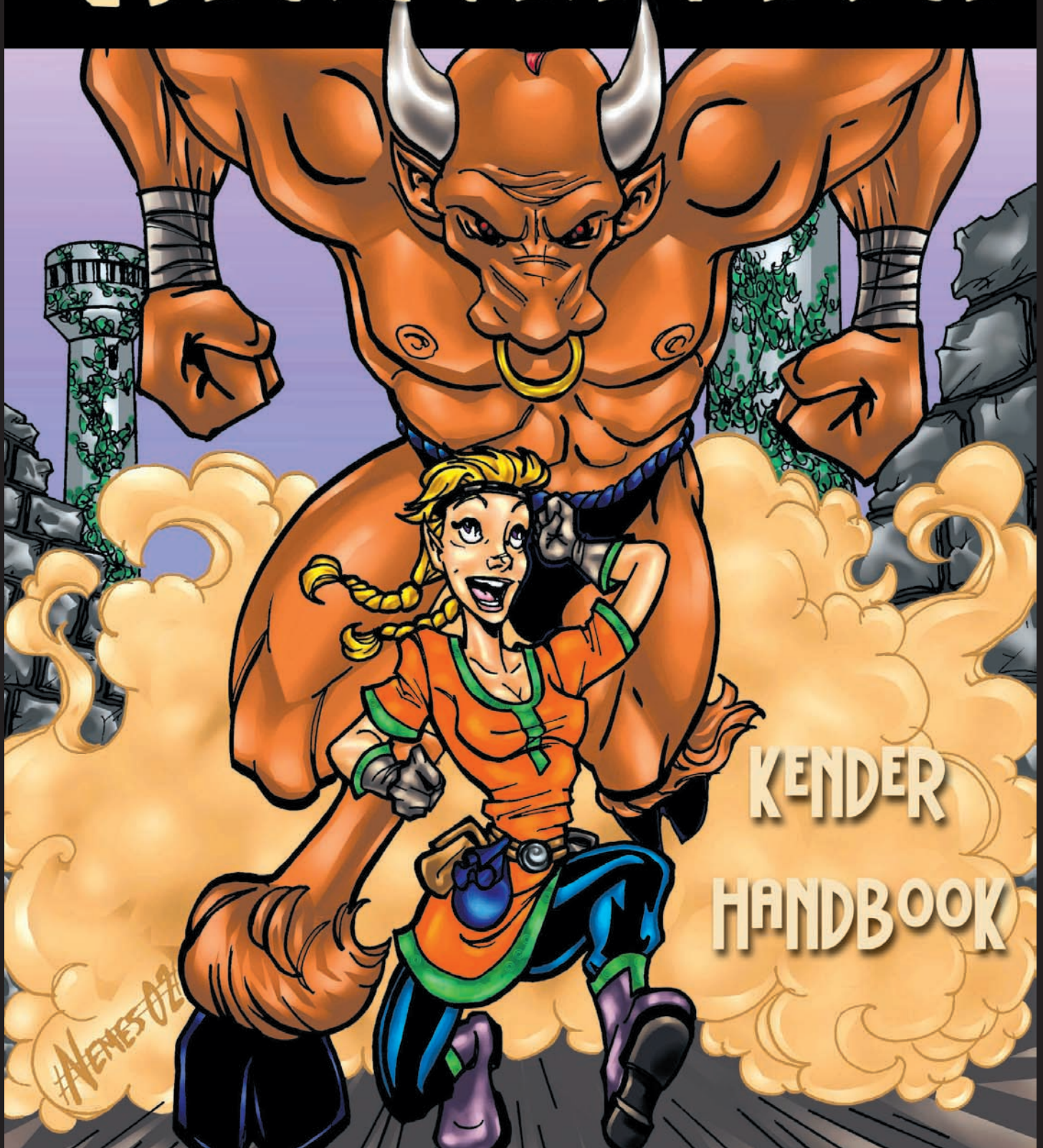


# THE KENCYCLOPEDIA



by Sean Macdonald

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## **The Kender Handbook by Sean Macdonald**

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*Although my name is up there much of this book was compiled by various authors. Without them it wouldn't have been possible. - Sean*

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# CHAPTER ONE: KENDER RACE

*"And another thin, 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!"*

—Tasslehoff Burrfoot, Kendermore

## General Description

Kender are the “Children of the World”. They are an adventure loving, curious, spontaneous race that embodies the youthfulness and lust for life that all adventurers share, and they are unique to the world of Krynn. Their closest relation on other worlds would be halflings, but even halflings cannot compare to a kender’s curiosity, fearlessness, or knack for finding trouble.

A kender’s concept of value is not in line with any other race. To a kender, a potato in the shape of a hero’s head, or a rag doll with its eyes torn out can be just as valuable as a diamond the size of their fist. The potato and doll have interesting qualities and are unique in their own way, where as a diamond looks just like any other, so why bother with it?

Kender have pouches for the same reason chipmunks have cheeks; it’s just natural. Kender have a tendency to pick up anything that is not nailed down. They do not do this out of greed, but out of the intense curiosity they received during their creation that forces them to look into locked chests, sneak into guarded rooms, and reach into the pouches and pockets of those around them just to see what’s in there. They usually don’t intend to keep what they’ve found, but find that the person they borrowed it from has walked away, or that they, themselves, have wandered on. In these instances, the kender shoves the item into a pouch, pledging to return the item to its proper owner at their earliest possible convenience.

Almost every kender is encountered during wanderlust, an affliction that strikes kender hard during their early adult and late teen years. Wanderlust is what causes the kender to suddenly pick-up and travel the world far and wide in search of one exciting adventure after another. To complicate issues, kender are totally fearless. This is a dangerous combination to be coupled

with their intense curiosity and need for high adventure. It can also be especially dangerous to those friends that may be traveling with the kender: “What? You say there’s a red dragon just beyond that hill? Wow! I’ve never seen a REAL, red dragon before. Let’s go!”

The kender race embodies the ideals of freedom. They roam aimlessly and are not known for following orders, unless they believe they came up with the idea themselves or are interested enough in what might happen if they followed that order. They don’t like to be locked up, even though they spend a fair share of their time in city jails, and they repeatedly find themselves in places they are not meant to be. Any attempt to control a kender may result in the kender taunting their assailant and driving them into a fit of uncontrollable rage, which is exactly where the kender wants them, giving the kender an advantage in the fight.

But if one can look beyond the insanity that kender seem to possess, somewhere in their middles, there rests a heart of gold. No true kender has ever been known to be evil. When a person finds a kender has become their friend, they will also find that kender to be totally dedicated and unwavering, even if they do ignore orders and tend to get their friends in more trouble than they would have found in the first place.

## Kender Origin Story

*The tale of how the kender race came into being is a pretty well known legend, but each race has its own take on what exactly happened. Gnomes say kender and dwarves were born of gnomes, dwarves say they were Reorx’s favorite and that gnomes and kender were accidents born from dwarves, and kender usually have a different story in every telling. Well I’m going to share with you the Kender Origin Tale my Uncle Ninefingers used to tell me when I was just a little kender. I hope you enjoy it.*

—Kipper Snifferdoo

Once upon a time, Chaos accidentally created the world. He didn’t mean to. As we all do sometimes, Chaos was just thinking random thoughts like, “What would happen if I created a world that had all sorts of interesting things to examine and places to explore?” Well, Chaos, being a God and all, it just sort of happened, the world, I mean. Then, out of Chaos came his children, and just like kender will do, they argued over the world. One would take it and shove it into a pouch; another would slip it out of that pouch and

## KENDER RACE

examine it closely before trading it with the other gods for interesting things like moons and stars.

Then they noticed that even though they certainly liked the world well enough, it might be fun to watch others play with it, sort of like Spinner's Ant Farm where you can watch those ants for hours on end. So Takhisis, who was a little brat back in those days, cried because she wanted things her way and didn't like Paladine's plans for the races. As Takhisis cried, her tears fell upon the world and created the *irda* (which, by the way, is why they have blue skin). Later, the *irda* began to show their true colors and turned into the nasty, smelly ogres we know today.

Paladine wanted a race that would take care of the world so he created the elves. And I think they've done a wonderful job myself, even though they never let me stay for long once I find a way into their sylvan glades. They really do beautiful work.

Oh, and Gilean, being the most uninventive of the Gods, came up with humans. I have to tell you, he took a lot of flak for that. I mean, on one hand, you have the *Irda*, on the other, you have elves. The humans were just so weak and short lived; the other Gods could tell he didn't spend much time on them. At least, though, they had to agree that the humans were the most interesting of the races to watch.

Reorx was asked to help make the world more habitable for the new races, and he set to work. He needed a hand because as you know, the world is a pretty big place so he recruited some humans to help him. But as humans will do, they made Reorx mad by demanding that he pay them. Humans are so caught up in being paid for things. I'll never understand that. Anyway, Reorx was miffed because he was making the world a better place for these humans, and they didn't want to lift a finger unless they were turning a pretty copper for it. So Reorx turned them into gnomes. Since we all know that gnomes like to build and fix things, he thought that they would finally pitch in for free. But he overcompensated because they only wanted to work on their own projects so Reorx finished the world by himself.

Reorx was so mad and tired and irritable from all the work, just like a dwarf gets when they are overworked and find that you've walked off with their favorite hammer, that he got into a tussle with Chaos and shoved him into a gem. Yes! He took Chaos and shoved him clear into a gem! What? You don't believe me? It can happen, let me tell you. I had a cousin, Doorstop, who found himself trapped in a gem, and

that was just by a human wizard, not a god! So it can be done. So anyways, then Reorx took that Graygem and threw it clear to Lunitari where it sat embedded in the red moon for quite a long time just sparkling up there for everyone to see.

Then, one day, the gnomes had created an invention that would let them fly from this world to beyond the stars. Well, it was either that, or it was an invention that would cause peace on Krynn. But I think the majority of them found that going to the stars was much more important. Whatever it was, it required a lot of energy to get it running according to their design specifications. By all their measurements, they figured it would take the power of a god to create enough energy to run the machine so one gnome suggested capturing the Graygem. So, the gnomes started on an invention that would get them there. The gnome that made the suggestion created an extension ladder, which to their surprise, worked so well that it allowed him to climb all the way to the Red Moon where he borrowed the Graygem and stuffed it in a pouch for his return trip. Unfortunately, when he got back, his family and friends surrounded him, embraced him, and caused such a fuss over his return, much like when a kender returns from wanderlust and the Graygem was lost. It was a sad homecoming.

The gem was discovered later that day when one of the Gnomes decided to clean out his pouches. As he dumped out the contents of his pouch, the Graygem picked itself up and started to fly away. The astonished gnome yelled to his friends and they began to chase it. The Graygem flew across the land showering it with Chaos and magic. Everything it touched turned into a new race or magical creature. It was a very exciting time to be alive. Magic was everywhere and the face of Krynn was changing right before everyone's eyes....\*glazed look\*

Oh, where was I? Oh yes, the gnomes followed that Graygem night and day across land and sea never giving up their chase. However, it was a human named Gargath that found the stone lying around one day and picked it up for safe keeping. He took it back to his keep and placed it in a magical glass case. I guess the Graygem was just so tired from all its traveling that it was content to take a rest. So, there it stayed.

The gnomes that had been following it spotted the light of the Graygem shining out of Gargath's castle. They marched up to that keep and demanded that he give the Graygem back. Gargath was not very willing to give up his prize, though, and told them they

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couldn't have it. The gnomes cried, "This means war!" and "You haven't seen the last of us!" and they retreated to get reinforcements.

During the next month, Gargath hired ggres and human mercenaries to defend his castle walls while the gnomes developed a weapon of their own. They built a huge siege engine to get over the walls surrounding the castle. However, the machine broke down just shy of the wall. Someone evidently forgot to bring extra food for the giant hamsters, and they stopped running. The defenders fell upon the siege engine killing many gnomes who retreated with very heavy losses.

During the second month, the elves heard of the power of the Graygem locked up in Gargath's castle and decided they wanted to see it for themselves. As they approached the castle, the gnomes returned with their second siege engine. This one was twice the size of the first and steam powered since it had been proven that giant hamsters were not reliable enough. This time, however, the engine was set on a course of destruction. Because of a faulty gearshaft, a broken crankshaft, and several hundred overheating lateral coils, the machine crashed into the first siege engine and caught fire. Defeated once again, the gnomes limped away drawing up new plans.

While all that was happening with the gnomes, the elves bided their time, waiting just out of range of the castle to see if an opportunity presented itself to strike the castle and claim the Graygem as their own. Sure enough, the gnomes returned two months later with a siege engine larger than the first two put together. It was so massive it towered over the castle and crushed the other two siege engines on its way to its destination. Unfortunately it lost its balance and fell over on its side crushing the castle wall under its weight. The gnomes were unexpectedly satisfied with the result and stormed the castle. The elves joined them, battling against Gargath's mercenaries.

The crane of the siege engine knocked the Graygem loose from its case. It flew over the crowd of hundreds of battling men, gnomes, elves, and ogres. It flashed a bright light that blinded every last one of them. When they could see again, the races started to take on different appearances. Out of the fray ran kender, dwarves, and minotaurs. The Graygem had created three entirely new races and escaped the castle of Gargath to continue its wanderlust across the face of the world.

And that's how kender entered the world, in a swirl of magic and chaos from a wandering gem with a god trapped inside which seems quite appropriate to me.

The End.

## Physical Description

Kender typically stand no more than 3 to 4 feet tall, with the males usually being taller than the females. They weigh from 80 to 100 pounds. Obese kender only show their weight in their stomachs usually, giving them a pot-bellied appearance. But kender metabolism usually tends to run very high, so this keeps most of them from becoming overweight until they reach their older years. Adult kender are also well muscled, despite being so thin and light of build.

Most kender are usually mistaken for young humans upon first glance, but closer inspection reveals the pointed ears, face wrinkles, and pouches indicative of kender. Kender find these face wrinkles (also called crows feet or laugh-lines) highly attractive. The older a kender is, the more complex the lines become, and over time, they give a kender a "wizened" appearance. Kender continue to look young their entire life, despite this network of wrinkles, and some kendermaids even try to cause wrinkles by drying out their skin with mudpacks. Kender are fair-skinned, but tan very quickly, becoming dark in the summer and lighter in the winter.

Their hair color can range from light blond to deep brown to black with a few sporting red-orange hues. Whatever the color, it is usually light from the amount of time spent outside. Most kender wear their hair long. The most common hairstyle among kender is the topknot. A topknot is made by allowing the hair to grow to a very long length and then tying it up on top of the kender's head. There are numerous combinations of this style. Some will wear their topknot in one braid or many braids. Sometimes colored ribbons will be braided into the hair for decoration. In the kender city of Kendemore decorating the topknot is the most popular. In the other major kender city, Hylo, the style of the hair is as variant as human's styles. One fashion among the noble class of kender is to braid the sideburns or cheek hair or even have a "bowl cut" or "short shag" haircut. Kender do not grow facial hair. As kender get older, their hair turns gray, usually beginning with the sideburns.

Kender eye color varies from pale blue, sea green, olive, light brown, and hazel. They have almond shaped eyes and pointed ears that give them an "elfish"

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appearance, although most elves would tend to disagree, since beyond the eyes and ears kender do not have the slanted and delicate features that all elves possess.

Intense facial expressions are another trademark of the kender. Most of the time, kender have a wide-eyed look like an inquisitive child and sport an infectious smile that causes friends' spirits to lift and others to automatically suspect the kender is up to no good. When a kender is happy the whole world knows it, and when they are sad, it's enough to make anyone cry. A kender that is taunting an enemy appears most impish and verbally assaults their opponent with a screeching or grating tone of voice.

Kender have a wide range of voice pitch abilities. They tend to talk in relatively high tones, but their vocal chords allow them to speak in low tones as well. They can usually imitate animal sounds very well. Children speak in shrill high pitched voices, while older kender will tend to have lower, gruff voices. When kender become excited, they tend to speak very quickly, loudly and rambling all at the same time, making it hard to follow what they're trying to say.

Kender typically favor bright colors and gaudy apparel that is at the same time rugged and rustic. Most kender add accents to their clothing and weapons by tagging on ribbons, feathers, beads or colorful scarves. Males wear shirts, pants, and soft, leather boots or sandals. Females wear tunics or dresses, pants, and soft leather boots or sandals. Whatever a kender is wearing, you can be sure it will contain pockets somewhere. They hide pockets in the lining of coats, vests, and belts. A staple of all kender outfits is their many pouches. A kender is rarely ever seen without at least two or more pouches. If they are seen without a pouch, they must be in dire straights indeed. Kender will also "borrow" bits of the fashion of the current location he or she is wandering around in.

Kender live to be around 100 years old. They reach adulthood around 20 (starting at the time of wanderlust) and reach old age at about 70, but never once giving into old age and loosing their lust for life.

## Kender Personality

### Curiosity

There is an inner force in all kender that drives them to investigate dark places, try new experiences, and ask questions no one dares to ask. From their

creation, they have always been curious of everything, everyone, and everyplace. An old kender saying is "If you find an open door go inside, and if you find a locked door open it." They are born with the heart of an explorer and very rarely deny their natural calling. Kender can understand the need for caution, and in some situations, such as pregnant mothers or situations where their friends may be hurt as a direct result of their snooping about, kender can curb their curiosity.

Magic and gadgets attract kender like dwarves to ale. Kender are in awe of magical things of all types. Magical items, spells, and magical creatures peak a kender's interest, and they can often be found wandering around places that are rumored to have magic. Gnomes are very fond of kender, because they are fond of anyone that shares the same interest in their creations, although a kender will rarely hang around for the full explanation of the invention's specifications.

### Fearlessness

Kender fear almost nothing. They do not feel magical or non-magical fear. In the face of the most intense fear, most kender have stated that they have felt and odd fluttering in their, stomach similar to getting a bad case of indigestion, and sweating. This is usually enough to let the kender know that they are in a pretty perilous situation. They are unaffected by dragon fear, the fear of the undead, and any fear created through magical means.

This fearlessness is just one reason why kender have trouble finding traveling companions. It's unsettling to find a member of your party insisting that the Death Knight that has just appeared out of the shadows could be nothing more than an illusion if someone was just brave enough to go up and touch it, and then volunteer themselves. They do not have a full grasp of their own mortality and will usually go one step (or more) beyond any sane adventurer. This, however, does not mean that kender are entirely reckless. While other members of their party are quivering in fear, the kender is battling bravely or looking for a way to help their paralyzed companions.

### Irrepressibility

It's a popular gnomish theory (or dwarven wishful thinking) that a kender will combust if bound and gagged for any length of time. Kender are so full of youthful energy that it's hard to keep a kender in one



## KENDER RACE

place for too long. They are extroverts and usually spend their time running around meeting new people, telling tales, and sharing their experiences from the road, but few people rarely have time to listen and trust the kender even less. From time to time, kender are imprisoned by local authorities. Kender don't mind, though. They're generally quite grateful to the local law enforcement for granting them free room and board just for visiting. They also think it's quite nice to have an armed escort to the front gates of the town the following morning.

### Independence

Kender are raised in a society where everyone is allowed to do what they want as long as it does not harm another. So they are fiercely independent. Kender do not take orders well, and will rebel when made to do something by force. Any attempts to force them to do something will only bring about the worst in a kender, and may cause them to complain endlessly and even taunt the oppressor. If they believe the idea was theirs or the order they are given holds enough interest for them, they will usually comply. This independence, together with their fearlessness and irrepressibility, often gets the kender and his or her companions into trouble. "I know you told me not to open the door with the magical writing on it, but it had such an interesting lock, much like the one my Uncle Lefty had 'the accident' with, and it was much closer than that other ordinary looking door. Sorry about the whole banshee thing, but I think it'll be morning soon and we'll be able to crawl out any time now." The most feared thing any fellow traveler can hear from a kender companion is "Oops!"

### Compassion

Kender are a very compassionate race. They make life-long friendships with those people that allow them to do so. They are unwavering in their faith to their friends and create strong bonds that, for them, are nearly impossible to break. They will defend their friends with as much conviction as possible. Because they share this strong connection with their friends, they can be deeply hurt by cutting or disparaging remarks from a close friend. And as kender wear their emotions on their sleeve, it can be heart breaking to see a kender that has just been shunned by a companion. Fortunately kender are forgetful about such things and

will soon be back to their happy-go-lucky selves before too long.

They also have strong feelings about creatures that are less fortunate than themselves. They are very charitable and feel a need to protect those people that are weak or in need. They also share an empathy with animal life. There is an old story about a ranger that was hunting a deer. Unknown to the ranger, the deer was a pet of a nearby kender community. It had been shot with an arrow by the ranger, and stumbled into the kender village. When the ranger tracked down the deer, he had discovered that the entire village had come out to help the wounded animal. At the sight of all the kender crying their eyes out, the ranger was so distressed that he quested to find a druid to heal the animal, and then settled down for a quiet life of fishing.

### Dreaming Laziness

Daydreams are what kender live for. They wander to find the things they can only dream about. Real life and physical labor can get repetitive and boring fast, especially if it's the type of work that does not allow for a little freedom or a chance to escape. This is why dwarves find kender lazy good for nothings, because compared to a dwarf, they are. A dwarf could sit in front of a roaring fire, banging away on a piece of metal day in and day out for years and be satisfied. A kender could loose his or her mind in that type of environment. Hard, repetitive labor does not suit kender. But when it has to be done, you'll find that kender will try to take their minds off it, though stories and song. Kender tales and kender music can help take a kender's mind off of mind-numbing industrial work.

### Taunting

A kender's curiosity gives them something that few races have, and that is the ability to scrutinize an individual and read them. This gives a kender the uncanny capability of knowing just how to push an opponents buttons. When a kender is angry or being threatened, they can determine just the right words to say that will cause their opponent to fly into an uncontrollable rage, thus making the attacker focus on the kender and give less consideration to their own defense. A distracted attacker is exactly what the kender needs to land a perfect strike against them.

### Handling

Kender have a unique concept of "personal property". If they see something that is not being used,

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they will pick it up and borrow it with every intention of giving it back to the owner when they are done using it or looking at it. It's really not their fault that they forget to give it back. It's just that there are so many interesting things just lying around. This is just how they were raised and how their entire society functions. Most other races, naturally, term this as thieving, but kender see it as simple borrowing, and are simply curious about the world around them.

Because of their insatiable curiosity, kender want to inspect whatever they can get their hands on. They have learned to pick locks for the challenge and to find something of interest, not to take things that don't belong to them. They sneak up on people and eavesdrop on conversations to hear what the latest gossip is, not to invade other people's privacy. They pick pockets just to see what's there, not to deprive others of the things they own. Kender, on the whole, are honest creatures, which only infuriates other races and causes them to label kender as sneaky and devious, which couldn't be farther from the truth.

Rogue-like talents and skills are completely natural to kender, therefore they do not see it as something immoral. In fact, kender are vehemently opposed to theft. They believe it is wrong and are deeply offended when they are called a thief or cutpurse. In kender communities, personal property is loosely defined as "something you haven't stopped using". So kender take things without a second thought (or even first thought). This absentminded approach to others' personal property can make the owner view the kender as a liar when the kender gets "caught in the act". In most situations, the kender will automatically have an excuse ready:

- "I guess it must have fallen in my pouch."
- "You left it, so I didn't think you wanted it anymore."
- "I was just holding it for you."
- "I was gonna give it back, but you wandered off somewhere."
- "Oh! They're not free?"
- "It looked so old that I thought it couldn't belong to anyone that was still alive."
- "It must be magical because it just appeared in my pouch!"

- "Someone was going to steal it, so I'm holding it for safekeeping."
- "I was just cleaning it for you!"
- "Just because I have it, and you didn't know that I took it, doesn't mean I stole it."

And what's even more frustrating for the owner is that the kender is totally sincere and truly believes what they have just said. Kender do not always realize just what they are doing. Kender aren't always actively thinking about taking something. It's more of a reflex action. Just look at some of the things they take: socks, food, jewelry, spoons, pots; a conglomeration of unconnected items.

Kender comprehend the concept of money and its value, but do not understand greed or the need to acquire great amounts of wealth. Therefore, items such as jewels, gems, and money hold little interest for a kender. They need enough to get by, but if given the choice between a golden chalice and an over-elaborate broken ceramic dwarven mug, the kender will take the mug, because it is much more interesting. (Note: most kender will take both, but get rid of the chalice first.) A popular human riddle is "How can you differ a thief from a kender? The thief only takes your steel."

# CHAPTER TWO: CULTURE

*"But then there's lots I don't understand. Death for one thing. And sheriffs for another. Both seem to take a lot of the fun out of life. And while we're at it, there's the matter of hiccups. Why hiccups, if you take my meaning?"*

—Tasslehoff Burrfoot, *Dragons of Summer Flame*

## Birth

Kender follow the same guidelines of most of the demi-human races on giving birth. The pregnancy lasts for 9 months and they normally have one child at a time. Twins are rare, but not unheard of in kender. Kender tend to have a relatively easy time giving birth; scholars speculate this is because kender in general have such a high rate of mortality once they reach the age of wanderlust. (It's a widely known fact that trying to see who can out run a dragon is not conducive to a long life, but it can be very exciting!)

The average kender family is composed of a mother and a father with 3-5 children. Kender raised as an "only child" tend to develop wanderlust earlier and remain under its influence longer than those kender who have siblings, bonding with their travelling companions in order to make up for the kinship they never had.

Kender that become pregnant during wanderlust will usually settle down during the 6th or 7th month. This depends, of course, on their proximity to a settlement or village. The wise kender will wander back to kender civilization and their family if they are able. Thus we find that many kender born during wanderlust are often born in inns and minor villages on the outskirts of (or miles away from) kender settlements. Kender mothers have been known to actually curb their curiosity if it comes to a situation that may endanger the life of their unborn child. Somehow the horde of ogres that have camped just over the next rise are not as exciting when they may cause harm to the kender's child.

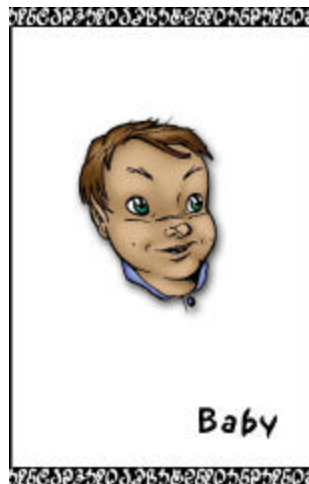
Kender newborns weigh 3-5 pounds and vary in length from 12-15 inches. They usually have a full head of hair and their ears are extended, but do not yet have

the pointed tips characteristic to the race. The pointed tips of the ears develop over the next couple years and becomes fully developed by their 3rd birthday. A popular saying of older kender to younger kender is "You haven't even grown into your ears yet!" Kender that are having half-kender babies find that the child is closer to a human size baby, but they seem to have no additional problems bearing them.

Infant kender are much like human babies. They need to sleep and eat in alternating patterns. They drink milk from their mothers as newborns and work up to solids around the sixth-month mark. Upon birth, it is tradition for the parents to select a name for the child. The child's first name can be based off any combination of factors. The most common method of a first name is to name the child after an existing relative, "Kipper", "Kronin", "Tasslehoff", "Rufus", or "Meridon" are a few. Occasionally, parents name the kender after something that has happened in a recent adventure such as "Triplever", "Mudskipper", "Thistleprick", or after common kender objects "Lockpick", "Toolkit", "Topknot". Other namesakes include mispronunciations of human words, such as the way that the best place for kender to hang out at is corrupted from "Tavern" to "Tavin". There are countless other kender variations of previous kender first names.

Each kender takes on their parent's last name. There are specific family names, which have survived the ages, "Metwinger", "Snifferdoo", "Thistleswitch", and "Burrfoot" are some examples, but it is common practice for kender to adopt a more descriptive name later on in life after their adventures, such as "Springheel", "Lightfingers", "Pakslinger", or "Lampwick". Usually during their wanderlust, they leave home to make a name for themselves...literally.

Kender infants are carried close to their mothers for most of the first year of their life. Soon after giving birth, kender mothers are back on their feet, either wandering again, taking care of their family, or running tasks in their community. Kender mothers are never lazy. The infants are held in a "Chofar", a sling type carrier that is slung across the front of the mother. This carrier is composed of a soft canvas-type material with a thick lining and has additional pockets on the outside for items the baby may need.



Around the first year, kender begin to walk and talk. This is when life gets interesting in a kender home and when the idea of a “community” raising a child becomes reality. In a kender community, the members MUST know their friends and neighbors, if for no other reason than to return each other’s child to them. Kender toddlers cannot be locked up even if they need to be. It’s during this time in their life when kender first come to experience the thrill of exploring. It can be distressing to the parents, but believe it or not, for all the trouble kender toddlers can get into, they rarely roam too far from their caretakers. There is still a sense of that bond that keeps them close. There is always that one particular kender child that will wander too far, and some on a regular basis, but they do eventually always end up back home in one fashion or another.

During their younger years, kender toddlers rely mainly on their primary caretakers for their needs. The primary caretakers may be the parents, but in a kender community, they may also be relatives, such as uncles, aunts, grandparents and close, family friends. Many kender who give birth during wanderlust may leave their child when the road calls them to go traveling again and they are unable to take their children with them. This is why kender almost always have an “Uncle” or “Grandmother” that they refer to.

### Childhood

From around the age of four or five, most kender begin to thirst for something that goes hand in hand with their later wanderlust craving, the craving for knowledge. The curiosity that was instilled in them when they were born begins to grow inside the little kenderkin, and they begin to ask “why”. Other races think this stage of life can be exasperating, and within a year, children of other races generally grow out of it. Kender, as a rule, do not.

At this age, kender begin “School”. However, if you ask a kenderkin just where they went to school, be prepared for a long answer. Kender do not attend school in one location, but find the classroom in many locations instead. Because the kender community assists in raising kender children, they also assist in their education. When a child hears a tale of how their Uncle Slipknot managed to write himself a pardon letter, thereby saving himself from execution from an elven

trial, they want to learn how to write. When the latest craze among young teenage kender is learning how to taunt in minotaur, they learn how to speak an additional language.

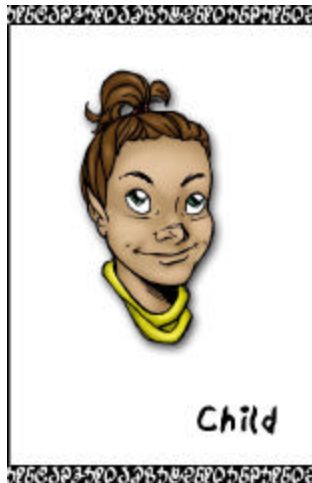
Among other things, kender children role-play the adventures of their peers by hiding in the shadows of buildings, scaling the walls of imaginary keeps, and finding “treasure”. Kender are naturally quick handed and dexterous and learn over time that getting caught can cause so many problems and hurt feelings between people that it’s always best to check things out as inconspicuously as possible. This way, when they return something, there are no hard feelings. Over time, this handling of objects becomes second nature (some will argue first nature even). Their intent is never evil, but a product of their natural curiosity, and should not be mistaken as happening out of greed.

Occasionally, small groups of young kender can be found being watched over by older friends or relatives, so that kender parents can take care of their duties within the community. These care takers (sometimes referred to as “Kender Wranglers”) keep an eye on younger kender that are usually between 3 and 7 years

old. They are mostly there to help kender that have skinned a shin or to hand out snacks or tell tales and suggest games, and also to teach morale lessons. Basically, their job is to keep the kenderkin preoccupied during the day. These houses usually have fenced in yards where the kenderkin can roam, and many locks on the front door. The locks, of course, are not for the security of the kender wrangler’s house, but more for the entertainment of the young kender that try to pick the locks.

Older kender, starting around age 7, usually have free range of the city or village where they live. Unlike human cities, there are not many places a young kender can go in a kender society and be accosted by strangers. Therefore, the freedom afforded to a young kender is much more than that of other races. This only serves to reinforce their ideals of fearlessness and wandering.

It is around this time that a young kender will begin to drift from one kender mentor to another, and will continue to do so for the next couple years of their life. When they are not playing with their friends, they are learning a trade or skill from the adult kender in the community. This is the beginning of their practical



“Real Life” learning experience. They become apprentices to older kender in the community and learn to read and write, if necessary, or how to hunt, fish, or farm. The things that a kender will do later on after wanderlust usually begin with the skills they learn in this stage of their life.

Once a kenderkin starts to reach their teenage years, they start to become more involved with the life they will encounter during their wanderlust. Adolescent kender begin to shy away from the duties and responsibilities they created for themselves. They begin to assist adults in the community, seeking out weapons masters and hunters that can teach them how to live off the land and wield a hoopak or whippik without harming themselves. Survival skills are taught through forages into the wild and wilderness games, such as the Graygem Scavenger Hunt or Goatsucker chases.

### Adolescence

The middle years for most races is a time for “Coming of Age”, and kender are no different. From thirteen to nineteen, the teen years are a time when a kenderkin becomes a true kender and learn the skills that will help him or her during their long and adventure filled years of wanderlust.

Survival skills are taught through forages out into the surrounding forests and wilderness. Games such as the Graygem Scavenger Hunt or Wild Goatsucker chases are all in fun, but also teach a kender the importance of stealth and even a bit of patience. The kender that teach these survival skills are known as “Games Keepers”. These expert woods kender are usually known for their hunting prowess. Every kender community can boast of at least one Games Keeper. The title actually comes from the young kender that are taught by these woodsman, because the Games Keepers know all the best games to play in the woods.

Kender moots also become more important for young kender at this time in their life. A moot is one of the unscheduled parties or festivals that many villages partake in. These often held community gatherings are a time for adolescent kender to show off the skills they have been learning to the younger kenderkin and the mature kender of the community. Many moots boast games and fun contests. For teenage kender, this means an opportunity to become Kender King of the Hill, or target shooting with newly crafted hoopaks, or showing their speed and agility in tree races. Kender also

experience feelings of infatuation for each other. These young courtships most often bloom during kender moots in their middle to late teens. A young kendermaid will lift a pouch from a young kender she likes and play keep away, or a young kender boy may sneak up behind a young kendermaid and attach a lock of his topknot to hers, mimicking the adult custom of wearing a braid of a lover's hair. If the young kendermaid likes the kender, she will pretend not to notice and continue to flaunt the sign that they are taken. But any notions of lasting relationships soon disappear when wanderlust kicks in, or shortly thereafter.

Many races find kender intolerable, but they have

never met mischief until they have encountered a kender adolescent. It's hard for many races to believe, but adult kender in wanderlust have outgrown most childish behaviors. It's not easy for a young kender to spend his or her time being told when the best time to go to bed is, or where they should be and at what time. Kender are fiercely independent, and adolescent kender can be down right rude. They may be one of the friendliest, amiable and endearing races on the face of Krynn, but they don't like authority. If they think the idea to do something is their own, they will be

willing to do anything. However, if they get the notion that they are being ordered to do something, you can forget about it being done.

A kender's curiosity kicks back into high gear around this time in anticipation of the day that they will leave to see the world. Some kender communities have rituals where they hold a ceremonial send off for kender that feel the “call of the road”. On Windsong, the 21<sup>st</sup>, Spring Dawning, the kender community has a festivity called “The Wanderer's Celebration”. It begins in the early morning and lasts until late in the evening. During this time, kender in their mid-teens through early twenties gather together with their community, fully dressed for the road. They spend the day with loved ones and relatives and wait for the calling of the road. Some kender feel the call and say a final goodbye to their friends and family and strike off into the great wide world.

Not all kender leave at this time, however. Some simply do not feel the call and remain behind, much to the relief of the older kender that, while excited for the





kender that have started their journey, are always glad to spend one more year with a loved one. Other kender pickup whenever the wind whispers to them that it's time to go. And a few may even be lucky enough to have their parents (who are no doubt already on wanderlust) come back to the village or city they were raised in and take them with them on wanderlust. Once that young kender has taken his or her first steps on wanderlust, they are considered to be a full-grown kender.

### Wanderlust

Wanderlust is a phase in a kender's life that throws a kender's curiosity into overdrive. Their desire for action is multiplied, and the simple joys of living from day to day are simply not enough. They must investigate the world around them and meet new people. They must experience everything there is to experience in the world. Wanderlust is what is responsible for kender packing up their meager belongings and moving out across the continent of Ansalon.

Much like puberty in humans, wanderlust happens slightly differently for each kender, but it always happens. It is simply a part of growing up for kender. Some kender start wanderlust earlier than others. Kender as young as 15 and as old as 25 have felt the desire to investigate just beyond the next hill and then just beyond the one after that until they are far from home and journeying across the world. Some kenderkin think they feel the call earlier than their mid teens, but these treks almost always end up back where they began a week or so later. False starts are rare but not unheard of.

Once on the road, wanderlust keeps most kender mobile. As the kender saying goes, "Kender feet have a mind of their own, and they tend to wander away now and again". Eager to know what adventure the next city, cave, or sailing ship will hold, kender wander from one place to the next, always looking forward to the next great adventure or the possibility of making a new friend. This does not mean that kender must constantly be on the move. Many kender make close friends with other adventurers and a home away from home is a common occurrence. As long as the kender has enough adventure to keep their wanderlust satisfied, they will make a home, or adopt a home of their own. But sometimes, the drive for adventure is too strong, and they simply live a vagabond life, wandering from town to town making due with what they can find on the

road and looking for places to stay during the winter months.

Wanderlust lasts anywhere from 5 to 50 years, or until the kender dies, which ever comes first. The average number of years is 10 to 20. When wanderlust begins to wind down, the kender feels a longing to return to their community. At this time, kender begin to feel the need to spend the rest of their days experiencing the life of raising children and living in a community that would never look down on them or treat them with disrespect. Some simply never feel the need to return to kender society. These kender have usually developed close ties with a group they consider a family or a particular society that they are accepted in. In these instances, the kender senses love and companionship and does not feel the need to find that among their own people.

Sometimes, wanderlust stops suddenly. For example, if a kender returns home to find their true love waiting for them, he or she may give up the road and settle down then and there. However, other times, it takes a series of visits home, in which each return visit the stay becomes a little longer, until the kender is spending more time at home than on the road. This is not to say that once settled a kender never leaves home. Many married kender take to the road together only to return home with new tales of their adventures together. Return bouts of wanderlust are uncommon, but not unheard of.

There is an affliction known as the "Laz-a-bout" which is sometimes thought to be a kender tale, as it is so rare. But this condition is the result of a lack of wanderlust. In very rare cases, you will find a kender that just never felt the urge to stray from home. These kender are sadly looked down upon in the kender community, but not in a scornful way. There are also those kender that have received some handicap that make them unable to participate in wanderlust. Special effort is always taken by their community to bring them tales of the outside world or lead them on adventures of their own. Thankfully, these cases are few and far between.

### Adults

Kender begin their adult life by leaving their homes and striking out on their own. They spend the majority of their adult life wandering the face of Krynn. Almost every kender ever encountered is a kender that is in the midst of wanderlust. They can be found wandering all

over the continent of Ansalon and beyond. There is no area or nation on the face of Ansalon that does not know what a kender is. They have wandered, traveled, sailed, snuck, and smuggled themselves into every location known to man, elf, gnome, and dwarf.

When someone mentions a kender, first they pat their pockets. Second they think of a slender figure standing no more than four feet tall, surrounded with pouches. Then they pat their pockets again. To the outside world at large, the word “kender” is just another term for thief, nuisance, scoundrel, or meddlesome rogue. A large majority of the population understands that kender can’t help themselves. But they also understand that if that dirty kender touches anything they own, they’ll string them up by their topknots.

Of course, there are the occasional well-traveled adventuring types that understand and even befriend kender. They understand that the kender may be a nuisance, but can also be a trusted cohort when it comes right down to it. A band of adventurers comes to understand the trade off involved when traveling with a kender. Kender are fiercely loyal to their friends and there is no one better suited for scouting missions than a kender, especially if you’ve built up a bond of friendship that will ensure that the kender actually comes back from the scouting mission. Because of their fearlessness they will eagerly look into places where others fear to tread, and a kender is great at finding things when you need them.

Because kender build these long lasting relationships, it is possible for a kender to remain in one area for extended periods of time, even years. As long as there is a friend close by to offer the kender a place to stay and quench the kender’s thirst for adventure by going out of town frequently, they will stay in one area, or at the very least, come back and visit their close friend on a frequent basis.

While out adventuring, kender tend to build up a storehouse of knowledge about certain areas. Unlike bards, who gather knowledge and have a chance to know certain rumors and news of various lands and areas, kender usually only see the most remarkable happenings. A kender’s lack of fear and intense curiosity leads them into places even a bard with the most stalwart heart would fear to tread. Traveling to the bottom of the Abyss, or flying to a moon, underwater elven cities, and dragon’s lairs have all been

visted by a kender at one time or another. When it comes to relating tales, kender are slightly absentminded and will happily offer up their own version of what was seen or heard. Thus a kender starts to build a collection of their own kender tales. These yarns are spun together from half-truths and fantasies, so it is difficult to tell just when a kender is serious and when she is just doing a little embellishing of the fact... or fiction.

Being well-traveled, kender pick up customs and languages from various regions as easily as they pick items out of pouches. They learn to speak different languages and gain knowledge of certain laws of the area, even though they don’t always interpret them the same way. “What? The guards at the front door said there’s no way I’m walking through those front gates? Well then I guess I’ll just use the kender entrance.” Almost every city has a kender entrance, although the residents refer to it as “That large crack in the wall” or “That forgotten refuse chute”. These entrances are only known to kender, who freely share this

knowledge with each other.

Kender learn many skills on the road and take these skills back with them to their kender villages and cities. Travelers will find that the architecture of most buildings in a kender city is a variety of styles. There is rarely a predominate technique as to how things are built. Farming systems, trading methods, and trade practices are among the things that are learned, brought back, and incorporated into the kender society in one fashion or another.

While wandering, kender try to build up a network of friends that they can stop by and visit when the winter months approach. Kender will also call on their friends and stay for a spell during fishing season or anytime when good food is in ample supply. Kender don’t see this as mooching, but as smart planning on their part. Because the wise kender knows that good friends are more important than good roads, at least until the weather clears.

## Love and Marriage

It’s not easy finding the right kender-mate during wanderlust. Romance during this period of a kender’s life is a rare thing for two reasons, the frenzied lifestyle



during wanderlust and the rarity of kender meeting each other during this period in life. However, it's not impossible to run into that perfect kender while wandering. There are unofficial courting rituals that can take place during this time. The kender pickup line is one example.

Most humans find the idea of a pickup line crude and in ill humor, but kender take it for what it is, an icebreaker between two strangers. Kender males consider it a high compliment for a female kender to laugh out loud after a pickup line has been uttered. If a female kender is not interested, she may smirk or smile politely, thus letting the male kender know she is not interested. But if the kendermaid giggles, blushes, or laughs out loud, the kender knows that she is truly interested. It's not unusual for a city guard to hear exclamations of "What's a nice kender like you doing in a dirty jail like this?"

When the small talk has ended, one of two things happen: either the kender decide to spend time traveling together, or they part ways. There are a few customary phrases for a kender to ask a kendermaid (or vice versa) to travel with him (or her) if the kender feels so inclined, such as, "Going my way?" or "Care to play Tag-a-long?"

From there, kender courting can take anywhere from a few days to several years. It all depends on the kender couple, how much time they have to form a lasting relationship, and if life on the road allows them to adequately bond. In many cases, though, the kender couple end up going their separate ways. Most times they just wander apart from each other on good terms, just enjoying the relationship as another encounter during wanderlust. When a romance does bloom in the midst of traveling, and the kender decide to get married, it is usually a very small affair, involving only the kender themselves or their traveling companions, if there happen to be any.

The wedding ritual is usually very brief, consisting of a spoken promise made between the kender and kendermaid. Both also take their shoes off to symbolize the many roads that would be traveled together and the shoes that would be worn out. It is also customary for them to trade pouches to symbolize that what one has belongs to the other. If rings are available, they will also be exchanged at this time. There is no formal engagement period between kender. When they decide it's time, they usually marry right then and there or soon thereafter.

Kender do believe in the concept of a honeymoon, although this is not necessarily thought of as a time to consummate the marriage. Instead, they view it as their first adventure together in a long string of adventures. During wanderlust, this is also considered as the beginning of a brand new adventure.

### Courting Rituals and Marriage After Wanderlust

For those kender that did not find their significant other during the years of wanderlust, there is still hope. Many kender find themselves single after traveling the world for many years. They settle down in a kender village or city and begin a trade. In the confines of a kender society (such as they are), the kender courting ritual takes on a new aspect.

A kender that gets involved with another will sometimes take a braid of their potential mates topknot and wear it as a sign to other kender that they are spoken for. During this time before the kender marries, there are usually many opportunities for the kender to show others how they feel about their particular love interest.

Many kender moots will have a ceremony or game dedicated to kender finding their true love. One particular game called, "Dwarf Tag", involves blinding the kendermaid (or kender) and having other kender of the opposite gender run around the blindfolded one echoing whatever the blindfolded kender says. The goal is for the blind kender to find her love interest in the confusion surrounding her. Each kender she touches must sit out. If the last kender to be tagged is the one she was interested in, it proves he was quick enough and smart enough to outlast until the end and deserving of her love.

Once a kender couple has decided to get married, there is a preparation time of anywhere from one day to one month. Kender weddings, when held in villages or cities, are usually a more elaborate affair than those held during wanderlust. The bride and groom will dress up in their finest clothing. The bride traditionally will have flowers woven into her topknot and both kender do not wear shoes to symbolize the many roads that will be traveled together and the shoes that will be worn out.

The father of the bride or an official usually resides over the ceremony. Every kender knows that there is a very long and complicated, unwritten marriage ceremony. The reason for this is that they understand that marriage is a very important thing in a kender's life and feel that the ceremony part of the wedding should

be long and meaningful. That being said, most kender marriage ceremonies are ad-lib and usually end when the audience (or bride and groom) start to get tired of standing or sitting still and are ready to get to the reception.

At the reception, it is customary for the bride and groom to be given a handful of empty pouches. Then, during the reception, other kender offer items and coins from their own pouches to help the kender couple start their life together.

Once the reception is over, the new husband and wife take their honeymoon. Kender do believe in the concept of a honeymoon, although this is not necessarily thought of as a time to consummate the marriage, but as their first adventure together in a long string of adventures.

### The Married Kender Couple

Although in kender marriages the male is typically the breadwinner and the kendermaid takes care of the family, it's not unusual for the situation to be reversed. Every kender has a job within the community, and if a kendermaid must fulfill some duty, the husband will most certainly stay home to watch the kenderkin. If both kender have obligations, they rely heavily on friends and family to watch the children.

For a race that usually has such a flippant attitude toward most things, kender do, in fact, hold marriage as a sacred institution. Humans often think that because kender are so flighty that it would be difficult for them to sustain any type of long lasting relationship, but to their surprise, some kender have been known to be married for over 40 years. Anyone who travels in the company of kender can understand this dedication. Companions of kender are well aware of the attachments kender can form, so it's easy for them to see how that emotional bond can be forged between two kender in love. Once this bond is created, it is very difficult to break.

This dedication influences the kender idea of divorce. In fact, there is no word in the kender language for divorce. There is a word for "separation" (Dara'ramja), but the emotional ties a kender forms while in marriage are very strong. So it's rare to hear of a married kender leaving their spouse and starting a

relationship with another. A young, widowed kender may remarry, but an older kender usually will not.

### Later Years

Between their mid thirties and up to their early fifties, most kender begin to get homesick and find themselves wandering back toward the home they were raised in. A kender does not come back home, sit down in a chair, light a pipe, and sit back and relax. Coming off wanderlust is a type of a weaning process, where a kender visits home for a while before striking out again. In a gradual process, they find themselves spending more time in their village or city than they do on the road.

One of the things a kender must do when he or she finally comes back home and begins settling down is find a place to stay and eventually find a permanent residence to live in. There are a couple ways to go about this. First they could have a house built. This, however, entails finding a kender carpenter with the expertise for such a thing. Payment for the carpenter and his or her companions will usually be trade of food and entertainment. It's always been said that the kender who tells the tallest tales always has the tallest house. In other words, the longer they can keep they're crew interested in what they're doing, the longer the crew will work.

When construction is not a viable option because of a lack of talent or raw materials, a kender can go "house borrowing". Some houses simply become available when an older kender passes away or two kender get married and start to live together. It is rare to find such a place. Extended family usually take up residence very quickly in a family member's newly empty house.

The other option is for them to just stay with extended family until they find a place of their own or find someone to move in with. Although kender are friendly and willing to help each other, it's always best for a kender to stay with relatives. Kender will turn away kender they don't know well if the visitor decides to linger for too long.

Kender also start to take up trades in their community in their later life, applying the skills they learned while on wanderlust. Some also take to learning new professions that interest them. Some take up





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occupations as farmers, some open shops, some become hunters, soldiers, tailors, and various other occupations that are needed to run a city or village.

Those kender that return early from wanderlust, the ones in their mid-thirties to early forties, will usually find a mate and start a family. Courtship is not usually long or drawn out during this stage of their life. Kender are good judges of character and good matches are quick to happen.

There is a human rumor that kender have introduced laws that require arranged marriages, and that two kender have to consummate this marriage to keep the kender race from dying out. This, however, is quite ludicrous. First of all, kender don't have any laws that would last for longer than five weeks. Secondly, to force a kender to do anything is hard enough, but to tell them they must come back from wanderlust to begin a family is close to impossible. The kender race has shown that love can happen between two kender quickly, and that it can last for many years. Some of the couples that find each other were actually sweethearts before they left for wanderlust and find each other again upon their return. These types of couples share the strongest bond.

Older kender take the role as teacher and mentor to younger kender and teach them the tricks of their trade and about life on the road. Often times they watch over the younger children of extended families while raising kenderkin of their own. Day to day they run their village or city with a youthful and smiling vigor that disguises their true age.

Of course with age comes wisdom, and even kender recognize this. Which is why The "Elders" that rule most kender societies are composed of elder kender, for their wisdom... and because they just happen to have the most time on their hands. In some of the major kender cities elections are run mainly for the fun of it and the winner is usually selected through a series of challenges, which are created on the spot. So the winner this year could spin for a much longer time than her opponent showing that she must have a good head on her shoulders.

Since kender do not fully realize their mortality, kender fail to understand the affects of aging. The older they get the more they realize just how much smoke bothers their eyes and makes it hard to see, or how

much the ringing in their ears from the music from one to many kender moots can be annoying, or how that trick knee just seems to be getting trickier. They don't realize they're getting old so they usually fail to act old, at least according to the standards of other races. Which is another reason they are known as the "Children of the World".

As time goes on for kender the years of wanderlust become the stuff of Kender Tales. Grandfather and Grandmother kender are treated with respect among the members of their race. All the while scampering around with a spirit and liveliness other races couldn't hope to match at their age. From ninety to one hundred kender begin to slow down. They "unwind" and finally reach that settled state that so few kender ever attain. It's widely believed that any kender that reached this age did so at the expense of not living life to the fullest. But the wise kender knows that to live life to the fullest you first must remain alive and dead kender tell no kender tales.



## Death

Kender view the death as the "Last Great Adventure". This is not to say that every kender has a death wish, (although this has been suggested on more than one occasion). Kender simply have a curiosity about what death might feel like and what lies in the realms beyond their own.

Many kender are not buried at home. Most of them begin that Last Great Adventure, while they are on wanderlust and though they call it a Great Adventure, death is a hard thing to take for kender. They are very easily affected by the loss of a friend or loved one. The normally cheerful kender may be very depressed for days or weeks following the death someone they have come to know.

In kender society, funerals usually occur for older kender, the beloved grannies and pappies. On these occasions, most kender that were close friends or family will bawl their eyes out for the longest time and will remain sad and sulking for the rest of the day at least. The eulogy is given by a close family member or friend that will relate some of the highlight of the kender's adventures or favorite kender tales.

The deceased's possessions are divided among the immediate family as "heirlooms" and each family



member and friend present offers some small tribute of some kind to the departed. A time-honored tradition is to give a map pouch with a quill and ink and a blank scroll to chart the departed's new travels on their next adventure. At least one pouch is always left empty for the deceased to fill in the afterlife.

Customs differ on whether a kender is buried or cremated depending on the location of the kender settlement. In kender tree cities, a kender is cremated along with something precious to him or her and scattered to the winds (symbolic of the journey he now takes). Part of the day is then spent telling stories about the deceased, the length of this time is determined by how interesting a life the deceased had (or how interesting the storytellers can make it sound). In larger kender villages and cities it is unusual to find cemeteries. Most of the time, if a kender is buried, the remains are taken far from the village to a spot chosen by their family or friends. This area may have been a special place or just a place of great beauty or peace, allowing the deceased's spirit to begin his or her journey from this spot. In Hylo, it is not uncommon for a deceased kender to be set adrift upon a flaming raft. Each town will have it's own particular custom.

All kender funerals are a sad time, with an undertone of hope for a friend who has moved on to something better.

## Justice System

Although most races believe that kender are little more than miniature anarchists, the fact is that kender society actually operates on a highly developed judiciary system. Since the inception of the kender race, there have been three rules that have been held by all kender above anything else. Later, as the race pulled together and formed communities, cities, and nations, these three rules became the backbone of kender law and remain so to this day. They are known as "The Three Truths", for they are the moral fiber of what kender hold dear.

- 1- Never betray a friend
- 2- Always cherish life
- 3- Never use something that someone else isn't done with

Breaking any of these three truths almost always results in large amounts of community service, with the Elder's Council ordering expulsion from the

community as the harshest punishment dealt to repeat offenders.

The kender court system is comprised of an odd number of kender who have been elected to the position of 'Elder' by the general population in the area. It is important to note that the term 'Elder' means not a venerable person in either title or position, it is used simply for the reason that the position was once held by the elders of the kender villages in ages past and nobody has bothered to change the term to something more suitable. Indeed, since Elders are elected by a matter of popular vote with no set standards or requirements, the official elected to this duty can be of any age (or of any race for that matter). In fact, there have been many interesting additions to various Elder's Councils in the course of history. One small kender village raised a Billy goat to the esteemed title of Elder after it won the popular vote by a landslide. Hylo, at one time, elected the legendary Uncle Trapspringer to the role, even though nobody had reliably seen him in over twenty years.

Council members are charged with deciding over important matters of a kender community. Any Issues involving the infraction of any of the Three Truths is in direct jurisdiction of the Elder's Council. Matters of war, matters of state, and matters of public relations are also directly decided by the Council. The reason for this is mainly for the general population to be able to enjoy their daily lives without having to worry about such mundane subjects. To make up for having to deal with these mundane matters though, the Council is also given the power to create and dismiss new laws, which they do with great frequency. Such laws include: Always having to carry a frog with you, not saying words that begin with 'p' on every third day, having to wear red on certain days, and calling everyone by the name of a cheese after dark. Such laws though are simply made for fun, and breaking them is only punishable by a wagged finger and a "tsk, tsk!" from the Council.

On rare occasions, one must bring an issue to the Council to be resolved. To do so, one must simply show up at the building where the Council meets and present their case. Judgment is made on the spot. If disappointed by the outcome, a person can challenge it by bringing forth new information or evidence.

Council members often retire frequently and for many different reasons, such as wanderlust or simply the need to do something else for a while. When a Council member leaves, the remaining members draw

straws. The one who pulls the smallest straw is then also considered inactive until a replacement for the retiree can be voted on, thus the Council remains at an odd number at all times.

### Kender Calendar and Holidays

**Days of the Week:** Monday is Light Day, Tuesday is Fire Day, Wednesday is Winds Day, Thursday is Waters Day, Friday is Ground Day, Saturday is Shadow Day, Sunday is Praise Day.

**Months:** January is Snowfun, February is Darktime, March is Windsong, April is Raindrum, May is Flowerfield, June is Homefriends, July is Wandertime, August is Summerlaze, September is Harvestfete, October is Leafplay, November is Bleakcold, December is Blessings.

**Year Day or Mark Year** Celebrated between the last day of the previous year and the first day of the next year. On this day, many people stop what they are doing and share gifts and blessings of the past year and make promises for the new.

**Dark Day: January 3<sup>rd</sup>** The anniversary of the Cataclysm is traditionally a day of reflection. Kender retell the story to remind their children why such an event must never happen again. Even the whimsical kender have a hard time embellishing the tale of that black day.

**Spring Dawning: March 21<sup>st</sup>** Signaling the reawakening of the earth, the vernal equinox is celebrated by all nations in a variety of ways. In places where kender congregate, such as Hylo and Goodlund, the celebrants bang cymbals and pot lids or wear colorful clothing to symbolize Krynn's vibrant mantle.

**Harrowing: April 4<sup>th</sup>** Though waning in popularity, many folk still celebrate this oldest of holidays, which marks the start of planting time. In Goodlund, Harrowing is also a day for practical jokes. A popular kender trick on friends who like to sleep too well is to exchange their bed thick of straw or feathers with one of dry burdock or thistles.

**Visiting Day: May 11<sup>th</sup>** The closest scholarly papers come to pinpointing an origin of Visiting Day is a kender tradition of "Hi, How Are You?" (a localized

version of wanderlust). Most folk are loath to admit that they learned anything from kender, so the true history of this holiday may never be known. The first part of the day is devoted to cleaning one's home thoroughly. Then, the rest of the day is spent visiting neighbors or entertaining those who have come visiting you. This is also a day designated to return items one may have borrowed from neighbors in the past year.

**Midyear Day: June 21<sup>st</sup>** The longest day of the year, Midsummer's Eve is a celebration of light for all nations. Many kender believe that during this long day, lightning bugs (they call them "sparklers") must absorb all the light they need to glow for the rest of the summer. They spend the day before Midsummer's Eve capturing the small bugs in clear containers, and then hold them up to the sun all the next day to fully charge them. After the sun sets, the glowing bugs are released, creating a fiery shower in the night.

**Graygem Eve: July 8<sup>th</sup>** Purportedly the day the Graygem of Gargath was released upon the world, this holiday is observed by many kender. Kender consider the Graygem to be the most interesting of all things that possibly exist. They celebrate this day by holding "stone hunts", wherein the entire community of kender wander around trying to find the missing stone. While this mission inevitably fails, at day's end, invariably, the kender bring back an impressive collection of other interesting items they picked up along the way.

**Heroes Meet at Inn of the Last Home: September 13<sup>th</sup>** Tales of this event from 351 AC have spread through poem and song. Although the history is well known, each group puts it's own special emphasis on the tale. When kender tell the tale, Tasslehoff Burrfoot acts a hero second only to Kronin Thistleknot, and in fact, is said to have saved Flint Fireforge on numerous occasions. (This writer would think that after the Summer of Chaos, Tas would be the first hero not second.)

**Summer's End: September 22<sup>nd</sup>** The autumn equinox marks the beginning of the harvest season. It's a time to praise the Gods for the bounty of the land. Not known for planning ahead, kender like to tell the story of the cricket and the ant: While the ant toils to store food for the winter, the cricket enjoys the last days of sunlight. When winter sets in, the ant is snug and well fed in his burrow, while the cricket is hungry and cold. Kender put an interesting twist on the moral of the story

however: Always make friends while you can, because you'll be needing people to visit and places to sleep during the long, dark winter days ahead.

**Thanks a Lot Day: December 6<sup>th</sup>** On this date kender give thanks for all the things that have dropped into their pockets in the past year. They celebrate by roasting the traditional goatsucker bird (it's not much of a feast, since the birds are relatively small, but kender enjoy spending months hunting for the fearsome fowl). After the meal comes a sort of show-and-tell, where they view and hear about each others' favorite possessions. This, of course, leads to "handling," and the conversation inevitably drifts toward, "You must have dropped it," "This looks just like yours, doesn't it?" and other popular kender phrases.

**Yule: December 22<sup>nd</sup>** The Winter solstice, the shortest day of the year, is observed as the last date for safe visits to family and friends before heavy snow falls. A very old kender tradition involves bringing treasures no one is longer fond of and adding them to bonfire tinder, to symbolize ridding themselves of deadwood in their lives. Of course, most of the treasures disappear before the fire can be lit, but usually there is enough for a tidy little campfire for roasting small meats.

## Kender at War

War is a grim and depressing thing to take a part in. It always amounts to a large loss of life on all sides. As such it seems difficult to imagine the fun loving kender to be able to have any involvement in such a thing, but quite the opposite is true. The fact is, when united in war, kender can quickly become a force every bit as devastating as the Knights of Solamnia.

With their incredible agility and speed, not to mention their short stature, kender excel at acts of espionage and guerilla warfare tactics. Often times, an army entering kender lands will lose almost half of its force before it ever manages to get within striking distance to a kender settlement. No army is as good at destroying enemy supplies and cutting off enemy supply lines as a race most well known for its proclivity at "appropriating" items out from under the owner's nose. Also, the race well known for their ingenious ability at disarming and removing traps, kender are just as brilliant in the use of employing such traps against invaders. Pitfalls, poisoned arrow traps, falling boulders, and even iron-toothed clamps generally used for

hunting animals are all used with deadly precision by the diminutive race. Many a story has been passed on by the survivors of an invading army of times when the forces were lured into a dead end only to be pelted from all sides by unseen kender assailants hidden in the trees or behind rocks or outcroppings in the terrain.

While such hit and run tactics are extremely effective, many times combat will be required in melee. If an invading army manages to enter into range of a kender settlement though, they are almost certain to find a surprise. While the hit and run tactics are being carried out, the remaining kender toil to construct large barricades of sharpened logs that encircle the settlement. They continue to do this as long as they can, usually forming three or four circles around the community before an enemy army gets close enough. Each inner circle is equipped with a single gate, which can only be opened from the inside. The outer circle, of course, has none. When the enemy advances, they find that the barricade makes horseback warriors practically useless, either for charging against kender or leaping over the barricade (which is too tall).

Siege weapons (assuming any made it through early espionage attempts in still working order) are also practically useless, as they have not one, but three or four barricades to tear through. Although fire may break through one barricade, assailants will still have the remaining barricades to contend with. The enemy isn't left alone to break down the barricades either. The spaces in between the barricades are filled with kender wielding hoopaks, short bows, crossbows, chapaks, battaks and many other weapons. As the enemy approaches, the kender assault the attackers through small openings in the barricade placed every four or five feet apart. Thus the kender can attack with impunity while the enemy has great difficulty attempting missile attacks through the small areas.

Even when the enemy begins tearing down the barricade they're in trouble, for when this happens, the ranged fire moves from the openings in the barriers to kender on makeshift ladders. The holes, previously used for the ranged attacks, are replaced by hoopaks, spears and other such spearing weapons. If the enemy breaks through, the kender will assault them at the opening with their weapons so that there are five or six kender against the one or two enemies that can fit through at a time. Once the enemy seems to have the upper hand, the kender scramble and head for the gate into the next barricade. They are then let in and the cycle repeats itself, the whole time kender from the inner barricades

bombard enemies invading the outer barricades. With this in mind, it is quite obvious why few kender cities have ever been successfully invaded.

### Kender Class and Station

One might think that in a society where everyone appears to be treated in the same friendly, forthright manner, that all kender might be viewed as equals. But there is a subtle pecking order among kender that escapes the notice of most individuals outside the kender culture. Unlike other cultures that equate material possessions with wealth and power, the kender class structure revolves around experience, story telling, and magic. The distinction in status between kender is very fine and is primarily noticeable only in interaction between two or more of them. Kender of a higher status will tend to be the leader in a group as the other kender look to him or her for direction.

The most common type of kender known to the outside world are those kender on wanderlust. They comprise the lowest station of kender. On the road, all kender are defined by the stories they can tell of their adventures. Well-traveled kender will have many adventures to tell and kender new to wanderlust look up to them, hoping to follow in their footsteps.

Just above the wanderers are settled kender. Some may think that wandering kender would feel sad for settled kender and look down on them. But in truth, settled kender have managed to do something that all wanderers can't say that they have done, they have made it through wanderlust alive. Because of this, settled kender are given a certain amount of respect, not to mention they are the ones that raise the kender children and keep the communities running.

In the kender community, traveling merchants are one step above settled kender. Not only have they survived wanderlust but they also continue to travel and help build up the community. They are an important part of society in that they bring news and adventures of the outside world along with goods and exciting objects for trade. Traveling merchants usually occupy the largest buildings simply to hold their supply of merchandise.

Above the traveling merchants are kender bards. These storytellers are the keepers of kender history, planners of kender celebrations, and warders of kender ceremonies such as weddings, homecomings, and funerals. They are highly respected for their knowledge and performance ability. Kender love to be entertained,

and kender bards are only too happy to oblige. Kender bards take it upon themselves to collect new stories from the outside world and bring them into the community for distribution. Most bards do not have a home of their own, as they are always welcomed as honored guests in most kender homes, earning their night's lodging for a witty tale or an amusing song.

Kender clerics are also held in high regard. Their assistance in the kender community makes them many friends. The healing touch of a kender cleric has put many families in debt to one kender cleric or another. This makes them both honored and respected in kender cities and especially in kender villages. Most kender clerics maintain a certain set of villages as their own and wander from one to another on a regular basis, lending a hand when they can. The fact that kender hold anyone who can use magic in awe increases their place in the kender class system. The rare kender wizard or sorcerer would also fall into this category.

Near the top of society are the members of the Elder's Council. This class would correspond to the high nobility of other cultures. Kender of this class carry a certain amount of weight when it comes to judgments of everyday disagreements. These are usually things such as disputes over land, conflicts over the ownership of goods, passing judgment over cases in which one kender injures another, and ruling on laws daily that will be followed by few kender and imposed by even fewer.

At the very top of kender society are the rulers. Sometimes these positions last for as little as a day, other times they last for a number of years. The longest period any kender has ruled was that of Kronin Thistleknott, who ruled over the city of Kendermore for an astonishing twenty-five years. Of course, even that was interrupted now and again by rival rulers. A few of which consisted of a talking dog, an affable ogre, and a totem pole that was thought to have mystical powers. Each of those rulers did not last long, however, before Kronin was brought back to help restore order. The community treats these rulers with the utmost respect. They make the final decision on all major tasks like the construction of city fortifications, preparations for winter, and the color of this year's decorations for the festival of the summer equinox.

Like many aspects of kender life, nobility is a concept kender have borrowed from other cultures. One of the few kender families that consider themselves nobility are the Windseeds of Hylo. One Windseed or another has been in the ruling seat of Hylo off and on

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for over one hundred years. They have taken permanent residence inside the fallen citadel that overlooks the city. Most kender consider the Windseeds a bit snobbish and pretentious by kender standards. But since that is how nobility acts the kender forgive them for it and laugh it off.



# CHAPTER THREE:

## KENDER RACES

*"I don't like to mention this, Caramon, since we've only just been introduced, but it is very rude to keep commenting on a person's size. For instance, you wouldn't like it very much if I called you Beer Barrel Belly, would you?"*

—Tasslehoff Burrfoot, *The Soulforge*

### True Kender

The true kender of Ansalon are a childlike race that wander the continent in search of adventure. Their intense curiosity and natural fearlessness leads them into places even the most stalwart adventurers refuse to go. Despite their inclination for reckless abandon, kender are steadfast allies. Their refreshing outlook on life and irrepressible optimism makes them hard to dislike once you get to know them.

**Personality:** The primary personality trait all kender share is an insatiable curiosity. They have an internal yearning to find out what is behind each locked door, what is at the bottom of the Pit of Eternal Despair, and what can be found in the closest pouch (whether it is their pouch or not). The drive is not driven by greed, but simply a need to explore.

This curiosity is coupled with a powerful fearlessness that sometimes seems to preclude common sense. Only a kender would willingly sneak into a dragon's lair simply for the hope of seeing it or maybe even speaking with it. This recklessness is tiring to other races who believe that kender are somewhat suicidal in nature. Who else, other than a kender, could be excited at the prospect of being stepped on by a god, or meeting a death knight up close and personal?

Kender have a limited understanding of ownership. In kender society, one uses an item until they are done with it. If someone else needs it, they take it without asking. This way of thinking is ingrained in kender so much so that they continue this practice while traveling through other societies. Picking up someone else's item is not considered stealing; it's considered handling. Any kender will tell you that they were simply holding the item until they were done and could return it. And the infuriating part is that they are utterly sincere in that

statement. Items are always returned if asked for and usually with one excuse or another, which the kender honestly believes is the truth: "You must have dropped it," "I was just keeping it safe for you," and "I just found it" are a few excuses that most kender have uttered at one time or another.

**Physical Description:** Kender stand 3 and a half to 4 feet tall. They have hair color of all types and tanned skins from many days spent in the sun. They appear slightly elven with almond eyes and pointed ears. Kender share intense facial expressions and have high-pitched voices, yet are able to perform a wide array of sounds. They also like to dress in glaring colors with many pockets and pouches. Each kender is raised using one kender weapon or another; the hoopak is a favorite weapon among kender for its many practical uses.

**Relations:** True kender are optimistic, openhearted, and trusting. They get along with most all other races and are highly friendly to most everyone they meet. They make strong friendships and are quick to defend against those who would hurt their friends.

Other races don't particularly feel the same about kender, however. Elves (particularly Silvanesti elves) look down on kender. Dwarves think they are all addle-brained, minotaurs consider them pests, and humans find them to be a general nuisance. Gnomes are tolerant of kender only in so far as they are usually more than willing to be test subjects for their inventions.

**Alignment:** Kender are a good-natured folk, but their very nature tends to lend them towards chaos. No evil true kender has been known to exist. There have been rumors of evil kender, but they are discovered to be afflicted kender or simply kender tales.

**Lands:** Until the Age of Mortals kender had two homelands. Goodlund was home to the largest kender city on the mainland, known as Kendermore. But in 3SC the great, red dragon, Malystrix, destroyed the city and the surrounding region, forcing thousands of kender to cross the continent to make their way to the second (now the only) Kender homeland, Hylo. Hylo was founded in 2600 PC when an entire village of kender borrowed a flying citadel and accidentally crashed it near the Sentinel mountain range of northern Ergoth. After the Cataclysm, Hylo became a refuge for kender, protecting them from the outside world by

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natural barriers. The lush forests of Hylo are now home to both true and afflicted kender.

Small kender tree villages and hamlets dot the countryside across Ansalon and most major cities have at least one district built solely to keep kender contained, uhm, together.

**Religion:** Kender revere all the good gods, but among them kender consider Branchala the highest god for his love of music and easygoing nature. Since the War of the Lance, Fizban has been worshiped by many kender clerics. Mishkal and Gilean are other favorites. Some kender have been known to worship all sorts of gods and idols.

**Language:** Kender primarily speak Common, but they also have their own language of Kenderspeak. Kenderspeak is based on common, elf, and gnome cultures, along with some limited goblin influence. Although kender do eventually learn to read and write, they still keep a long oral history of their people. Storytelling is highly prized among the kender.

**Names:** A simple first name is given to a kender upon their birth by their parents. Once that kender has grown up, he or she may take a new first name if they decide to. Last names tend to be family names or descriptive names from their adventures.

**Common Male Names:** Balif, Castomel, Keppli, Kipper, Kronin, Meridon, Raph, Rufus, Tasslehoff, Tavin, and Tobin.

**Common Female Names:** Dameris, Gaeadrelle, Kayli, Keppli, Loraine, Skylark, Shesta, Shillitec, Tulip, and Vera-jay.

**Common Last Names:** Burrfoot, Lightfingers, Lockpicker, Metwinger, Snifferdoo, Springheel, Thicketsway, Thistleknott, Trapspringer, and Wrinklecap.

**Adventurers:** Kender do not need any particular reason to become adventurers. All kender share the call of wanderlust that urges them to set to the road around the age of twenty. Their curiosity compels them to journey to the next town or toward the subject of the latest tavern rumor. Any kender met outside of kender lands will most certainly be an adult kender on wanderlust.

### True Kender Racial Traits

- +2 Dexterity, -2 Strength, -2 Wisdom Kender are naturally quick and dexterous, but due to their lightweight frames and small bodies, they are not very strong.
- 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.
- +1 racial bonus to saving throws. Kender have long learned to survive in a world that is generally hostile toward them. As such, they have learned a thing or two about avoiding danger.
- -2 racial penalty to Concentration checks. Kender have trouble focusing on one thing at a time and are easily distracted.
- +2 racial bonus on Spot checks. Kender are naturally adept at finding things.
- +2 bonus to Pick Pocket and Open Lock skills. The Pick Pocket and Open Lock skills can be used untrained. Kender have a natural ability to get their hands on just about anything and are fully able to disable most locks.
- +2 racial skill on Climb, Jump, and Move Silent checks. Kender are very nimble.
- -2 racial penalty to Sense Motive checks. Kender are open and accepting of others and only wish to see the best in them. As such, they are easily swayed to believe in others.
- +2 racial skill on Escape Artist check. Kender are built to fit into tight spots and wriggle out of bonds of all types.
- All kender gain a bonus exotic weapon feat, which they can use to select a kender racial weapon to be proficient with. They must select from the list of kender weapon choices.
- +4 morale bonus on all saving throws against fear. In addition to that, any kender reduces the affects of fear by two categories. So a *shaken* or *frightened* kender is seemingly unaffected. A *panicked* kender will only acts as if they were *shaken*. It takes another *panicked* effect to cause the kender to become *frightened*.

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- **Taunt:** A kender may attempt to enrage any creature that can understand them by taunting. The kender must make a successful Bluff check against the target, (the intended target must be able to understand the kender). If the Bluff attempt is successful the target is so enraged that they focus all of their attacks on the kender. The target will suffer their dodge bonus to AC, and suffer a -2 morale penalty to attacks and a -2 circumstance penalty to all mental-based skill checks (those based on Intelligence, Wisdom, or Charisma) for the next 1d10 rounds. The kender may have a retry on this target only if they failed their Bluff check. This ability can only be used once a day. Taunting is a Standard Action.
- **Automatic Languages:** Common and Kenderspeak. **Bonus Languages:** Goblin, Ogre, and Elf.
- **Favored Class: Rogue.** A multiclass, kender's rogue class does not count when determining whether she suffers an XP penalty for multiclassing (see Experience for Multiclass Characters, page 56). This class is referred to as "Handler" by kender.

### Afflicted Kender

After the Second Cataclysm, when the gods made a pact with Chaos and the Great Dragon Overlords first appeared on Krynn, Malystrix arrived from the Misty Isles. The great red dragon claimed all the lands from the Dairly Plains to the Bay of Bailfor. She took up residence and began to use her magic to terra-form the surrounding lands into a habitat more suitable to her. Once lush forests withered and died. Forest fires broke out. The land became arid and dry, and animals became sick from the blight that Malystrix had brought to the land.

Eventually, every living thing on the Goodlund Peninsula was affected by that magic. The kender living there could feel it, and it bothered them. It saddened them to see the lands that they called home dieing all around them and to know that there was nothing they could to stop it. They were powerless to prevent this perversion from taking over.

Within a year of Malystrix's arrival, she had made her way to Kendermore. Once there, she wiped out thousands of kender. The destruction was so horrible and on such a grand scale that any living kender that

witnessed the horrors of the attack learned the one thing that kender had blissfully been immune to since their creation: fear. The survivors headed west toward Hylo, the only other major Kender civilization, each one bringing back some atrocious tale of death and destruction. Many of them bearing horrible burns and scars. Lead by Moonsong, daughter of Goldmoon and Riverwind, they traversed thousands of miles of hostile territory to get to Hylo. This was known as the "Kender Flight".

Once there, the refugees were welcomed with open arms by their kindly, distant relatives. But it was clear that the kender from Goodlund had been changed by their experience. They were no longer the carefree kender they used to be. They retained that lust for life, but had lost the innocence the Hylo kender had. They started to form their own villages and communities and distanced themselves from their cousins. They became know as "Afflicted Kender".

**Personality:** True Kender bear a look of mischievous innocence. They have a twinkle in their eye that tells you they are looking forward to that next surprise just coming around the corner. Afflicted kender always seem just a bit hesitant in a new situation. The common kender notion of "leap before you look" is lost on the kender that have experienced true fear.

Some afflicted kender almost seem to be just like true kender. They are friendly, full of life, outgoing, and curious as ever, but when it comes down to a perilous circumstance, that's when you'll notice the difference. The most noticeable difference between the two races occurs in dangerous situations. Afflicted kender have learned how to be cautious, a trait true kender are usually very flippant about. Once a kender has tasted fear, it is not an emotion they would like to repeat, so they become much more sober and serious in the face of a perceived threat.

There are also afflicted kender that have gone so far as to change their personality in a drastic way. These afflicted kender, that bear emotional scars from the Kender Flight, can be dangerous to themselves and others. These kender have an attitude that is unlike any kender before them. They are distrusting, overly cautious, brooding, quiet, and vengeful. They suffered the worst of the attack in Kendermore and often bare physical scars to show for it. These kender have been known to become thieves, bandits, and assassins, professions any "sane" kender would naturally steer clear from. The only possible good that may come out

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of this insanity is that these kender usually focus their anger against the Dragon Overlords and their minions.

Yet another difference that can be drawn between the two races is that afflicted kender will always remember to have an “out” in any plan. Very rarely will they concoct a plan without determining what to do if the odds are against them. True Kender usually rely on luck in that situation.

**Physical Description:** Physically there is no difference between true kender and afflicted kender. They look the same. But if one studies a kender long enough, they can make out subtle differences in the mannerisms and attitudes between the two. They also tend to favor darker clothing, dark colors and earth tones that can easily camouflage the kender in a dangerous situation in particular. These kender are also more inclined to wear armor than true kender, which gives them a sense of security. However, they will rarely wear anything heavier than chain mail, and will prefer to leave their hands free by not employing a buckler or shield. Heavier weapons and swords that can inflict the most damage are often employed by afflicted kender, rather than the multi-functional kender weapons true kender carry.

**Relations:** Afflicted kender are friendly but distrusting of strangers. They occasionally question the bond of true friendship with others, as they are worried that they might be betrayed at some point in their relationship. They are cordial but wary of new acquaintances. Other races view afflicted kender with pity. Even though they may not care for the kender race, it is plain to see that the joy inherent within these kender has been taken from them by Malystrix.

**Alignment:** Afflicted kender tend towards Neutrality. They have lost the innocence of true kender. They also tend to be chaotic and unpredictable.

**Kender Lands:** Some kender that survived the attack on Kendermore did not leave in the Kender Flight. They remained, hiding out in burned out villages, making veiled enclosures in the cliffs surrounding Malystrix's Lair, or dwelling in the forests that had not been destroyed by the Overlord's magic, just on the edge of her territory. These “barbarian” afflicted kender have banded together to attempt to make the Overlords life as miserable as possible. They make attacks on the red's minions that bring offerings to the Overlord.

They make sure that messengers traveling by land are intercepted and patrols are harried.

In the lands of Hylo, many of the afflicted kender started their own villages because they were unable to handle living with the true kender. These villages are always well protected, selected carefully, and built for maximum defense. They also have patrols that wander the village at all times of day and night, so that they are not caught unaware by any outsiders. Although they thought it strange, the true kender believed that the attitudes of their afflicted relatives would pass, and that separate villages were just a phase. The true kender hope that this phase will pass after the afflicted kender work through their grief. One town of Hylo, Gobwatch, was created entirely by afflicted kender. They keep watch on their goblin enemies of the south.

**Religion:** Most afflicted kender have turned away from the gods, believing that if they were really as good as others say they would never have allowed such terrible destruction to occur to their homeland. As such many afflicted kender have turned to mysticism in an effort for find peace within themselves.

**Language:** Afflicted kender are fluent in Kenderspeak and Common. They will also learn goblin and ogre in order to understand their enemy.

**Names:** A simple first name is given to a kender upon their birth by their parents. Once that kender has grown up he or she may take a new first name if they decide to. Last names tend to be family names or descriptive names from their adventures. Many afflicted kender took on new names after the Kender Flight to represent their physical and emotional wounds.

**Male Names:** Blight, Cutter, Lefty, Mavrik, Rusty, Scar, Shade, Skorch, Tracker and Trundell.

**Female Names:** Ash, Belladonna, Blister, Cindra, Cycillia, Drifter, Endra, Moonwillow, Tepid, Whisper.

**Chosen Names:** Darkwatcher, Emptypouch, Fellstepper, Lockbreaker, Milerunner, Nightrunner, Shadewalker, Singeheel, Stubtoe, Tripspring.

**Adventurers:** Afflicted kender do not need any particular reason to become adventurers. All kender share the call of wanderlust that urges them to set to the road around the age of twenty. Their curiosity compels them to journey to the next town or toward

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the subject of the latest tavern rumor. Any kender met outside of kender lands will most certainly be an adult kender on wanderlust. Afflicted kender will generally be on the lookout for others of their kind and ways to help defend all kender in general.

### Afflicted Kender Racial Traits

- +2 Dexterity, -2 Strength. Afflicted kender are naturally quick and dexterous but due to their lightweight frames and small bodies are not very strong.
- Small: As Small creatures, afflicted 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.
- Afflicted kender base speed is 20 feet.
- +1 racial bonus to saving throws. Afflicted Kender have long learned to survive in a world that is generally hostile toward them. As such they have learned a thing or two about avoiding danger.
- +2 racial bonus on Spot checks. Afflicted Kender are naturally adept at finding things.
- The Pick Pocket and Open Lock skills can be used untrained. Afflicted kender have a natural ability to get their hands on just about anything and are fully able to disable most locks. They are not as eager to bring on the ire of others by handling their possessions so do not gain a bonus as true kender do.
- +2 racial skill on Climb, Jump, and Move Silent checks. Afflicted kender are very nimble.
- +4 racial skill on Escape Artist check. Afflicted kender can get panicky when cornered or captured. As a result most afflicted kender have an increased ability to escape their bonds or slip through tight spots in escape.
- All kender gain a bonus exotic weapon feat, which they can use to select a kender racial weapon to be proficient with. They must select from the list of kender weapon choices.
- Taunt: An afflicted kender may attempt to enrage any creature that can understand them by taunting. The afflicted kender must make a successful Bluff check against the target, (the intended target must be able to understand the

kender). If the Bluff attempt is successful the target is so enraged that they focus all of their attacks on the afflicted kender. The target will suffer their dodge bonus to AC, and suffer a -2 morale penalty to attacks and a -2 circumstance penalty to all mental-based skill checks (those based on Intelligence, Wisdom, or Charisma) for the next 1d10 rounds. The afflicted kender may have a retry on this target only if they failed their Bluff check. This ability can only be used once a day. Taunting is a Standard Action.

- Automatic Languages: Common and Kenderspeak. Bonus Languages: Goblin, Ogre, and Elf.
- Favored Class: Rogue. A multiclass afflicted kender's rogue class does not count when determining whether she suffers an XP penalty for multiclassing (see Experience for Multiclass Characters, page 56). Afflicted kender are natural rogues. They understand the difference between handling and stealing and aware of when they are doing one or the other.

### Belladonna of Hylo

One of the most notable Afflicted Kender would be Belladonna. Born Billie Juniper, Belladonna watched her entire family burn to death from Malstryx's fiery breath when she was a child. She was the only member of her village left alive, but she did not escape unharmed. From the attack her back and legs are covered in painful scars that continuously bother her. She was forced to grow up fast on the journey from Kendermore. Innocence and joy were ripped from her in her young childhood as it was from many kender children at that time.

Once Billie Juniper reached Hylo, she, like many other afflicted kender, tried to get back into their daily routines and tried to start life again. However, it was soon evident that the newly arrived kender were having problems integrating back into kender society. Over the next decade, Billie Juniper grew up among the true kender and witnessed the difficulties the two types of kender were having dealing with each other.

Upon hearing that there were more Dragon Overlords in Ergoth that may pose a threat to Hylo, the Afflicted Kender wanted to raise a standing Kender Army. The True kender thought that would be a fun notion and decided to join them, although they rarely took the idea of an army very seriously. At this time, Billie Juniper changed her name to Belladonna and



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became one of the most ferocious fighters and intelligent strategist around. She quickly won the respect of her fellow kender. Later, when it looked as though Hylo might come under attack, Belladonna decided that in order to best protect her people from attack she needed absolute control. So she took it. She kicked out the Windseed family, which had ruled longer than anyone cared to remember. This, of course, annoyed the Windseed family to no end, which had become used to being known as the royalty of Hylo.

Once in charge, Belladonna was not content to sit back and wait for the slaughter. She started planning and used kender resources to lead other afflicted kender, (and those true kender that wanted some adventure) against the Dragon Overlords (Pyrothraxus and Gellidus). Although her obsession and single-minded mania against the Overlords have protected her and her people from further harm thus far, it may bring Hylo more trouble than it can get itself out of.

### Half-Kender

While Kender are the children of Krynn, half-kender are the adolescents. An odd mixture, the half-kender is one of the most misunderstood of all half-breeds. This race of mixed blood between a human and a kender is often the product of a romance between a human male and female kender. Although, on rare occasions, the reverse has been known to happen. Of all the mixed races, the half-kender look the most human, and are often believed to be human, albeit a human of small of stature.

**Personality:** Half-kender are free spirits. They are prone to be found, much like their kender parentage, wandering the countryside. They do not wander out of any forced wanderlust, but because they are restless and do not feel comfortable living in one place for very long. They can be found doing various odd jobs, living as mercenaries, or as roaming minstrels and entertainers.

Most half-kender are quick witted, and natural charmers. They seem to be naturally talented at many things: music, art, fighting and dancing, almost anything but hard labor. They live by their wits and can easily fall into the role of a con artist or front man. Unlike kender, half-kender understand the concept of ownership and property, which can lead to moral dilemmas for a race that has inherited a strong sense of curiosity from their kender heritage.

Industrious is not a term that is used with most half-kender. They can be determined and are better at following orders than kender, but they lack the discipline to become hardcore, military men. As a result, they most often are hired as mercenaries, such as scouts, messengers, or archers. They excel in occupations in which they can use their kender-given abilities.

**Physical Description:** Half-Kender usually stand between 4 and a half to 5 and a quarter feet tall and usually weigh between 90 and 140 pounds. Half-kender tend to look like humans of small physique. They do not possess the pointed ears of a kender, and do not tend to wear their hair in a topknot. Oftentimes, they appear as young adolescents. Half-Kender males grow some facial hair, which never reaches a thickness beyond that of peach fuzz.

**Relations:** Half-kender never quite fit in with any race or community. Non-kender races will consider the half-kender to be but a boy growing to manhood. Once an individual gets to know a half-kender, they grow suspicious of their true heritage. Half-kender seem to do well in kender communities, although they don't quite fit in there either. Half-kender tend to be more mature, therefore not fitting in well among their kender brethren.

As companions, half-kender are initially hard to trust for people that know what they are. But half-kender can be faithful and steadfast friends when they are fully accepted and will do all they can to be there when they are needed. The careful adventurer, however, will beware, because unlike kender that usually have no ulterior motive for befriending a person, a half-kender does possess the ability to be cunning. Half-kender are known for making friendships for veiled motives, and that is when they can be truly dangerous.

**Alignment:** Half-kender follow their kender parentage when it comes to alignment. They tend toward Chaos and are generally good.

**Half-Kender Lands:** Half-kender, as a mixed breed, do not possess any lands of their own. They often live in kender communities, such as Kendermore. Occasionally a half kender will try to settle down, and in their later years, some even manage to, but their kender legacy will always haunt them. One reason most half-kender never reside in one place for long is because

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of the community they live in. When a neighbor discovers that the woman living next door is a half-kender, they immediately assume that anything missing must have been taken by them, or become afraid that the half-breed will sneak into their house when they are gone. Many half-kender have left good homes, even after years of being productive citizens, because of prejudice against them for their kender blood.

Most half kender do not speak of their kender heritage openly because they don't need to advertise it. But, when it comes out, they are very matter-of-fact about it because they love their parents and cannot fault them for being what they are. In fact, some half-kender prefer the company of full-blooded kender, and from time to time, can be seen traveling with them. Some half-kender have even been known to lead groups of wandering kender. They have enough common knowledge of the kender to understand their needs and are wise enough to be able to communicate that effectively to other races. Of course, full-blooded kender enjoy the half-kender and find him or her extremely interesting. They often become quick friends.

**Religion:** Half-kender have no set religion, although those raised among kender tend to favor Branchala. Those raised among humans are likely to follow any deity.

**Language:** All half-kender know Common and their Regional Language. Those kender raised among kender will also speak Kenderspeak.

**Names:** The naming convention of half-kender is dependant on if they were born into a human or kender community. Those born to kender will take on the Kender naming convention and those born in human communities will take on their naming customs.

**Adventurers:** Half-kender share the kender curiosity, and tend to wander the lands of Krynn. Their rebellious streak tends to land them in trouble more often than not. Half-kender can also be found adventuring in search of their true parentage.

### Half-Kender Racial Traits

- +2 Dexterity. Half-kender are nimble from their kender heritage.

- Medium-size: As Medium-size creatures, Half-kender have no special bonuses or penalties due to their size.
- A half-kender has a base speed of 30
- Fearless: Half-kender are not totally immune to fear, but do have some natural resistance against it. Half-kender gain a +2 bonus to all saves or checks involved with fear, mundane or magical.
- Taunt: An afflicted kender may attempt to enrage any creature that can understand them by taunting. The afflicted kender must make a successful Bluff check against the target, (the intended target must be able to understand the kender). If the Bluff attempt is successful, the target is so enraged that they focus all of their attacks on the afflicted kender. The target will suffer their dodge bonus to AC, and suffer a -2 morale penalty to attacks and a -2 circumstance penalty to all mental-based skill checks (those based on Intelligence, Wisdom, or Charisma) for the next 1d4 rounds. The afflicted kender may have a retry on this target only if they failed their Bluff check. This ability can only be used once a day. Taunting is a Standard Action.
- Rogue Bonus: Half-kender are naturally adept at getting into things and so naturally gain a +1 racial bonus to Climb, Jump, Move Silent, Hide, Spot, Open Lock, and Pick Pocket.
- Favored Class: Rogue.

## Marak Kender

In the uncharted northern oceans of Krynn exists a continent known as Taladas. This strange and exotic land is home to a race of kender named after the valley, which they live in. They are known simply as the Marak Kender.

**Personality:** Prior to the Cataclysm the Marak Kender were much like the true kender of Ansalon. They were happy-go-lucky, extremely curious, and a nuisance to the other societies of Taladas.

Then the Cataclysm struck. On Taladas a single, massive blow struck the center of the continent. The land tore apart and reshaped itself. The mountains

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surrounding their sheltered home tumbled. Entire villages swallowed whole, lava raining from the sky, ash covering and suffocating the kender that had managed to evade the other horror. The blame for the ruin was put solely on the shoulders of the gods and the terror and destruction wrought by the Cataclysm irrevocably changed the Marak Kender forever.

Since the Cataclysm their innocence and child-like cheerfulness has vanished. It was replaced by distrust and paranoia. Their unquenchable curiosity remained, but was tainted by their new outlook on life. To protect themselves from further harm they consider each new person they met as an enemy until proven otherwise. They nab people's pouches to make sure there is nothing that could be used against them. They unlock doors and chests to make sure that dangerous objects are not being hidden away. The Cataclysm had taken the trust from these kender and because of this they constantly peek, poke, and pilfer to neutralize any threat or danger before it has a chance to spring on them.

Their rosy sense of humor changed as well. Dark and twisted they now use pranks as a sort of revenge or comeuppance on outsiders. This mischief has evolved into an elaborate system of face, in which the kender carefully keep track of who got the best of who. This only adds to the paranoia between members of their own race. Despite this, Marak kender have fanatical family ties. Clans of kender will remember detailed history of their ancestors and the clans that either supported or abandoned them in a time of need. Grudges are commonplace and the smallest offense can set generations of kender against each other. Insults to the family are not tolerated and have more than once ended in the murder of one kender or another. Meetings between two or more families are always touchy as each side is careful not to offend the other.

**Physical Description:** The Marak look much like the true kender of Ansalon. Their faces are slightly longer and they tend to have dark hair running from brown to black. They dress in blacks and gray, dark colors that will allow them to easily blend into shadows and the walls of their valley home. Their hair is grown long and tied up in tight buns or spirals close to their head. They do not wear jewelry, flashy clothing, or carry fine weapons. For this fact it's been rumored that they are misers. Hiding away magic items and riches in their valley homes.

When getting ready to do battle, Marak Kender dress themselves in all sort of cast off, stolen or captured pieces of armor and a variety of magical items. When it comes to weapons they prefer the hoopai, a type of crossbow made from light flexible wood that shoots stone bullets. The hoopai is the traditional weapon of the Marak Kender.

**Relations:** Marak are suspicious of all races, including certain clans of their own race. Therefore they keep their distance from all races, unless they feel that they will gain something by traveling with them.

**Alignment:** Marak Kender are undeniably pessimistic but are not evil. They tend to be chaotic in nature and are mostly of good alignment.

**Lands:** The Marak Kender still reside in the isolated confines of their valley. They hide themselves from the world. Those kender on wanderlust make it their mission to retrieve items of power that can help protect themselves and their people or to infiltrate different societies looking for news of threats against their homeland. Their greatest threat is the hobgoblins of the surrounding mountains. A long and bloody war has been going on and off for years between the two races.

The kender live simple lives in small farming villages. Each small village is a circle of miniature insubstantial huts surrounded by a low stone wall. At first glance it seems easy enough to invade, but true to their nature the Marak Kender have surrounded their homes with all manner of tricks and traps. Most invasions end before the hobgoblins even reach the stone wall. But sometimes these attacks are more methodical as the hobgoblins advance slowly by night probing for the safest route and by day the kender battle them back while adding more defenses.

The main objective of the hobgoblin attacks is to find and plunder the hidden riches of the Marak Kender. But one thing they have forgotten to consider is that while the nature of the Marak Kender did indeed change, one thing did not change, what kender consider valuable. While they may have collected magical items and weapons on during their wanderings, they also collecting bright baubles, scraps of information, unreadable scrolls, and other things that just might be potentially dangerous. Where the kender see a treasure trove, most others see piles of junk.

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**Religion:** Considering that the Marak Kender blame the gods for their suffering they are not inclined to become clerics. They do not follow any particular god.

**Language:** Marak kender are fluent in Kenderspeak and Auric. They will also learn hobgoblin and ogre in order to understand their enemy.

**Names:** Marak kender have a given name usually followed by a descriptive name.

**Male Names:** Aarc, Chitter, Darwyn, Dervin, Dounner, Flen, Nigel, Pennin, Scourge, and Runin.

**Female Names:** Chatter, Foly, Gabbi, Juni, Kira, Loni, Mari, Quinda, Tiara, and Tomtom.

**Clan Names:** Ashspitter, Cliffjumper, Darkshadow, Fibfinder, Fireshade, Lavaheart, Shadowspin, Trapsetter, Truthseeker and Valleyrunner.

**Adventurers:** Marak Kender feel the need to wander Taladas around the age of 20. They feel it's their duty to go forth and find out which races are plotting against them or to find items of power that can assist in defending their people. These reasons are the largest factor for Marak Kender Adventurers.

### Marak Kender Racial Traits

- +2 Dexterity, -2 Strength. Marak kender are naturally quick and dexterous but due to their lightweight frames and small bodies are not very strong.
- Small: As Small creatures, Marak 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.
- Marak Kender base speed is 20 feet.
- +4 morale bonus against fear. While Marak Kender do not share the nearly complete immunity from fear that Kender do they are highly resistant to it.
- +2 racial bonus on Hide and Move Silent checks. Marak kender are especially adept at slipping away from dangerous situations unnoticed.

- +2 racial bonus on Open Locks. Marak kender spend much of their lives discreetly going through other peoples things in order to determine if they are a threat or not. All Marak kender may use this skill even when untrained.
- All Marak kender can use the Pick Pocket skill even when untrained. Lifting potentially dangerous objects from people is a common skill for all Marak kender.
- +2 racial bonus to Spot, Read Lips and Sense motive. Marak kender are paranoid and suspicious by nature. They keep an eye out for danger and watch people closely to determine if they are telling the truth. All Marak kender can use the Read Lips skill as if trained.
- +1 racial bonus against hobgoblins. Marak grow up fighting hobgoblins and have developed specific techniques against them.
- Automatic Languages: Marak Kender and Auric. Bonus Languages: Hobgoblin, Minotaur and Regional Dialect.
- Favored Class: Rogue. A multiclass Marak kender's rogue class does not count when determining whether she suffers an XP penalty for multiclassing (see Experience for Multiclass Characters, page 56). Kender are natural rogues, they possess the cunning and natural dexterity for the class.

## Kendar

Far beneath the southern icecap of Krynn, beneath the distant southern reaches of Icewall, under the frozen wastes lies the land of Chorane. Two thousand feet below the surface of the tundra is a complex civilization of many intelligent races of Krynn. The kender of this realm are known as the Kendar. Looking upon the kendar of Chorane one can instantly see that this race is an offshoot of the true kender of Ansalon. The history of the kendar is a mystery as no kendar can say for certain how they arrived in Chorane. But they believe they have always been there and leave it at that.

**Personality:** If a person were to say that they descended from true kender they wouldn't believe them. Because it is in the very nature of the kendar to only believe what one can see. Without first hand knowledge of something it's difficult to believe that it even happened at all, or even happened the way you say it did.

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Occasionally the solemn oath of a close clanmate might be believed, but strictly speaking 'seeing is believing'.

They are a fun-loving, cheerful people, but do not have the same resistance to fear that true kender enjoy, and are therefore much more conscious of the outcome of their actions. So they will be much less likely to run headlong into danger.

Unlike true kender the kendar enjoy making a profit and all too well understand the need for money. Most make their livings as merchants, bartering for goods and making as much profit as they can. They will deal in anything that will turn a profit. Kendar can even be ruthless when trying to make a sale, as they are dangerously adept at double talk.

They also do not share a fascination with magic, which precludes many wizards, unless they can find a way to turn a profit with it. Clerics are unheard of as no kendar has ever seen a god and if they had probably wouldn't believe their own eyes. At least with magic you can see a visible effect of your casting. Over all the kendar of Chorane are the least "kender-like" of all the kender races.

Even though their personality is different from true kender they can be just as infuriating, especially when it comes to telling them about something they have not seen. They are very difficult to talk with, as kendar tend to ramble and never get to the point. A kendar will go off on an unrelated subject when asked about the most direct questions, going on and on until the real point of the question was lost. "What color are my eyes? Well I think that depends on the time of day. Sometimes in the morning when I'm eating breakfast, which by the way is my most favorite meal of the day, I happened to stumble across a piece of bacon that looked just like a dwarf. I thought it was the most amazing thing. Maybe I have it here in a pouch."

The Kendar have good relations with their human neighbors, the Ameshites. As the Ameshites and kendar both have a great love for music that frequently brings the two races together in celebration. The Ameshites are regular attendees of the kendar's "clansings", a complex ritual that assigns social standing of each kendar in their clan according to the music they can perform.

**Physical Description:** Although kendar would deny the existence of kender, they share many of the same traits. Both stand 3 and a half to 4 feet tall. They each have light colored hair and almond eyes, intense facial expressions and high-pitched voices. They also like to

dress in glaring colors with many pockets and pouches. However they have given up the use of the hoopak, and many these days don't even believe it was a real weapon to begin with.

**Alignment:** Kendar are a good-natured folk but are not entirely swayed toward chaos or lawfulness.

**Lands:** The kendar live in the underground lands of Chorane. They exist like everyone else underground they farm brak (a type of edible fungus) and herd funnos (a rodent-like herd animal). But unlike other races they do not consume the highly popular darkoline drink, made from the extract of the tannadako fungus. Instead of making them drunk, darkoline only makes them sick to their stomach.

**Religion:** Although the kendar love to debate religion with their Ameshite (human) neighbors they are far from religious. If they can't see it they can't believe it, and while they have seen healing in some ages they can't attribute the workings to any particular god, therefore they fail to believe in any gods at all.

**Language:** Kendar speak their own language, Ameshite and Common.

**Names:** Kendar names are granted by the clan elder. Each first name has a specific meaning, but it's difficult to get a straight answer from any Kendar as to what it is. Male names tend to be a bit harder than female name with hard consonants in them. Clan Names tend to have something to do with accomplishments the family are proud of or names that sound wealthy.

**Male Names:** Brenin, Delik, Grekin, Hadac, Harlen, Kebin, Knackers, Nebin, Pikten, and Talak.

**Female Names:** Alees, Coradin, Kristal, Lepy, Megla Noradin, Quinda, Sahari, Shara and Willa.

**Clan Names:** Caverunner, Coinfinder, Diamonddelver, Fleetfoot, Gemlifter, Goldtracker, Silverleaf, Slider, Snowtopple and Stonesifter.

**Adventurers:** Kendar still share the strong call of wanderlust as do true kender. Around the age of twenty they strike out to make their fortune. They make many trips back home during wanderlust returning with the treasures they have discovered. Most kendar hire themselves out as scouts for adventuring parties.



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### Kendar Racial Traits

- +2 Dexterity, -2 Strength Kendar are naturally quick and dexterous but due to their lightweight frames and small bodies are not very strong.
- Small: As Small creatures, kendar 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.
- Kendar base speed is 20 feet.
- +1 racial bonus against spells and spell-like affects. Kendar are especially resistant to magic, as most doubt it is more than parlor tricks anyway.
- +2 racial bonus on bluff and diplomacy. Kendar are natural merchants and adept at persuading people to do things they want them to.
- +2 racial bonus on Spot and Listen checks. Kendar have keen eyes and ears.
- Lowlight vision: Living underground Kendar have developed the ability to see twice as far as humans in starlight, moonlight, torchlight, and similar conditions of poor illumination.
- +2 racial bonus to saving throws vs. Charm and Illusion spells and effects. The Kendar are stubborn and difficult to fool into believing anything. (This effect stacks with bonus against all spells.)
- +2 racial bonus on Pick Pocket and Open Locks. Kendar have a natural ability to get their hands on just about anything and are fully able to disable most locks. All Kendar may use this skill even when untrained.
- Automatic Languages: Common, Kendar, Ameshite.
- Favored Class: Rogue. A multiclass kendar's rogue class does not count when determining whether she suffers an XP penalty for multiclassing (see Experience for Multiclass Characters, page 56). Kendar are natural rogues, they possess the cunning and natural dexterity for the class.

### Kunda

The kender of the mysterious third continent of Krynn are a primal race. The kunda embrace life and death with a zest unrivaled by other races. Prior to the Cataclysm this kender-like race was known for their connection with nature and the spirit world beyond. The kunda believed that all of life and death was connected and to embrace one you must embrace the other. They lived happily within the deep, lush forested region of the Serpent Valley, dancing, singing and worshiping the spirits of the world.

Soon after their creation a stranger who bestowed upon them a fabulous gift visited them. It was a magical tome. The stranger explained that the book was powerful and had the power to record the events of the past and foretell the events of the future. They prized the book highly and only the Mama or Papa was given the honor of handling the artifact. It was kept in a specially built temple in the center of their city deep in the heart of the Serpent Valley.

There, the Book of the Prophet remained safe, until the day that a regiment of Minotaurs marched into their city under the pretense of peace and stole the artifact. Hundreds of kunda died that day, but not without slaughtering the majority of minotaur soldiers, who were unprepared for the tenacity of the Kunda warriors. In the end however, the minotaurs got away with the book and the kunda, although upset at the destruction, did not waste time or more lives in retrieving the item.

Then, the Great Flood descended upon them. The floodwaters poured into the valley very quickly and only a very few kunda survived the tragedy. Those kunda that were on wanderlust rushed back to find their home had drowned beneath the floodwaters. Camped on the outskirts of their former home the kunda squabbled over what to do. It was evident that the floodwaters were receding and within time the valley may return to its former beauty. Many of the kunda started trying to contact their loved ones that had "stepped out" into the spirit world. But other kunda could not deal with such a massive loss of life. These kunda gathered together and struck off into the wilderness claiming never to dwell in one place for too long again so as not to be forced to "step out" before they had a chance to explore the wonders of this world.

This tribe became known as the Hoda, the kunda word for, "nature children". Over time, the Hoda broke up into smaller tribes and began a nomadic life, wandering the forests and plains of the known world.

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They left behind the ways of dealing with the spirit world, preferring to deal with that when they got there, and they focused on forging a closer relationship with the natural world.

Back in the Serpent Valley the waters did not completely recede and the valley became a dark marshland, called the Kundamarsh. The remaining kunda became known as the Voda, the kunda word for "spirit children". The Voda eventually found the remains of their former city and felt the presence of their lost loved ones residing there. Over time the Voda developed methods of communicating with those who had "stepped out" into the spirit world and, in a macabre sort of way, the Voda went back to normal everyday life, but gradually developed closer ties with the spirit world.

The kunda are easily recognizable. They typically stand no more than 3 to 4 feet tall, with the males usually being taller than the females, and they weigh from 60 to 80 pounds. Kunda are thin and light of build and adult kunda tend to be well muscled. They have delicate pointed ears and face wrinkles around the eyes. With the exception of Hoda warriors, both male and female kunda prefer to wear their hair long. This long hair is usually tied up in a number of braids and tails, held together with strings of beads and ribbons.

Kunda are known for a wide range of intense facial expressions. A Voda kunda can be downright scary at times when dealing with an enemy and calling upon the assistance of the dead. Similarly a Hoda kunda is said to have a smile that will tame the most vicious of beasts. They tend to wear their emotions on their sleeve and are not known for hiding how they truly feel about a situation. They also have a wide range of voice pitch ability. Which allows the Hoda to imitate a wide range of animal calls. It becomes difficult at times to follow what a Kunda is saying if they get excited or in a hurry.

Much like true kender, the kunda are also born of an intense curiosity about the world. In their early twenties Wanderlust calls each and every kunda to explore the world, look behind locked doors, explore dark caves, and examine bulging pockets for their contents. The Hoda are just as curious about the natural world as they are the civilized world and they spend their wanderlust roaming freely between city and forest, spending much of their time wandering the woodlands for new locations their tribe may visit on their return. The Voda spend their wanderlust wandering towns and cities, acting as fortunetellers, passing on messages from deceased relatives and

allowing people to speak with loved ones that have "stepped out" from this world.

The Kunda are also fearless. The Voda, so closely tied with the spirit world, have no fear of leaving this world for that one. They feel right at home with undead and consider them new friends or confused souls in need of guidance while in this world. The Hoda, while not willing to leave this world until they are good and ready, do not feel fear. Hoda warriors are renown for their tenacity and fearlessness.

### Hoda Tribe

The Hoda tribe has close ties with the four basic elements of the world. They are worshipers of Antaeun (Sirrion) the Force of the Natural World. She is worshiped for the fury, chaos, exuberance and raw power of the natural world. To the Hoda she is the one that provided the strength needed to forge the world. Thundering waterfalls, erupting volcanoes, devastating tornados, and epic earthquakes are all signs of her divine force being applied through the natural world. To the Hoda, the Cataclysm was seen as a sign from Antaeun that she was unhappy with their complacency with the their lot in life.

**Personality:** The Hoda believe that each individual is born of one of the four elements and upon their twentieth gift of life day they are asked to declare the element they were born from. Sometimes it is easy to see the relationship between the individual and the element they identify with, and other times it takes a "Celebration of the Elements" to discover their true link to the world. This ceremony involves the use of a sacred mushroom known as the "teonanácatl", that provides visionary experiences and frees the Hoda's spirit to become one with the world to find their true element. Once an element has been declared the kunda goes through a ceremony to decorate their skin with a tribal tattoo representing their element and tribe. The tattoo must be placed anywhere from the neck up. This tattooing ceremony initially only began with the warriors of the kunda, but after "The Parting" into two tribes the Hoda took on this ritual to set themselves apart from their marsh dwelling cousins.

Once the tribal tattoo has been received the kunda is free to leave the tribe and explore the world. This wandering is known as the "Terratrek", it is the time when a young kunda will experience the world at large, discover the secrets of the natural world, and investigate

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the motivations of other races that try to bend nature to their will or build their own lands of stone and wood instead of dwelling among the mountains and forests.

The warriors of the Hoda can be a fierce force to deal with. The warriors consider themselves not only protectors of the tribe, but also aspects of their god Antaeun. They are a cheerful, friendly people, willing to help anyone in need of help, and fierce defenders of nature. But to other races, they can seem reckless, obnoxious, out spoken and a roller coaster of emotions. One second a Hoda warrior is laughing out loud and the next they are threatening to kill someone in anger. If a person manages to make friends with a Hoda warrior they can bet that the warrior will defend them with their life, because they form very strong bonds of friendship. Like all kunda they are very curious and will look into pockets and pouches with the stealth of any trained rogue, and are more than willing to explore dangerous looking places without hesitation.

These warriors have the ability to fall into a trance known as "Natures Fury". This ability is said to be a blessing of Antaeun. They believe they embody one of the four elements and their battle rage is a result of that. A warrior of fire erupts like a volcano hurling insults and attacking wildly. A warrior of water rushes forth, flowing from one opponent to another. A warrior of earth shakes like an earthquake with rage, and a warrior of air will actually swirl like a tornado and make sounds like a thunderstorm. A tribe of Hoda defending themselves is a terrible, yet fascinating, site to behold.

**Physical Description:** Hoda and Voda are similar in appearance physically, but there are a few noticeable differences between them. The primary identifying factor of a Hoda will be is elemental facial tattooing that identifies the element of his following.

Hoda tend to have light hair, blonds, light browns and cherry reds. Individuals with red hair are thought to be blessed. It is traditional for Hoda warriors to keep a clean-shaven head, except for a topknot or series of topknots that is braided into a long tail. This hair is sometimes colored with dyes for concealment or decoration. Hoda have a dark tanned skin from their nomadic lifestyle and wear clothing comprised of hides and light leather. They are not opposed to other types of clothing, but find that most clothing sold in cities are not rugged enough for their constant wandering.

**Relations:** Kunda get along with all races, although the feeling is not always mutual. Kunda of the Hoda tribe enjoy the company of human and dwarves for their

rough exterior. Those Kunda bonded to the element of water are in awe of sea elves and spend their time hopping from reef to reef trying to make friends with them. Kunda just utterly fail to understand gnomes who talk constantly about subjects they find a waste of time. The Hoda view the kunda of the Voda tribe with a bit of arrogance, thinking that they are foolish for spending so much time dwelling on the next world rather than enjoying the one they exist in now.

**Alignment:** Kunda of the Hoda tribe are usually chaotic but their shamans tend toward law, in either case they always tend toward good.

**Lands:** The small tribes of the Hoda follow different migration of animals across the continent. Hoda tribes consist mainly of extended family. They do not stay in settlements, but instead designate meeting places where they meet from time to time to share news and trade. Quite often two tribes will designate the same area and share it happily. War among Hoda tribes is very rare and has not been heard of in a very long time. Although, conflicts between their warriors is a fairly common occurrence, but it is never fought to the death. A tribe may stay in one place for more than three months if there is a kendermaid with child. The tribes mix freely and are not jealous if a couple decided to stay with one tribe or another. They know they will meet their old tribe again some day and may even switch back to them at that time

**Religion:** The kunda of the Hoda tribe revere Antaeun (Sirrion) as the Highest God. They see her as the mother of Krynn and shaper of the world, constantly shaping and moving the world into perfection. Her brother and twin Danbhala (Gilean), controls the spirit world.

Part of their religious upbringing are lessons in the natural world. Through the use of plant lore and geology they have learned to make many items such as healing pastes and herbal remedies. They have learned many secrets including the secret of the inner flame a technique of taking certain salts and minerals from the ground and combining them in various quantities to create many different types of powder, such as flash powder, dust of choking and sneezing, a deadly exploding powder, and other types of powders. The creation of these powders are a secret and considered divine knowledge among the Hoda.

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**Language:** Kunda speak their own language, dwarven and common.

**Names:** The given name of a kunda is specified by the clan leader upon their birth. On their travels the kunda give themselves a descriptive last name based on their chosen element or their adventures. The given name is almost always shortened down into a nickname.

**Male Names:** Brannock, Coltan, Graven, Kerchik, Monax, Nataraja, Romji, Terchok, Voltier and Zachar.

**Female Names:** Anatolia, Beyalla, Coradin, Ferrol, Fushia, Ranhala, Saharadin, Suasinia, Verazues and Whisteria.

**Descriptive Names:** Eesiah (Earthshaker), Eetemba (Earthdweller), Feshun (Firestar), Tressife (Goldenflame), Thuha (Waterfall), Hatempe (Stormcloud), Shetessic (Windtalker), Shekrak (Windrunner).

**Adventurers:** Those kunda from the Hoda tribe wandering the world and interacting with those of the settled lands will be those kunda on Terratrek. The Hoda perform a ceremony at the age of twenty for each kunda in their tribe in order to send them on their Terratrek. Kunda from the Hoda tribe usually become mercenaries, as they are known for their ferocious fighting styles and unwillingness to back down from an enemy.

### Kunda Racial Traits (Hoda Tribe)

- -2 Strength, +2 Dexterity, +2 Constitution, -2 Intelligence. Kunda of the Hoda Tribe are not very strong, but are naturally quick and dexterous. They are also tough from a rugged life of living outdoors, but they are not as intelligent as other races.
- Small: As small creatures, Kunda 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.
- Kunda base speed is 20 feet.
- +4 racial bonus on Alchemy checks. Kunda are skilled at creating various types of poultices and medicines. A Hoda kunda may use this skill untrained.
- +2 racial bonus on wilderness lore. Kunda are constantly on the move and hunt daily to sustain themselves and their tribes.
- Endure Element. The Hoda kunda are able to neutralize up to 5 points of damage of certain energy types each round whether it is natural or magical, based on their chosen energy type. Fire neutralizes cold energy, Water neutralizes fire energy, Earth neutralizes electric energy, and Air neutralizes sonic energy.
- +2 racial bonus on Pick Pocket Skill. The Pick Pocket skill can be used untrained. Hoda kunda have a natural ability to get their hands on just about anything that is not locked away.
- Automatic Languages: Kundaspeak, Common and Dwarven.
- Favored Class: Barbarian. A multiclass kunda's barbarian class does not count when determining whether she suffers an XP penalty for multiclassing (see Experience for Multiclass Characters, page 56). Hoda kunda are natural barbarians.

### Voda Tribe

The Voda have a deep, strong sense of the spirit world around them. These kender have no fear of death, because they have seen the spirits of those who have died, and have spoken with them, even aided them and those who cannot see them. Like their cousins, the Hoda, they believe it was Antaeun that brought the Cataclysm down upon their loved ones. So they turned to Danbhala (Gilean) for help, to reveal the ways to communicate with the spirits of those that had stepped out of this world and into the next. Danbhala shared the wisdom, and they became captivated with exploring not only this world, but also the world beyond through their contacts in the spirit world. As time passed the Voda tribe grew and the rituals they performed took on a strange and sometimes morbid taint, but they remained ever cheerful and open to outsiders and even enthusiastic to share their abilities. This only earned them the nickname of "Death Kunda".

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**Personality:** Their philosophy is simple: live life free, enjoy it, and when you're done, hand over what you have to those who are still around to use it. Perhaps their blasé attitude towards threats and impending disaster give them their innate knack for reading the cards or the bones, but more than likely it is simply that their minds are less narrow than other races.

The lives of the Voda revolve around a curious mix of heavy folk spirituality and cheerful optimism. As such, they travel as fortune-tellers, folk healers, spiritual advisors, and ghost-hunters, though shunned for their casual disregard for the sanctity of corpses. In fact, kender shamans (who bear the honorific Mama or Papa) have been known to animate the dead and use them for various odd jobs, and when challenged by humans and other races, simply look surprised and say, "What? This thing? Well, he doesn't need it anymore, so I borrowed it." Being able to back it up by speaking with the dead unnerves still more people.

Their cheerful optimism and morbid content around the dead often leave most people squeamish about the Voda, coupled with their ability to "find" peoples belongings and seemingly disregard for authority or dying makes them a deadly addition to any adventuring party.

**Physical Description:** Voda have dark hair and pale skin, they are not known for wandering extensively by day. Their hair is usually cut short so as not to get too messy from the places they explore, such as crypts, crawlspaces of abandoned houses, overgrown graveyards, and underground caverns. (The dead are not known to inhabit too many wide-open places.) They adorn themselves with everything from colorful, flashy clothing to dark and somber attire and prefer to wear beads, small idols, ribbons, head-scarves, earrings, multi-colored wooden bracelets and necklaces, and pouches filled with pungent smelling ingredients and small esoteric bits and pieces.

**Relations:** Kunda get along with all races, although the feeling is not always mutual. The kunda of the Voda tribe are shunned by many races. Most humans consider them bad luck, dwarves find them to be a nuisance and find it "creepy" how they claim to speak to long dead relatives. Sea elves find them curiosities. Only the Majereic minotaur seem to have patience enough to deal with them and listen to their strange prophecies. The Voda tribe views the kunda of the

Hoda tribe with a bit of pity, thinking that they are missing the "bigger picture" on what life is truly about.

**Alignment:** Kunda of the Voda tribe are usually chaotic but their shamans tend toward law, in either case they always tend toward good.

**Lands:** They live in a large, swampy valley, known as the Swamp of the Dead or the Kundamarsh. They dwell within the shattered ruins of their former homes. They believe that leaving the original structures makes the spirits feel more at home, so they live there among run down buildings and leaning towers, structures which could only have been built by the kunda before "The Parting". Surrounding the city on all sides is the Kundamarsh, a beautiful, dark and deadly place. The kunda there are quite adept at traversing the swamp and avoiding the dangers there, as a result of this visitors are rare and invading armies are unheard of. "You want to assault the haunted city full of death kunda? Are you kidding me?"

Nightly, in the Kundamarsh, ceremonies are held in honor of the dead. Each kunda must celebrate the annual death of loved ones and the love ones of friends. So every evening eerie chanting and rhythmic music can be heard drifting throughout the Kundamarsh.

**Religion:** The kunda of the Voda tribe revere Danbhala (Gilean) as the Highest God. They see Danbhala as the gate keeper and overseer of the Spirit World. Enlightenment and inspiration are the keys needed to access the mysterious beyond and those loves ones who have stepped out of this world. His twin sister Antaeun (Sirrion) is a harsh mistress that controls nature through the use of force.

**Language:** Kunda speak their own language, minotaur and common.

**Names:** The given name of a kunda is specified by the Mama or Papa of the clan upon their birth. The given name is almost always shortened down into a nickname.

**Male Names:** Dakarai, Faraji, Hasani, Matunde, Nangila, Nkrumah, Shaaboni, Silko, Ubani, and Vinza.

**Female Names:** Bahati, Chinelo, Dacia, Farisa, Ijaba, Karimu, Pamoja, Shakina, Wambui and Zahra.



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**Clan Names:** Beyonder, Deathtalker, Gravedigger, Lifesend, Lovesblood, Mortalcoil, Rawheart Sleepdancer, Soulskipper and Spiritwalker.

**Adventurers:** When a Voda kunda becomes an adult they feel an urge to explore the world. On their twentieth gift of life day a ceremony is performed to call forth her ancestors to accompany her on her journey. Any Voda kunda adventurer will most likely be on wanderlust. They travel as spiritual advisors, fortune-tellers, ghost-hunters and folk healers.

### Kunda Racial Traits (Voda Tribe)

- +2 Dexterity, -2 Strength. Kunda of the Voda Tribe are naturally quick and dexterous but due to their lightweight frames lack great strength.
- Small: As Small creatures, kunda 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.
- Kunda base speed is 20 feet.
- Ethereal awareness: Voda kunda with a Wisdom score of 10 or more have the ability to detect undead at will.
- Once per day, Voda kunda may also speak with dead as if they were a 1st-level cleric (one minute duration). This ability only works on those spirits who are willing to communicate with the kender.
- Shadow of Death: A kender's close connection with the spirit world also means that their instinct to hold onto life is less than that of other races. They suffer a -4 penalty to all saving throws to resist death spells or spell-like effects.
- +2 racial bonus on Pick Pocket and Open Lock checks. The Pick Pocket and Open Lock skills can be used untrained. Voda kunda have a natural ability to get their hands on just about anything that is not locked away.
- +4 bonus to Sense Motive checks. Voda kender have a sixth sense when it comes to dealing with others and can usually sense when they are not acting themselves.

- While in their homeland of the Kundamarsh a kunda gains a +2 competency bonus on Wilderness Lore checks.
- Automatic Languages: Kundaspeak, minotaur and common.
- Favored Class: Mystic. A multiclass Voda kunda's mystic class does not count when determining whether she suffers an XP penalty for multiclassing (see Experience for Multiclass Characters, page 56).

## Knomes

As strange as it may seem, sometimes kender and gnomes wed, and occasionally the product of this relationship is a knome. Most races think they are merely a myth, or product of a hard night spent drinking, but occasionally that rare romance does blossom and the result can be a knome. Other races that have met knomes find them to be single-minded and innately curious about processes and procedures, wanting to know why something happens the way it does, not so much to reproduce it or to improve upon it, just to satisfy their curiosity. Most knomes are wanderers, never really fitting in any culture. They are too unmotivated for gnomish society and not kender enough to be able to handle kender civilization. Their mixed blood makes them outcasts of almost any other society.

**Personality:** Knomes have the unfortunate luck of inheriting their personality from each of their parents. They are intrusive without the grace of a kender and are blunt and to the point like a gnome. They tend to talk too much and in a hurry, sometimes becoming difficult to understand when they get excited or are under stress. This lack of social graces combined with a drive that keeps them investigating places they are not supposed to and always questioning about this or that, tends to wear thin on most other races.

They love to collect bits and pieces of information, blue prints, plans for buildings or ships, and instructions for building inventions. It's not that they ever plan to finish these projects, but instead revel in working on the theory of how these things operate. Whether or not the final schematic results in the finished product is not as important to them. They have little patience for building, and would truly rather take something apart to find out how it works, more

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then spend time on building it, quick prototypes are as far as they will normally go.

Knomes love the idea of the idea. They are highly creative, sometimes coming up with theories that gnomes have spent years trying to prove or disprove. They are known for spouting out conjecture that has kept kender on wanderlust for years and been the subject of many gnomish Life Quests.

One thing knomes are good at is strategy and performance. Their creative mind is perfect at crafting unorthodox battle plans and crafting witty stories and tall tales that hold a grain of truth æ the central idea and are surrounded with layers of imagination. They can easily draw a crowd's attention and are usually dressed in bright glaring colors.

**Physical Description:** Knomes stand 3 feet tall and weigh about 45-50 pounds. All knomes have light brown skin, with white, blond or red hair, dark blue or violet eyes, and straight white teeth. Males have thin soft beards and moustaches; females are beardless. Both sexes develop wrinkles at age 40. Knomes are thin and muscular, quick and deft. They have large noses and pointed ears.

Knomes have outlandish fashion sense, dressing themselves in eccentric garb (though in their eyes extremely stylish). Papers, parchments, and small machine parts and quirky devices jut out of multi-colored pouches and packs.

**Relations:** Knomes get along best with gnomes as gnomes are inspired by their off the wall ideas. They get along with kender, but tire of them quickly. They are especial fond of elves, for their intellectual wit, but the same cannot be said for the elves. Knomes are not over fond of dwarves as they don't like to be insulted and that just comes naturally for dwarves. Other races consider knomes to be odd-looking kender or gnomes and just avoid them if they can.

**Alignment:** Knomes are most often good. They believe in helping others, but become quickly annoyed if ordered around and resent people that make demands. They are highly unpredictable when forced into a situation.

**Lands:** Knomes have no lands of their own, but they are openly welcome in any gnomish or kender community. Occasionally a committee of Mount Nevermind will try to persuade a knome to come and

live with them, just so they can get input on their theories, and outlook on certain inventions. These liaisons however, usually last a relatively short period of time. It's not long before the knome has insulted one gnome or another or introduced a concept so foreign as to be laughed out of the mountain, before the gnomes begin a secret committee on it.

**Life Quests:** If a knome is raised in Mount Nevermind or a gnomish village she will be urged to select an area of specialization depending on her interests. These knomes will frequently select schools in theoretical and abstract design. Then they spend the next few years of their life coming up with and in some cases trying to prove certain theories. It is rare that a knome ever completely proves a theory to full satisfaction, thus their Life Quests are usually never complete. And if a theory does get proven there are usually any number of variables and variations of the theory that it can change just as easily. Like kender, knomes are compelled to wander in their early adult years, sometimes interrupting, but more often than not, giving them cause to find an answer to a certain theory.

**Religion:** Knomes recognize Reorx as a major deity. They revere him for his love of tinkering and for designing the world.

**Language:** Knomes speak the language they are born into and Common. Those born in Mount Nevermind speak, gnomish, a language designed to express technical concepts. Those born in Kender villages or cities speak kenderspeak.

**Names:** Names are dependant on the society in which they were raised.

**Male Names:** Boingo, Darwood, Drewy, Gizmo, Hartook, Jemmik, Knodwood, Kumble, Poppin, and Simpul.

**Female Names:** Ancy, Contrice, Furrin, Juni, Lollypin, Merrin, Mipsy, Pockets, Sippin and Tawni.

**Adventurers:** Knomes take up adventuring out of wanderlust. They share the same drive as their kender cousins to explore the world and find what there is to experience in it. They will often find careers that will allow them to wander and share their theories and designs, stories and flights of fancy. Occasionally they

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are hired as mercenaries for their unorthodox military strategies.

### Knomish Racial Traits

- +2 Dexterity, -2 Strength, +2 Intelligence, -2 Wisdom. Knomes can be quick and agile from their kender parentage and also share their diminutive height and are therefore not as strong as other humanoids. They are slightly more intelligent, but lack wisdom.
- Small: As Small creatures, knomes 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.
- A knome's base speed is 20 feet.
- +2 racial bonus on craft, knowledge, and profession checks involving any form of mechanics or engineering. Knomes have an innate sense for tinkering.
- +2 racial bonus on disable device and use magic device. Knomes are adept at pulling machines apart, including magical ones. All knomes may use this skill even when untrained.
- +2 racial bonus on Spot and Alchemy checks. Knomes have keen eyes and noses.
- +2 racial bonus on Pick Pocket and Open Lock checks. Knomes have a natural ability to get their hands on just about anything and are fully able to disable most locks. All knomes may use this skill even when untrained.
- +2 racial bonus to Reflex saving throws. Knomes are flighty and scurry from place to place, not remaining in one place very long. They have honed fine reflexes and are able to move swiftly when needed. A trait that served them well both in kender cities or Mount Nevermind, the home of the gnomes.
- Automatic Languages: Common and Gnome (or Kenderspeak). Bonus Languages: Hill Dwarf, Goblin, Kender, Mountain Dwarf, Ogre, and Regional Dialect.
- Favored Class: Any. Although knomes lean toward being bards they have a wide variety of skills and find that they are able to perform most any class.

# CHAPTER FOUR:

## KENDER REGIONS

*"Did you see me? I stood on my head! And I didn't fall off the face of Krynn. My head stuck to the floor just like my feet do. I guess you'd have to not have any part of you touching. Do you suppose if I jumped off the roof of the inn?..."*

—Tasslehoff Burrfoot, The Soulforge

### Regional History of Goodlund

#### Early Goodlund

Shortly after their creation by the Graygem in 3051 PC the kender race, looking for a place to call their own, followed (or were lead by, the distinction is unclear) Balif an elven general of Silvanesti and honorable rival of Silvanos the leader of the Silvanesti elves.

During their journey across the Plains of Dust Balif was befriended by the kender and he offered them a place in the lands east of Silvanesti that were given to him by Silvanos for his bravery and years of service in the elven armies. Bailfor was slated to be the next great elven nation, elven households had been making plans to settle the region and establish a second great elven city for hundreds of years. Balif granted the kender the rights to settle on the outskirts of this new city in the forests of Bailfor.

For his generosity the kender declared Balif to be a savior of the kender race and he was commemorated in story and song. In 3060 PC the kender race formed small villages throughout Bailfor. They lived simple lives, setting out on wanderlust and returning with tales of the outside world establishing a small amount of trade with the Silvanesti elves, Kagonesti elves, and desert nomads to the wastelands of the north.

The work of building an elven city takes time to do properly by Woodshapers, as elven magic is needed to sculpt the trees and foliage into the proper shapes. So many years went by in the creation of the new elven city. By the year 2990 PC work had been almost ground to a halt as the progress of the builders was impeded by the constant interruption of kender visitors. At first Balif asked the kender to remain

outside the city, but continued interruptions disrupted further attempts. In hopes of saving the project Balif allowed the kender to take part in the construction, but this only complicated matters further.

By 2960 PC the elves had left the city, disgusted with Balif's reluctance to physically remove the kender. They returned to Silvanesti pleading with Silvanos to take the lands back from Balif and the kender and return it to the elves. Silvanos, however, would not renounce the lands he had freely given to his honorable rival. Upset and disappointed, but unable to change the Speakers mind, the elves gave up.

The situation was not forgotten however; by 2900 PC rumors of Balif's relationship with the kender made him something of an outcast among his people. But none would dare speak ill of him in front of Silvanos. Court gossip declared he was in love with a kendermaid and that he had declared himself Speaker of the kender. Other reports said that Balif had been cursed and been turned into a kender, growing shorter and insatiably curious. Some even began to refer to him as a kender.

Problems between the kender and the elves of Silvanesti continued to increase. The animosity of some elves towards Balif, and those jealous of the protection Silvanos afforded him, came to an end. In 2750 PC Balif a "kender hero" died. Balif was killed by those jealous of his relationship with Silvanos. The kender were greatly saddened by the loss of their beloved protector and built a monument to him in the city of Bailfor, which had become their capital and the largest kender city of all time. Many kender children were given the name Balif in his honor. They decided it best to stay away from Silvanesti failing to understand the actions of the elves.

#### Free Goodlund

In 2642 PC a small group of elves invaded Bailfor looking to drive the kender from the forests. The Kagonesti elves that had befriended Balif and the kender interceded and slowed their attack. Silvanos was notified of the intrusion and Silvanesti troops were dispatched to stop the renegade elves. Silvanos declared the lands were given to Balif freely and they were to be left to the kender. A small tribe of Kagonesti renamed themselves as Balinesti in honor of Balif.

Shortly thereafter a village of kender discovered a floating citadel and took it for a ride. The citadel crossed the continent and crash-landed in the hills of Northern Ergoth. From there they established a

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number of small villages throughout the forest region. This second kender region is known as Hi-Lo or Hylo.

In 2515 PC Silvanos died. Following his death border relations became strained among humans, half-elves, kender, and elves. Elves began to tighten their borders and patrol more regularly. All contact from Silvanesti to the kender was cut off. The kender consider this somewhat of a blessing as the elves had visibly become more arrogant towards the kender.

For the next two hundred years the kender civilization continued to spread throughout the region of Bailfor. Many small villages populated the far corners of the forests and even into the sparse grasslands on the edge of the desert wastes. Those kender on the borders of the wastelands had to deal with goblins and sligs that raided their villages from time to time. Fierce kender fighters were born in these parts and eventually some of these kender took up the nomadic lifestyle of the human tribes that survived off the desert lands.

### Descent and Rise of Goodlund

Around 2273 PC a strong tribe of barbaric kender returned to the city of Bailfor looking to make the greatest tribe of kender Krynn has even seen. The "civilized" kender of the time thought this was a fabulous idea and willingly allowed the barbarian leader to instruct them in the ways of their new tribe. In Bailfor kender clerics become known as shamans and all traces of "civilized" society were abandoned or destroyed. The Balinesti found the kender living among the trees and woods like savages.

The barbarian lifestyle did not stick however. After three or four generations the kender civilization slowly turned back to its "normal" self. They moved back into their abandoned villages and capital city. All the trappings of "civilized" society returned.

The visitation of a group of clerics of Branchala in 1872 PC reinvigorated the joy of worshiping the gods in the kender of Bailfor. The kender elected the group as their new ruling body. The priests, overjoyed at the offer to stay and perform, accepted the invitation of the kender, not realizing they would now rule them. Bailfor celebrated daily in worship to Branchala and after four months of continuous celebration the clerics of Branchala noticed that food was scarce, crops were overgrown, kender were sleeping in the gutters, and even the dead were failed to have been buried. Bailfor was in bad need of repair. Day to day activities had been put on hold while they had been in charge. The group laid down final instructions to begin the cleanup

of the city and gracefully stepped down as the rulers of Bailfor. Although the city was in terrible shape the kender always thought fondly of that period in their life. Surprisingly the worship of the true gods reached an all time high in Bailfor.

A group of kender discovered a brass dragon in 1042 PC with a clutch of eggs that made her lair on the eastern shores of Bailfor. The kender befriended the dragon and pledge their lives to defending the eggs. The dragon was called away to battle, entrusting the secret of the eggs to the kender. Thinking that the eggs would be safer in their own village the kender moved the eggs. The dragon returned a year later looking for the clutch but was unable to find them. The kender were just as baffled as to their whereabouts. The grief stricken brass combed the forests of Bailfor looking for her lost clutch. Years later, rumors of baby dragons ran rampant though Bailfor as the eggs hatched from various locations throughout region. The babies were returned to their mother and the thankful brass dragon left for the Dragon Isles with them.

In 850 PC to better control international trade, Istar aggressively imposed and enforced trade and fair-price standards on neighboring nations, including the kender of Bailfor. Kender, enjoying the barter and haggling system, refused to obey the strict trade tariffs. Years of Istaran military action, failed lawsuits, and kender manipulation of supplies resulted in Istar's near economic crash. In 727 PC Istar created a special tariff exception known as the Kender Tax. The kender ceased their market manipulations resulting in what is now known as the Kendermeld.

A pillaging army of ogres entered Bailfor in 670 PC believing that the land could be easily taken and obviously thinking the kender would be no match against the might of an ogre army. Silvanesti maintained their border but would not lend aid. The Balinesti elves were outnumbered and the ogres slowly made their way into the forests. Over the course of the next few months the fierce guerrilla warfare of the kender and Balinesti elves won out and the ogres that were left had to admit defeat. But countless villages along the border of the forests had been destroyed.

### Twilight of the Cataclysm

Throughout 167 to 138 PC missionaries from Istar repeatedly visited Bailfor in an attempt to convert the "Heathen Kender" and teach them the ways of the true gods. Unfortunately these new methods were very



rigorous with complex rules and required meditation. At first this was interesting to the kender, but quickly became boring. They also failed to understand the concept of tithing and were reprimanded when trinkets and baubles started replacing coins in the collections for Istar. The missionaries to Bailfor stopped in the summer of 138 PC when an Istarian cleric found the kender harboring a goblin. At first he believed it had been captured, but was disgusted to find out the kender had befriended it. He commanded that the goblin be thrown out or killed. Dismayed at the priest's attitude and tired of sending some of their most precious treasures off to some distant land to be given to some one they had never seen, the kender kicked the priest out and told him never to come back.

In 118 PC Istar issued the Proclamation of Manifest Virtue, which declared that kender, among other races, were inherently evil. Kender were rounded up and put into prisons throughout the provinces of Istar, except this time they were not released the next day. The kender were given a chance to confess their wrong doings, those that admitted that were wrong would perform a penance and then were allowed to leave. Eventually the kender stopped visiting these cities because the penance they were forced to do there was just too boring.

Istar sanctioned the extermination of evil races in 94 PC and kender were among those races listed. At 30 gold a topknot kender were a popular bounty. Most bounty hunters found kender difficult to handle and preferred to take them dead, rather than alive, back to Istar. This act solidified relationships between previously hostile races. Goblins of the northern wastes and the kender of Bailfor formed a truce to protect each other when bounty hunters or patrols of Istarian soldiers traveled through their region. As brute squads intensified the kender retreated farther into their forests and the goblins disappeared into the wastelands.

A group of kender traveling from the Istar Region through the northern wastes stumbled across the outskirts of the Tower of High Sorcery in 15 PC. Losacrum, the fabled City of Stone that surrounded the tower lain in ruins. The region surrounding the tower intensified their emotions and the crazed kender rabidly explored the entire area. One kender made it back to Bailfor to tell the tale. The others wandered into the wastes and were never heard from again. There is no telling what artifacts or items of magic they recovered from the site.

### The Shadow Years

The Cataclysm was particularly devastating to the kender of Bailfor. More than half of the region was submerged. The flooding was almost instant and thousands of kender were lost to the floodwaters. Those few remaining kender that stayed behind were left without homes. The villages along the borders of their forests had been abandoned long ago. Many kender wandered to the north away from the flood lands. They were hurt and confused. Most blamed the gods for the loss of their loved ones.

The kender that survived the Cataclysm were much more careful and antagonistic than other races remember them. They became more aggressive and lived nomadic lives traveling the harsh lands of what remained of Bailfor. This affliction lasted for about three generations until the kender were back to their happy-go-lucky selves again.

In 67 AC a tribe of kender led by Wendle Sunjumper settled in a region of woods that had been growing since the Cataclysm. They situated themselves to the west of a ruin that had been overgrown by the forest. This ruins intensified the kender's feelings, which the kender found fascinating. The forest was named the Wendle Woods in honor of their great leader. Eventually more kender settled the area and the small town that sprung up near "The Ruins" was called Kendermore. For the next hundred years kender continued to settle this forested region which the humans dubbed the Kenderwood. The Balinesti that survived the Cataclysm settled the lands in the south of the woods. Gully dwarves took up residence in a ruins that had been uncovered by the floodwaters to the west of the Balinesti. The kender named the peninsula Goodlund in hopes for a bright future.

In the summer of 162 AC Turi Appleknock discovered the entrance to an underground catacomb system. Further investigation revealed that it was incredibly expansive. It spread from one end of Goodlund to the other. The kender discovered that the tunnel system was once used by the goblins and other races listed as "evil" prior to the cataclysm but were now, for the most part, abandoned. With a sly thought the kender kept the secret to themselves never revealing its existence to outsiders. They started repairing damage in the tunnels and clearing out cave-ins.

In the spring of 257 AC the only known incident of a kender civil war broke out. The goat farming community of Hillshar noticed the disappearance of a group of their free-range goats. An investigation found

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that the goats had been lead far north to the tree village of Farholm. Petunia Levertrip of Farholm swore that the goats simply followed her home. The kender of Hillshar thought it might have had something to do with the fact that Petunia had been toting around a bag of carrots. They called her a thief, which resulted in a bout of taunting between both sides. The kender of Hillshar returned home all the while making themselves angrier and muttering oaths of Petunia getting their goats. The offense grew larger on both sides and war was declared between the villages.

In the spring of that year both villages squared off against each other in the forest between their villages, but before the first stone could be thrown one of the goats became ill and collapsed. They discovered she was pregnant and she gave birth to a litter of kids. So surprised by this unexpected blessing both sides forgave each other and all the kender settled down for a nice picnic of goat cheese and blueberries. The story of this "pleasant battle" was a reminder to all kender that sometimes there are more important things than fighting each other.

### The War of the Lance

Dragon armies marched on the sparse civilizations of Goodlund in 348 AC. They were initially met with very little resistance. The human tribes of the Dairly Plains were spread to thin, the sligs and goblins of the laughing lands joined the cause. The kender of Kendermore were largely ignored. Attempts from the armies to threaten the kender failed and there was nothing there the army considered of value. The occupation of Kendermore was considered a nuisance to both sides. The lands were finally given over to the infamous hobgoblin leader Lord Toede. He set up his base of operations in Flotsam.

In 351 AC in a small province in Goodlund called Pouchstrap, the Elders Council met to form a new fighting regiment to oppose the invading dragon armies. Under the council of Delnik Springfingers, the Council revived the old knighthood of kender, originally assembled in Hylo. Wary of the situation and keeping in mind the circumstances and occurrences of the last time the knighthood was introduced, the council worked to make the Knights of Balif more versatile and more non-offensive. Thus were born the Knights of Hylo. Although many kender joined the Knights of Hylo, the orders recreation was too late to help stop the dragonarmies invasion of the kender nations.

In the fall of 352 AC Lord Toede, stewing in his city of Flotsam, is given the idea of hunting poachers on "his" lands. On his hunt, he finds two kender, Kronin Thistleknot and Talorin Springheel. He orders a dead dear stag chained to the kender's wrists. After trying to evade Toede by going in circles, crossing streams, and leaping from tree to tree in the forest, the two kender found a green dragon in a cave. The kender freed themselves from the stag and drew Toede into the cave where he rudely awakened the dragon. The irritated dragon kills the hobgoblin Highlord.

The defeat of Takhisis and the loss of infamous leader destabilized the occupation of Kendermore. Kronin Thistleknot led a force of kender, including the Knights of Hylo in an attack on the occupying forces. The downfall of Toede's forces in Kendermore is credited to not only death of the highlord, but also the definite presence of the Knights of Hylo.

As the kender tales of Kronin circulated his feats became more spectacular and in 357 AC he is unanimously selected as the new Prestigious Master General ruler of Kendermore. Lord Mayor Meridon Metwinger steps down from his long ruling post of eight years. Paxina Thistleknot, first daughter of Kronin, is born that same year.

### The Chaos War

In the summer of 383 AC an invasion force under the rule of Lord Ariakan crushed the kender of Kendermore. Paxina Thistleknot, daughter of Kronin Thistleknot, incited the kender to defend their homes with stories of dark knight's intent of stealing their most prized possessions. Ariakan, impressed by their tenacity, allowed the kender to live, much to the distraught of knights stationed in Kendermore.

Occupied villages of kender are put to work fortifying their cities with palisades and other defenses. The work went surprisingly quickly with the kender getting their mind off the occupation forces. Later that summer, chaos creatures arrived and the kender and Knights of Takhisis were forced to work together to overcome the common threat. After the battle the Knights withdrew from the Kenderwoods. With the end of the Chaos War Kronin stepped down and his daughter Paxina took over as ruler of Kendermore. She continued work on the walls surrounding the city and other villages followed her lead.

Following the Summer of Chaos in 1 SC the Last Heroes' Tomb was constructed in Solace. It is the final resting place of the famed kender hero, Tasslehoff

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Burrfoot. The Last Heroes Tomb stands in a field near Solace. Above the sealed doors the name Tasslehoff Burrfoot has been painstakingly carved under the carving of a hoopak. All around the tomb grows trees that had been brought by elves from the Silvanesti and Qualinesti forests. Many kender made the pilgrimage from Goodlund to the Tomb to pay their last respect to the kender.

### The Age of Mortals

The next year Malystrixx, the Red Marauder, an immense Red Dragon, sweeps the Dairly Plains with her fiery breath. Then the dragon turns her attention west, toward Kendermore. Ogre raiders and other unsavory types are found to be crossing through the Wendle Woods to the east.

In 3 SC Woodsedge is destroyed by Malystrixx and with it Kronin Thistleknot. The land begins to deteriorate and trees begin to die. Ogres begin to surround Kendermore. Paxina Thistleknot asks Kronn and Catt Thistleknot, the son and other daughter of Kronin, to bring back help. The two kender ask Riverwind for his assistance. Riverwind, dying of a terrible disease, brings along his two daughters, Moonsong and Brightdawn, and Brightdawn's fiancé, Stagheart.

The group headed to Kendermore. They find the town of Weavewillow destroyed, and realized that the ogres seemed to be herding the kender to Kendermore. They found an eight-year-old kender named Billie Juniper who showed true fear.

Kronn told Riverwind about the secret goblin catacombs leading into and out of Kendermore. Once inside Paxina Thistleknot chose Blister Nimblefingers to lead a group of kender to help Riverwind warn Knights of Solamnia of the danger. With Blister sent to warn others, Riverwind tells the Kender Council of his plan to evacuate the kender into the tunnels and to safety. Volunteers turned the chaotic city of Kendermore into a huge trap for the ogres.

The second day into the New Year, the ogres attacked the ten thousand volunteer kender who remained to defended the city. The ogres were taunted into traps and led to the center of the city. There, Paxina ordered the buildings covered in pitch to be ignited. The ogres found themselves trapped, and slowly burned alive. The Flight of Kendermore was devastating and the kender that were part of it were scarred emotionally and physically. These new kender

were referred to as afflicted kender. They made their way to Northern Ergoth where the kender of Hylo accepted them with open arms.

## Regional History of Hylo

### Early Hylo

Around 2600 PC a clan of kender discovered a floating citadel. The accounts of how it was discovered are still unclear as records pertaining to the creation of the first flying citadels are a closely guarded secret. Some stories say it was found abandoned, others claim the kender were slaves or servants to a group of wizards who were developing it.

However it came about, these kender boarded the citadel and caused it to take off. It flew across the continent and crashed in the foothills of the Sentinel Mountains of Ergoth. The surviving kender settled this lush forestland and named it Hylo, because the citadel that brought them there was first high and then low. They lived among the forest for almost two hundred years without the intrusion of other races. They spread out around a giant bay they named the Bay of Monsters. It was called this because they wished it were full of monsters, not because it did.

### Imperial Hylo

Over the years many emperors looked to the lush forests of Hylo intent on conquest, but none prevailed. In 2200 PC, Emperor Ackal VII annexed Hylo renaming it Kenderhome. This meant that they were now subject to taxes and forced conscription, but the kender never minded sharing and were happy to visit new places with the armies of Ergoth. In fact many kender believed they had the better end of the deal, they showed the army how to fight and in return they got to travel to exciting new places.

However, in 1886 PC the kender of Hylo had just about had enough of Ergoth. The tax collections had steadily increased and the honor of traveling with the army had lost its novelty as kender were given more thankless jobs. A group of kender went to complain to the imperial governor and he had them killed and their bodies hung from his palace walls.

This act caused all of Hylo to rise up and wage a fierce guerrilla war against the Ergothian occupation force. The battle lasted until 1810, the emperor of the time decided that Kenderhome was not worth the

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trouble it was costing him to occupy it and withdrew his troops. Once the troops left, Kenderhome resumed trade with Ergoth and turned out to offer more now than they ever had while occupied.

In 1801 PC Hylo officially declared independence from Ergoth after hearing of Vinas Solamnus's rebellion. The "Statement of Rebellion" confused Ergoth as it had considered Hylo independent for almost ten years.

### Free Hylo

In 1640 PC, the kender of Hylo established a new warrior regime. In awe over the Knights of Solamnna, with all their shiny armor and bright weapons, a large group of kender took it upon themselves to form a kender knighthood. Calling themselves "The Knights of Balif", the kender ran amok, wielding short swords and spouting rules that sounded just and fair in imitation of the knights they so admired. Eventually, word was passed of these events to the Grand Master at the time, a strict man named Gregori uth Telan. Thinking that the kender were attempting to mock the knighthood with their ridiculous antics, the Grand Master sent an emissary to Hylo to order the kender to cease and desist.

The emissary returned with rather unexpected news. The kender had refused, and had instead, sent an invitation for the Grand Master and any knights with him to become honorary members of the Knights of Balif's most prestigious order, The Order of the Acorn. The Grand Master was infuriated by this and ordered an invasion of Hylo, heedless of his advisors recommendations against such action.

The kender never even realized that they were being invaded when the knights marched on the city, believing the Solamnics had indeed come to be Knights of the Acorn. With incredible jubilation, the kender greeted the knights, swarming around the enemy camp and causing chaos in general. After three weeks of this "siege", the commander in charge of the invading force, a man by the name of Markus uth Wistan, held an audience with Hylo's Elder's Council. Calmly, the knight explained that the Grand Master felt like the kender were making sport of the knighthood. While the council did not understand what was meant by mockery, they did realize that they had somehow managed to deeply hurt the Grand Masters feelings, and so the kender knighthood was dissolved without the loss of one life.

The kender were not nearly as lucky in the Third Dragon War however. The Kender of Hylo had discovered about a dozen dragon eggs and the eggs were circulated throughout Kenderhome. Three of the eggs (two green and one blue) hatched in Hylo and the kender did their best to care of their new pets. This worked out quite nicely for about a hundred years, until the green dragons went out of control destroying half the citadel and demolishing half the city. Hundreds of kender were killed before the kender were able to kill the crazed beasts. The blue dragon escaped and was not heard from again until it saved the town from an attack in 1030 PC. The dragon was killed later in the Dragon War as Knights of Solamnna fought to defend Hylo.

Although sadden by the death of the dragon, the kender of Hylo were appreciative of the aid Solamnics rendered and by 1000 PC an alliance had built between the two nations. By 900 PC Hylo was assisting the budding city of Palanthas with its fleet of merchant ships by supplying them with wood, enabling them to become the second largest fleet of all time, next to Istar.

### Twilight Before the Cataclysm

It's been noted that by 350 PC kender began to worship gods other than Branchala and Reorx. Missionaries from Ergoth, Solamnna and Istar had started working on bringing the word of their gods to the kender and kender clerics of Paladine and Mishkal were being seen more and more.

The presence of Istar ended in 123 PC when a visiting priest had the kender leader, Tickle Sunflower, flogged for declaring himself Kingpriest of Kenderhome. Not understanding his offense Tickle had all Istarian clerics driven from Kenderhome calling them charlatans and using the attack as proof that they were not the good men they claimed to be.

In 118 PC the Proclamation of Manifest Virtue was issued stating that kender were inherently evil and by 115 PC an army of Solamnna was arrayed along the borders of Kenderhome, but they never invaded. Many songs and stories tell of these times and how the Knights and kender would gather along the borders during holidays and get drunk, and laugh about the nonsense being issued from Istar. Repeated commands from Istar were ignored as no high-ranking member of Solamnna felt that kender were inherently evil.

The largest border conflict occurred in 83 PC when an Istarian priest convinced a division commander to disobey orders and strike directly at Hylo. It was a

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bloody battle, but the kender ended up winning and captured the Istarian priest. They locked him up in the tallest tower of the crashed citadel. And there he remained until 70 PC when the Solamnic High Justice managed to negotiate his release.

In 8 PC war broke out between Solamnia and Ergoth and Hylo was on the side of Ergoth. There wasn't much of any fighting but they did keep a number of Solamnic troops busy allowing Ergoth to gain an edge in the fight. But in the end it mattered little. The Cataclysm flooded Kenderhome turning most of the civilized areas into the Straights of Algoni.

### The Shadow Years

The Cataclysm scarred the kender of Kenderhome emotionally. They couldn't understand why the gods had punished them along with Istar. The kender seemed very subdued and meek. They became fanatically religious. They made daily offerings to the gods and worshiped in any new religion they encountered. They guarded the borders rabidly thinking that it may have been their interaction with the outside world that caused the gods to punish them. Within three generations many kender had not been directly affected by the tragedy and by 250 AC the kender had returned to their normal happy-go-lucky selves.

### The War of the Lance

Isolated on their island the kender of Hylo were not involved in much of the war. They forged peace with the goblins to the south and remained in relative safety. However, in 352 PC Kenderhome was the only site in Northern Ergoth known to have taken part in a battle. A dragon army invasion force landed in Ogaral north of Kenderhome intending to head south into Sikk'et Hul and punish the goblins there for not heeding the Dark Queens call to war. The force was lead by a commander Toade (not Lord Toede) but a human officer so terrible he was thought to be a hobgoblin.

The invasion force proceeded through the woods until they came near Hylo. The kender there were lead by Kronn Thistleknott, son of Kronin Thistleknott. The kender taunted the army and had them charge the capital city in a blind rage. As they closed in on the city hidden forces rose from behind them and massacred the attackers.

Following the war Kronn ruled over Kenderhome for a while until he grew bored of the job. During his

brief rule he did preside over the "Gnome-talks" an effort to join Hylo and the gnomes of Mount Nevermind into a united force. Kin Thrashen Windseed took over after Kronn declaring herself Meistersinger of Hylo and soon after her ascension she canceled the Gnome-talks because they could not carry a tune.

### The Age of Mortals

The Summer of Chaos went by virtually unnoticed in Hylo. Much to their dismay they remained free of war and chaos creatures. In 4 SC news of the destruction of Kendermore had spread and Fallana Windseed, the latest ruler of Hylo, sent emissaries to invite their cousins into Hylo and give them a place to live. For the next few years thousands of kender made their way from Kendermore to Hylo. These new arrivals were grim and not much fun according to the kender that were now sharing their lands with them.

Try as they might the kender of Hylo could not at all understand the refugees from Kendermore. They found them rough, temperamental, and mistrustful and they referred to them as afflicted kender. Two factions of kender split up into true and afflicted kender. The later started fortifying some cities causing the true kender to relocate. The afflicted kender turned their attention towards the suspicious goblins to the south, distrusting their claims of goodwill with the true kender, believing the gullible true kender had been deceived.

In 12 PC the afflicted kender began raids on the neighboring goblins. These preemptive strikes were meant to test their enemy's defenses. The strikes were primarily instigated by one kender, a young kendermaid by the name of Belladonna. Formerly Billie Juniper, Belladonna had watched as the forces of Malystrix in Kendermore tortured her family. She had been discovered by Kronn Thistleknott and taken to Kendermore before the Kender Flight.

Shocked by the raids Fallana Windseed decided to hold peace talks between Belladonna and Bloodsnout, the goblin chieftain at the time. But before the talks could begin, Belladonna used the meeting as an opportunity to seize control of the leadership of Hylo.

Once in charge Belladonna was not content to sit back and wait for the slaughter. By 13 PC Belladonna had encouraged all kender to fortify their villages. She started planning and using kender resources to lead other afflicted kender, and those true kender that want



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some adventure, against the Dragon Overlords Pyrothraxus and Gellidus.

### Goodlund (Kendermore / 4<sup>th</sup> Age)

**Capital:** Kendermore

**Population:** 14,680 (kender 80%, elves 10%, humans 7%, other 2%)\*

**Government:** Oligarchy (extremely democratic)

**Religion:** Branchala, Chislev, Paladine, Habbukuk

**Imports:** manufactured goods, wine, refined metals

**Exports:** timber, maps, spices, and medicinal herbs, maps

**Alignment:** CG, NG, LN

Kendermore resides to the east of Bailfor and the west of the Laughing Plains on the Goodlund Peninsula. Many small villages of kender are sprinkled throughout the Goodlund Forest.

#### Life And Society

The kender of Kendermore are thought to be the only civilization of note in the Goodlund Peninsula. With barbarians to the steppes of the west, wild elves in the woods to the south and Sligs in the Laughing Lands to the east, Kendermore is surrounded by a number of uncivilized societies.

The kender here are typical for true kender. They are interested in other races, are open, friendly and willing help outsiders. The region is populated with kender tree villages and small hamlets. In most appearances the homes in these areas look unfinished. The motley collection of domiciles are mismatched and run-together. Ladders run straight from some homes up into tree dwellings and rope bridges connect others. Joyful song drifts throughout the lands from sacred groves dedicated to Branchala, the God of music, and from the many festivals kender hold for almost any reason. The constant summer here is perfect for a race that would rather be playing than harvesting for food for the winter.

#### Major Geographical Features

**Kenderwood:** The Kenderwood takes up the center of the Goodlund Peninsula. This stretch of land is primarily home to the first nation of kender. This

region of Ansalon is composed of rolling hills, dense forest and vast plains. The southwest corner of the Kenderwood is covered with a thick stubborn grass; this Verdant Plain prevents the encroachment of the Bailfor steppes into the Kenderwood. The forest itself brims with fruit trees, and a plethora of wildlife, from the elusive Goatsucker bird to the Fire Bo-weevil. The constant year round summer-like climate keeps the forest in bloom much longer than other forests and the shade of the trees keep it cooler than the barren, desolate wastes to the east.

**Wendlerithing River:** The Wendlerithing meanders lazily from north to south through the Kenderwood and into the Maw, a bay in the south of the peninsula. The Bristle River from the west and the Willow River from the north join together to form the larger watercourse. Many small kender villages live and play along the banks of all three of the rivers.

**Goblin Catacombs:** In 94 AC the King Priest declared that certain races, such as goblins and ogres were inherently evil and must be exterminated. The priests of the time hired mercenaries to hunt down these races for money. The goblins, trying to hide from the tide of bounty hunters after them, went underground. They started tunnel systems beneath the lands that are now home to the kender. Over time, more races joined them underground expanding the tunnels and strengthening them. This furtive tunnel system runs about the whole length of Goodlund from Bailfor to the Dairly Plains, connecting every town from Flotsam to Kendermore to Blood Watch.

When the kender moved into the Kenderwood they discovered the tunnels system and set to work exploring it. Realizing the importance of the tunnels, the kender started taking it upon themselves to maintain the system of caverns. Only adult kender were told of the tunnels and, they have kept them secret for hundreds of years. Hidden entrances can be found throughout the kender wood and beyond.

#### Important Sites

**Hillshar (Hamlet 123):** Near the source of the Bristle River is a kender village on the edge of the Kenderwood. It is situated at the base of a summit of rocks upon a stony hill. Climbing up the 150-foot-high stone peak one can look down into the forest to the east and over the steppes to the west. A small spring at the top of the stone peak spills a stream of crystal clear

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water into a pool below. The kender village surrounds the pool with an assortment of motley houses and tree dwellings. At the peak near the spring is an old house. The kender who live here say that it once belonged to a red robed mage who left some years ago when “the kender started to get too thick” as he put it.

The kender of Hillshar are primarily goat farmers. They tend to flocks of mountain goats that were once wild and numerous in this region. The mountain goats usually roam wild in the region and the kender have learned to call the goats and will milk them. Wanderers traveling through the region have complained of being attacked by the goats that seem almost protective of the kender community.

The spring, known through the Kenderwood as “Springfalls”, bubbles up at the top of the peak and falls into a pool below. The pool itself is approximately 20 yards across and drains in a small creek that trails off into the forest to the east. Young kender in the village are allowed to swim in the pool there and play a game of Find the Treasure by throwing small items they have found into the pool and diving after them. The older kender of the village make regular trips to Flotsam and into Port Bailfor to trade for interesting items from those port towns. In turn smaller kender villages will travel to Hillshar to trade with them.

**Farholm (Village 545):** This kender village on the northern outskirts of the Kenderwood was founded by The Red Scourge, a famous kender pirate. The kender tales of the Red Scourge say that minotaurs quaked in fear at the site of his ship, and other pirates wanted to be like him. The fact was that The Red Scourge was actually a kender known as Phelbin Toungetwister from Kendermore who was injured at a young age and lost a leg. His family, having seen a pirate using a wooden leg before, constructed one for Phelbin. Wanderlust was not in the cards for poor Phelbin so when he felt the calling of the road, he traveled north. He made it as far as a small kender settlement overlooking the lands to the north that were well known to be populated by pirates before it had become painfully obvious that he would not be able to continue. Defeated and humiliated Phelbin settled into the little village.

Being something of an oddity, a mature kender that was not on wanderlust with a peg leg, Phelbin became a centerpiece of the tiny village. The kenderkin asked about his leg and Phelbin was not above a good kender tale, so over time the kender was known as a brave pirate that was forced to cut his wanderlust short. As he

grew, Phelbin took on the name of the Red Scourge and became the unofficial leader of the growing community. He named the village Farholm in honor of his journey far from his home in Kendermore.

Farholm is a collection of homes of mismatched architecture resembling a shantytown of sorts. The dwellings are sheltered under the forest edge at the top of a series of ridges that fall away into the flat lands of Norreach to the north. The most notable feature is a collection of tree homes that are connected together by a series of ropes and wooden bridges. The largest tree dwelling, known as the Nest, looks directly to the north. The kender meet here for moots and weddings. Some kender say that on a quiet night in the Nest after a good kender moot one can still hear the footstep and tap of the ghost of The Red Scourge walking through the trees.

**Norreach/Trade (Village 302):** This land once consisted of many small costal villages. But pirates slowly made the region unlivable and now they are only empty shells, broken and overgrown. The only town left in operation is simply known as Trade to the kender of Goodlund because they occasionally go there to trade with the pirates that inhabit the dilapidated town. Every now and again a pirate ship will land just outside the town and the men will come ashore to split their spoils and make repairs to their ships. The pirates consider this one of the safest places to land considering that the only way by land to this location is through a “kender infested” forest.

If a kender is lucky enough to be exploring the town as a new shipment of pirates arrive, she may be able to trade with the pirates for newly discovered treasures. Exotic items such as minotaur horn sharpeners and Ergothian wooden coins are just a few of the many items a kender may be lucky enough to return with. The pirates are tolerant of the kender to a point, but will not hesitate to kill a kender on the sly if they think they are being cheated somehow.

Up and down the coast there are hidden coves and secret caverns that the pirates use to store treasure and hide out in if they are on the run. Many of the locations are reputed to be haunted. It's never been determined if this is true or if the pirates have spread that rumor to keep people away. Of course it has the opposite effect on the kender that consider it great fun to explore the haunted caverns in search of pirate treasure. In most cases the kender are just happy to find the treasure and will likely leave it alone because there is

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just too much to carry, and what could they possibly do with all that steel, gold, and jewels anyway?

**Woodsedge (Village 276):** This kender town is the second largest in the region next to Kendermore. Woodsedge is a popular location for kender with pirates to the north and Sligs to the east. The forests of this region are unusually thick and overgrown. The kender living here have created a remarkable community. They have built their homes among the thick brush and dense trees of this part of the forest. These dwellings are almost indistinguishable from the natural environment around them. The kender here take pride in their town and are constantly looking to make improvements here and there. Most travelers through the area don't even know the town exists, except for the fact that there are constantly kender in the area. The "streets" as they are, are more like footpaths and trails. Some well-used paths even go up and through trees.

Woodsedge trades spices and produce from their private grounds regularly with other kender villages in the region. They are enthusiastic farmers and have a great knowledge of agriculture. They tend to wild fruit orchards on the outskirts of their town. Guides can be hired to take travelers across the Laughing Lands to the east.

**Kendermore (Small City 4,372):** In 3043 PC the newly created kender race was granted a deed from the elven king Silvanos to the forested lands west of the elven nation of that time. They called the nation and the region they lived in Bailfor, in honor of Balif the first kender hero that led them there. Soon after, three other kender cities were raised. They were well-established cities that lasted for thousands of years.

Far to the north, wizards built a Tower of High Sorcery that was guarded by a spell of Passion. Anyone approaching the tower began to crave the one thing they wanted. The closer they got, the more the desire over took them, and eventually forced them to abandon the idea of trying to reach the tower and seek out the object of their desires. In 19PC that tower was destroyed by the wizards that lived there to keep it from falling into the wrong hands when the Kingpriest declared magic unlawful. Nineteen years later the Cataclysm struck and decimated the landscape of Ansalon, including the three kender cities. The survivors banded together and struck out north to get out of the desert that their lush forest cities had turned into. They reached a place that "just felt right" to them

for some reason and decided it was the right place to build their new city. It was soon after they had "settled" that they discovered "the Ruins" of the Tower of High Sorcery, whose lingering passion effect had attracted the kender. They called this new place Kendermore.

In most respects Kendermore is a very human looking city. It has taverns and inns, market places, trade shops a library and even a great city jail that doubles as an Inn when it's not too busy (which is most of the time). These buildings are a hodgepodge of architectural styles and some buildings are even left incomplete, missing a wall here or even a door, forcing the kender to scramble into an open window to get inside. The city is a jumble of winding cobblestone streets, twisting wooden walkways, snaking dirt trails, meandering shortcuts, and roundabout direct paths. If a traveler is not familiar with the city, they will most likely spend hours getting to a location that is only a few hundred yards away.

Daily life here is much the same as other cities. Kender work to make homes for themselves, they farm for food and raise cattle and they trade for things they need in their public market places. Money is generally not used in kender cities. Within Kendermore barter is preferred, but if you are dealing with kender that must get raw material from outside of Kendermore, those kender will trade money because they know they will need it when dealing with other races.

The city is comprised of 95% kender and 5% other races. It's difficult for any non-kender to live in a community that is exclusively kender. Due to the fact that most of the young adults are away on wanderlust, the age range of the kender within the city will usually fall in two categories, kender under twenty and kender over thirty. Kender government is difficult for other races to understand; in fact it is difficult for even the kender to understand. At any one time Kendermore is usually under the ruler ship of a new king, tyrant, mayor, duke, lord... or whatever the latest governing entity has decided to call him or her or itself. In desperate times a strong willed kender will usually come forth and take charge. Most "official" laws are varied, short lived and rarely followed. Despite this, life in Kendermore is very pleasant if not hectic.

**The Ruins:** On the northeastern edge of Kendermore one can find the Ruins of what some believe to be one of the Towers of High Sorcery. This ruin spreads out for hundreds of yards and contains many hidden pockets and entrances underground. Under the ruins are mazes of catacombs that the kender love to explore.

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There is a certain unexplainable feeling one gets when exploring these ruins. Some think that it is because of the spell of Passion that once guarded the high tower. This feeling is what keeps the kender entranced with the area. The passion effect is minimal and only seems to heighten the emotions of visitors to the ruins.

**Bristle Patch (Small Town 1,976):** The woods lining the Bristle River from the west are occupied by a scattering of small kender villages and hamlets. This territory of forest is considered to be one of the most beautiful in the Kender Wood. Kender families fish, swim, play and relax along the banks of the Bristle. A mixture of tree villages and little hamlets are swarming with thousands of kender in small groups and clans. Most villages do not even have names other than “home” to the kender that live there. The folk of the Bristle Patch are explorers, guides and tradesmen. They make their living out of trading for raw materials with towns outside of the Kender Wood.

**Wendle Woods:** As the Kender Woods progress to the south past the Bristle River, it starts to narrow and create a strip of forest called the Wendle Woods. These woods continue all the way to the southern tip of the peninsula. Narrow trails traverse this section of the woods leading north and south. The further to the south the Wendle Woods become increasingly wild. The undergrowth becomes so thick in some places that the trails are the only way to travel through with any speed.

**The Haunting:** There are kender tales of strange happenings in this area. Kender will swear up and down that their aunt’s second cousin’s uncle has seen or heard of the witch that inhabits the area. Some kender have been known to mysteriously disappear in the region, but whether they actually disappeared or just wandered off is still debatable.

By all reports there is a sorceress, witch or hag that resides in the area. The reason no one can find her is because of the magical hut she lives in moves from time to time. It stands on magical stilts that allow her to change location often. No one knows much about the hag because she will often invite in strangers, drug them and lock them up for strange experiments.

**Talin (Ruins):** This ruin was once an ancient elven city that was uncovered after the Cataclysm. The story of this elven race known as the Talinesti has long been lost in time. The buildings here are collapsed, rotting and

overgrown beyond recognition. A tribe of Gully Dwarves has taken up residence in the ruins declaring it “This Place”. They are known as the Glug clan and their ruler HighGlug Muk the First is known for his conniving and manipulative ways. He rules over his clan with an iron fist. He found the iron fist while digging through some refuse in an underground layer of the ruins.

**Balinesti (Small Town, 913):** A band of wild elves inhabits the southern end of the Wendle Woods. The tribe of kaganesti elves generally keeps to itself and keeps out outsiders with the aid of the forest creatures and by controlling the plants in the region. They are grudgingly respectful of elves and are amused by the kender that occasionally wander down south, but are suspicious and distrustful of other races. Some small kender villages live on the borders of the Wendle Woods and are respectful of the Balinesti and their ways.

Three druidic leaders rule over this clan of wild elves. The village itself is very simple and consists of rudimentary huts and tree dwellings. They live as most wild elves do, hunting and foraging the land they live on. They also keep a close eye on Grimdel to the west and do what they can to prevent the encroachment of this dark forest by fighting the evil creatures that wander from this place.

**Grimdel:** Grimdel is a strange and gloomy region of forest in the south west of the Wendle Woods. The forest here turns primeval and sinister. The plant life turns treacherous here with many thorns and poisonous plants crowding together blocking out any trails and thick tree coverage blocks out the sunlight. Ghostly creatures, undead, and giant insects seem to be drawn to the place. Rumor has it that there is a sinister glade at the center of the woods that contains a portal to a negative energy plane or a dark magic of some sort. But no one has ever found it.

## Kenderhome (Hylo 4th and 5<sup>th</sup> Age)

**Capital:** Hylo

**Population:** 24,760 (kender 70%, gnomes 18 %, humans 9%, dwarves 2%)\*

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**Government:** Oligarchy (extremely democratic)  
**Religion:** Branchala, Chislev, Paladine, Habbukuk  
**Imports:** manufactured goods, wine, refined metals  
**Exports:** timber, wooden carvings, professional finders, ebony, flint, raw gems, spices, and medicinal herbs  
**Alignment:** LN, NG, CG

Kenderhome is the northeastern-forested region of Northern Ergoth. Hylo is the only major kender city of note in the region and sometimes the entire country is referred to as Hylo. The kender lands are a well protected forested area that are bordered by a vast range of mountains to the west, the Straits of Algoni to the east, empty wastelands to the north and inhospitable deserts of Ker-Manth to the south. It is home to thousands of kender, much to the dismay of many Ergothians that are situated with kender to the east and the gnomes of Mount Nevermind on Sancrist Isle to the west of them.

### Life And Society

The residents of Hylo are a content group of people. They are well protected on all sides from outside threats, and due to the fact that there is very little there that others would want, the citizens of Kenderhome have lived in relative ease for thousands of years.

Since the majority of the inhabitants are kender you'll find that many other races steer well clear of this region of Northern Ergoth. The kender here are typical for true kender. They are interested in other races, are open, friendly and willing help outsiders. The region is populated with kender tree villages, ancient ruins, and small hamlets. In most appearances the homes in these areas look unfinished. The motley collection of domiciles are mismatched and run together. Ladders run straight from some homes up into tree dwellings and rope bridges connect others. Joyful song drifts throughout the lands from sacred groves dedicated to Branchala the Goddess of music and from the many festivals kender hold for almost any reason.

### Major Geographical Features

**Sentinel Mountain Range:** This mountain range has always protected Hylo to the west. Not that it needed much protection. The rulers of Ergoth proper to the west of the mountain range have also enjoyed the protection that the mountain range offers from a steady stream of kender wandering over for a visit. The range

is regularly patrolled on the west side by the Ergothian forces. Because of this, most of the mountain dwellers, primarily small ogres and goblin tribes, stay to the east side closer to Hylo where the kender tend to remain in the forested region. Among kender this range is known as the Lookup Mountains. It was named for the shape of the mountains as viewed from the treetops of Hylo. One can picture the shapes of a face, eyes, nose, mouth, and chin creating a face that is gazing skyward.

### Important Sites

**Drowned:** These ruins, previously known as Loudwater, were once a very popular port town before the cataclysm. It was almost as large as Hylo is today. Its location was at the mouth of the Bay of Monsters that used to divide the region of Hylo in two. It actually became a popular city because of its location. It was the closest port available next to Palanthas and if someone didn't want to be found by the law and needed a place to stay, Loudwater was the place. So it became a stop over for pirates and seafarers. They always had a story to tell and could usually trade "exotic" items they had received at sea for gold and steel, which the kender deemed worthless anyway. At times one pirate or another would try to claim himself as ruler, but they never lasted more than a week before they hopped the next ship out of town.

Since the Cataclysm the city was renamed as Drowned and is now entirely underwater. At low tide you can sometimes see the tops of buildings. The location reputed to be haunted by the souls of kindly kender and vicious pirate spirits. Many kender visit it at least once during their life. They take boats out to it and dive under water to explore the ruins for themselves.

**Gobwatch:** The only settlement constructed solely by afflicted kender, Gobwatch is an imposing squat stone fortress built on the border of Kenderhome and Sikk'et Hul to defend Kenderhome from the intrusion of goblins. For the last decade kender of Gobwatch have taken it upon themselves, under the guidance of Belladonna, to make pre-emptive strikes on the goblins.

**Hidal (Hamlet 187):** On the side of a steep hill rising above the treetops of Hylo is the hamlet of Hidal. The hillside is honeycombed with hundreds of caves and tunnels. The discovery of the caves made it a novel location for a kender community. At one time the community of Hidal was situated at the base of the hill range, but once the caves were found the community



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realized it was spending more time up hill than down and relocated.

Hidal is home of the annual “Hide and Seek Tournament”. Every spring hundreds of kender come to camp out among the hills in anticipation of the event. One hundred lucky kender are selected as seekers and the rest of the population hides among the rocks and caves. The seeker that finds the most kender is declared that year’s winner.

Hidal also has it’s own tales about the caves. Rumor has it that the caves were the ancient homes of the mysterious Hulderfolk and that a residual magic can still be felt traveling among the tunnels. The town also took the name Hidal from an incident in which a barbarian tribe made its way inland from Ackal. The tribe was tracking down a missing fertility idol, which was last seen in the possession of a kender merchant by the name of Summer Sunjumper, resident of Hidal. The tribe had sent a force to retrieve the idol, by whatever means necessary. The kender of course saw the barbarians coming long before they arrived and decided to give them a “Hide-all” welcome. The entire community disappeared into the surrounding caves as the barbarians approached. Then the kender started a low moaning and wailing with their hoopaks. The barbarians were unnerved by the disappearance of an entire community and the ghostly sounds coming from the caves. They marked the territory as cursed and never returned.

Since the Summer of Chaos Hidal has attracted a large number of afflicted kender who feel that the cave system is easy to defend and safe from aerial attacks. There are three times as many afflicted kender as true kender here.

**Hylo (Small Town 1,753):** Hylo is probably the best known kender town outside of Kenderhome. So well known in fact that the entire region of Kenderhome is sometimes referred to as Hylo. Hylo was originally a land locked town. The kender of Hylo started out living in the remains of a flying citadel they had crashed into a hillside of Kenderhome. As the city grew they began to build dwellings down around the base of the citadel and into the forest beyond. It’s the unofficial capital of Kenderhome.

During the Cataclysm Hylo became a port town as the Oceans flooded inland wiping out five of the ten existing kender settlements. So this town now has regular seafaring traffic. A large number of the sea dwelling vessels that stop here are of gnomish design,

since most ports will not allow the ships of gnomish design to dock. (There is more than one gnomish sailing vessel at the bottom of most of the port cities in Ansalon.) Because of the relatively close location of Mount Nevermind to Hylo the number of gnomish vessels that survive the journey usually make a stop in Hylo for parts, repairs, and making the occasional improvement to the overall design of the ship.

Past the ports of Hylo are the shops and taverns of this friendly port city. In an effort to be more like the large human towns, the kender have recently decided to use the idea of districts in Hylo. There is the Port District where one can find the sailing vessels. The Trade District is another, the location of this district actually changes location on a daily bases, so you can’t assume it will be in the same place twice. “Where is the Trade District today?” is a usual question. There is also the Citadel District, which is easy to spot by looking up to the Citadel jutting out at an odd angle from the side of a mountainous hill. They have also declared a small forested region to the west as the Music District and from day to day many other districts will pop-up and disappear.

The kender of Hylo are your typical true kender. They enjoy taking life easy, but they also enjoy keeping their community running. Politics are very popular in Hylo, not because the kender enjoy voting, but because the weeks of political campaigning means loads of fun and games. The Windseed family has been the ruling family for many generations. They actually like the idea of rulership, mostly because the ruler of Hylo gets the honor of living in the tilted Citadel. Since the Windseeds have been in power they have made the Citadel their own. So if by chance some other kender wins the political races they will usually pass rulership back to the Windseed family so the poor Windseeds would not be homeless.

This kender town is the most human like of all the kender settlements of Kenderhome. They have buildings that resemble human dwellings and winding cobblestone streets. Hylo specializes in many things, chief among them are Finders. These kender hire themselves out to find certain objects for the right price or the right trade. These kender are more mature and dedicated than the normal adult kender and can focus more on reaching a certain destination without getting sidetracked. Hylo also specializes in breeding giant hamsters. These hamsters are very popular pets among the kender. Gnomes also buy Giant Hamsters to supply

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energy for certain inventions by running them on giant wheels.

The arrival of afflicted kender following the Kender Flight swelled the population of this city. It also began a period of civil unrest as the true and afflicted kender tried to get along. It is presently under the leadership of Belladonna, an afflicted kender that is trying to make true kender understand the threats of the outside world. For the past two decades she has not been very successful.

**Legup (Thorp, 72):** Legup is a small kender settlement situated at one end of the only pass into the Empire of Ergoth to the west of the Sentinel Mountains. The inhabitants of Legup live among the ruins of a small ancient ogre city. The location is known as one of the best places to play hide and seek in Hylo, next to Hidar. The ruins offer a million places a kender could ball up and hide. Most of the original buildings closest to the opening of the pass have been renovated by the kender that live there and house the bulk of the residences in Legup.

The kender who live here are an unusually tenacious type. It's rumored that the blood of ogres and maybe even mountain dwarf flows through their veins. But whatever it is, the kender that live and are raised here are unusually antagonistic. It's no wonder that the Thistleknot clan calls this kender community home. The kender heroes Kronin Thistleknot of Kendermore and Paxina his daughter are among the descendants of this line.

The kender of Legup regularly explore the pass between the Ergoth proper and Kenderhome. They like to keep apprised of landslides and other hindrances to people using the pass. They want to make sure it is always open for their neighbors in the west.

Because of this location the afflicted kender that choose to live here attempted to take control of the pass. They did not however anticipate the antagonistic nature of the true kender of this settlement and were thwarted in their attempt. Both sides finally made amends and it stands as the only settlement where afflicted and true kender reside peacefully.

**Lemon (Village, 318):** Among the lush forests of Hylo far to the north you can find an interesting kender village known as Lemon. Before the Cataclysm this village was located next to a wild lemon orchard that spanned the base of a great valley. The waters of the

Cataclysm quickly filled the valley turning it into Lemon bay. Lemon has overcome the loss of its beloved lemon trees and is now into a fair amount of logging trade with Ackalites to the north.

Lemon holds an annual "Sour Lemon" festival in the fall. This kender celebration includes lemon pie eating contests, lemon races, sour face competitions, peeled lemon toss, and all the lemonade you can drink. The participants dress all in yellow and sport lemons attached to clothing and hats for decoration.

Another interesting aspect of Lemon is the Lemon Trails. The once well worn trails that lead down into the valley became obsolete for regular use after the Cataclysm. But the adventuresome kender have built wooden sleds that one can ride down into the bay. These sleds slide for hundreds of yards down to the shore of the bay. It's a very popular attraction.

With the arrival of the afflicted kender Lemon undertook some drastic changes. They have now decided to charge import and export tariffs, which is causing problems with the merchants that trade for lumber to the north. Rumor has it that an afflicted kender commissioned the building of a gnomish warship, the Sour Lemon, and it is finally ready for its first voyage.

**Lookit (Village 545):** This kender settlement is the second oldest kender community in Kenderhome. Traveling west toward the Lookup Mountains from the port city of Hylo you can find the village of Lookit. Visitors from all over Hylo agree that Lookit is one of the most beautiful places on the face of Krynn. Approaching Lookit, the first thing a visitor will notice is the great three-tiered waterfall flowing over three plateaus. The mists of the waterfalls causes hundreds of rainbows that drift among the crystal clear cascading water of the falls. Along the banks of the Lookit River and down the plateaus is the largest tree village in all of Ansalon. Hundreds of kender travel among the branches from tree to tree over walkways, rope bridges, spiraling stairs, ladders, climbing ropes, and swinging vines. Some of which cross the river in certain places.

The falls draw many kender visitors to Lookit. Some come just to stare at the falls. In the summer many kender can be found playing at the base of the falls, some even diving from some of the upper plateaus. Swing ropes can be seen gliding out over the river, kender can be found cruising along the banks in homemade boats, and occasionally a kenderkin can be seen "Riding the Falls" on a dare to impress a sweet

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heart. It's not that these young kender are afraid to "Ride the Falls", but if they do they may have to spend the next few days recovering and won't be able to play. The master wood carvers of Hylo live among the boughs of the kender village of Lookit. They say that the falls give them inspiration for their work and give them a sense of tranquility that is rumored to have the kender sit in place for hours doing nothing but watching the falls and the city around them as they whittle away at their wooden carvings. It's rumored that some of the younger kender of this region have been known to take trips to Lemon to play tricks on the timber traders in that area, who they believe are destroying Kenderhome's trees.

No afflicted kender are known to dwell here as they consider it indefensible. But afflicted kender make up the majority of visitors to the awe-inspiring falls, as the falls remind them of the beauty of the homeland they lost.

**Lost:** This ruins was once a sprawling ancient ogre city. The real name of the ruins has been lost over time. Among all the ruins of Kenderhome this one is special. It bears the scars of an immense magical battle that took place thousands of years ago. The kender recount a tale of how Magius and two other wizards battled against two ancient red dragons during the Third Dragon war in an effort to save the city. Although the dragons were finally destroyed the city was beyond help. The land shows signs of damage from magical fire and entire sections of land are unable to sustain plant life. Most of the buildings are collapsed or, in the areas that can support vegetation, they are overgrown beyond recognition.

The kender that investigate Lost never remain for long. There is a particular feeling of dread that overcomes even the most stalwart kender that explores the ruins. It is rumored that the spirits of the red dragons that lost the battle still linger. Most visitors feel their rage and despair. It's said that the dragon's spirits have unfinished business and remain faithful to completing their original orders, whatever those might have been. Occasionally ogre tribes will take up residence in the ruins thinking to regain their glory, but the "infestation" of kender and the presences of the spirits prevent any tribe from remaining too long.

**Ocean Town (Hamlet, 106):** Ocean Town is an unusual hamlet constructed by kender just after the Cataclysm. Situated in the foothills of the Sentinel

Mountain range this settlement was designed by a kender that managed to escape the destruction of Loudwater, now known as Drowned. The kender saddened by the loss of his family and friends fled inland until he found a little village at the base of the mountain range. Once he got there he convinced the kender living there that the water was coming inland and before long their little settlement would become a major port city. So to prepare, the village pulled together with other survivors that had rushed inland, and with an uncommon diligence the kender designed and built a complex and elaborate collection of docks and piers. Visitors to the docks of Ocean Town have never seen anything quite like them. They are designed and crafted with such care and their appearance riding high on dry land is unforgettable.

They waited for the approaching water that they knew must come someday, but it never did and as the years went by kender started to abandon Ocean Town. A small number of kender did remain behind however because the kender discovered abandoned dwarven mines among the mountains, and through them the kender have discovered the "pretty rocks" that can be found there. These pretty rocks are ebony, flint and other raw gems that the kender use in trade.

Afflicted kender have taken to building homes beneath the piers and covering them with brush so as not to be seen from the air.

**Thisway (Hamet 273):** This kender locality borders the goblin lands of Sikk'et Hul to the south of Kenderhome. The kender of Thisway are good friends with the unusually peaceful goblins. They share strong ties with the goblin and barbarian tribes of north Sikk'et Hul. The barbarians and goblins have regular trade with the kender giving them swords and weapons of war in exchange for wood and spices. The kender do not normally use the weapons but distribute them around Kenderhome in exchange for other items of interest. The barbarians of Ker-Manth that make the weapons may not like to find out how some of the weapons actually get used (Doorstops, propping up tables, stirring cooking pots...).

The kender of this region have a particular knack with dealing with the goblins and barbarians and have learned many of their customs. They hold festivals for their southern neighbors and invite the goblins and barbarians to help solidify the relationship between the communities. Needless to say most of the festivals end

in a fight of one kind of another, but the kender don't let that deter them.

These kender are constantly at odds with the afflicted kender of Gobwatch. All attempts of reasoning with them have failed and they do what they can to prevent their attacks on the "friendly" goblins to the south.

**Tower: (Hamlet 342):** An obsidian structure resides across the bay from the port city of Hylo. Known among the kender as "The Tower" this building is the subject of many kender tales. According to the kender of Hylo this ancient tower is the residence of a kindly spirit. Some claim the spirit is the legendary Magius, friend of Huma. Others claim it's the soul of a half-kender wizard that remains to help his long lost relatives. The spirit is legendary for warning the kender of hazards.

For as long as they have known the Spirit it has chosen a particular kender with whom it speaks with. No one knows why it chooses the kender it does, but anyone chosen is highly honored and respected. The Chosen is usually an older kender who will remain within the community that lives around the tower protecting it. Sometimes the Chosen can be seen talking into thin air, and despite kender tales to the contrary, no one has seen the Spirit but the Chosen. When the Spirit has an announcement the Chosen tells the kender in the community and within a few days almost every community in Kenderhome has heard the message, or a variation of the portent. During the Cataclysm it was with guidance from the Spirit that most of Kenderhome's residents stayed in doors during the fall of the fiery mountain. The Spirit has never revealed it's true identity

The three hundred kender that live in the village that surrounds the base of the structure consider themselves the protectors of the tower. Whenever non-kender visitors attempt to investigate the town the kender that live there are particularly antagonistic about letting outsiders approach it. Most investigators believe that the tower has probably been stripped of anything useful by now anyway. They may actually be surprised at the number of relics that have survived however. It's amazing just how many of the original items have remained (or been returned) to the Tower. The kender truly appreciate and respect the Spirit that has protected them for so many years and try to keep his possessions in the Tower. Although it's common for them to explore the Tower often most items rarely fall into their pouches.

The true kender of Tower have kept afflicted kender from settling or using the tower in any way.

## Origin Story of Hylo

The history of Hylo begins with a fairly well known tale of a clan of kender that borrowed the first flying citadel.

One day in the year 2600 PC at an annual Graygem Hunt a young kender by the name of Bomber Burblebrook wandered farther than normal from his pastoral kender village and happened upon none other than a citadel. The thing that made this citadel special was the fact that it was actually floating about 6 feet off the ground. It was in a fairly secluded valley that the kender knew was difficult to find. Of course he was overwhelmed with his find and spent the day and night trying to find a way to get up into the levitating building. Unable to find a way in he decided to return to his village to share the good news.

He was welcomed with open arms and was promptly titled the winner of the Hunt for his fabulous find, on the condition that it could be verified. But since he was unable to bring it back with him most of the village decided that they would investigate to claim the find official. So it was decided that since it was only a couple days travel they would make a holiday of it, and everyone packed for a short journey and deserted their village their next day, for what they thought would be a short expedition.

They reached the site a day later and were very impressed indeed. They highly praised Bomber for his find and decided to explore the citadel. But before they took the first step they were halted by a voice. From around the citadel a group of mages appeared and one had called to them.

After a round of introductions, from which the mages spent a good deal of time holding their belongings above their head and eventually barricading themselves inside the citadel, they two groups reached an agreement. The kender would "assist" the mages by testing the fortifications of the Citadel. The wizards wanted to see if the ground level had been sufficiently guarded from even the most "talented" of races. Greatly flattered and always up for a challenge the kender were only too glad to assist.

Climbing up they discovered (as Bombur had told them) that each outside door was bolted from the inside and each ground floor window was barred. Fortunately the kender found an open window on the

third floor that (according to kender logic) must have remained unbarred for the sole purpose of allowing only the most nimble and skilled climbers egress. All the kender quickly climbed into the edifice.

After an invigorating search of the citadel they found one room of interest. A room in one of the upper towers afforded a view of the valley below them. In this room was an interesting globe resting in a pool of silvery water. Naturally the kender began to spin the globe as fast as possible to see how fast it could go. Next to this device was also a large lever, which they pulled, and were happily rewarded when the entire building rocked forward and back.

The mages made the mistake of opening the door to look for the kender, which they had not seen for some time. When this happened the citadel leaned precariously forward, spilling the mages out the front door and onto the ground. Within a few moments the citadel had risen high into the air and the kender, taking turns to steer, were sailing across Ansalon towards the west.

It was a wonderful adventure. Some of the kender climbed out onto ledges to enjoy the ride and others continued to explore their new surroundings and were pleasantly surprised to find that the citadel had been stocked with enough food and rations for a small army. They traveled thousands of miles across the continent, razing mountain tops and dropping water filled pouches into village squares. But just as they saw the Turbidus Ocean on the horizon and they dreamed of sailing out over the ocean on to new lands, the citadel suddenly dropped in altitude. It seemed that all of the kender had taken their turn at the wheel and the last kender that was manning the helm left to grab a bite to eat.

From there on the ride was even more interesting for the kender. Careening out of control the citadel headed straight for the land. One kender managed to get back in control of the citadel but was too late. She had managed to slow down the inevitable collision which saved the kender's lives but crash landed the citadel into the side of a mountainous hill.

It was here that the kender decided to remain and rebuild their village, which they named Hylo in honor of their wonderful trip. Over time Hylo became a good-sized kender city, the lands surrounding it became known as Kenderhome and over the next two thousand years ten more substantial kender towns and villages grew among the lush forest covering Northern Ergoth. After the Cataclysm the waters pouring into central

Ansalon submerged five of the kender communities, turned Northern Ergoth into an island and made the wilderness city of Hylo into a port city.

## The Country Kender and the City Kender

Some people have the notion that kender are a lot like rats. They scurry from place to place, living off whatever they can snatch, avoiding getting caught by local authorities and hiding out in small crevasse or living in the local lockup. The thought of entire villages or even cities full of kender is enough to make even the hardest minotaur tremble with fear. But these people have never visited a true kender community. On principle they operate the same as any other society on Krynn. There are leaders and followers, merchants and farmers, traders and housewives, all of which work together to run the community. But this does not deny the fact that to some the notion that kender communities are "asylums for the criminally insane" may not seem far from the truth to most visitors.

### Country Kender

Like most societies kender usually live either in the country or the city. The majority of kender communities revolve around rustic villages linked together with small trails. Most settled kender prefer the rural life to the big city life. Although still full of vim and vigor older kender lean toward a dreaming laziness that allows them to think about their days of wanderlust while raising children and caring for their community. Rural villages are more like an extended family where city life is often thought of as a family gathering. Sometimes it's just good to go home.

Kender who reside in the countryside live within a variety of dwellings. They live in burrows or small houses of sod or thatch. Sometimes wood is used and small cabins can be found. But these buildings are usually reserved for community meetings and celebrations. The homes are simple with just the bare necessities, beds, living areas, a kitchen area with kitchen supplies, and usually a small table for meals indoors. A small shed for tools and in some cases a small shed for livestock or chickens.

Kender are also known for their tree villages. Being small, light, and fearless kender are the perfect race for living among the trees of Ansalon. The homes of these arboreal towns are much the same as other villages, but



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are only accessible from a system of ropes or ladders. Swinging wooden bridges and ropes connect the dwellings to one and another. The largest kender tree village is the town of Lookit west of Hylo. It has over one hundred individual dwellings spanning the base of a three-tiered waterfall.

The days for kender who live in villages consist of a variety of tasks, washing the laundry, trading with other villages for goods, taking care of any livestock, tending to crops, and hunting. Small children are often invited to help, but are not put to work, as kender consider forced labor a terrible thing. The settled kender do what they do to provide for their families and communities, and surprisingly many enjoy the settled life.

Most meals in small villages are usually shared out of doors. Cook fires dot kender lands at night marking small gatherings of kender. Dinner food is usually shared communally and entertainment is always a part of the get-together, singing, dancing, and storytelling is performed nightly. This may account for some of the rumors that state that kender throw parties nightly.

The meal itself is comprised of a variety of foodstuffs from the community. Sometimes kendermaids will bring individual dishes like mongoose pie or willowroot salad. Other times its community pot luck where each family brings an ingredient and it is all thrown into a communal pot. Chicken eggs, bacon, goat's cheese, goat's milk, and a variety of greens are a standard fair.

Generally villages don't have much in the way of defenses. The kender who are still waiting for wanderlust take it upon themselves to keep watch around the village. Usually a village elder is put in charge of defense and she will deputize certain young kender and kendermaids as village guards. The job for the most part entails wandering the perimeter of the village looking for suspicious activity, which the young kenderkin are bound to do anyway. Sometimes they are called to escort kender officials while in town or guard visitors, (although in these cases the kender is just as liable to assign himself without someone having to tell them). Everyone in the village usually greets non-kender visitors to villages sooner or later and it's not uncommon for the visitor to lose an item or three along the way.

When trouble does arise the settled kender are well seasoned and ready for anything that may come their way. These are the kender that survived wanderlust. They have proven that they have what it takes to stay

alive in almost any dangerous situation. Each kender village is its own militia.

### City Kender

Towns-kender are a different breed of kender from those that live in the countryside. The kender that live in the city are not as patient as those kender of the country, of course the term patient is a relative term when applied to kender. They adopt skills that get them results more quickly. They are not content to sit and watch beans grow, even if they are content to eat them. City kender work in crafts and services, leather working, wood carving, carpentry, and alchemy, or they run stores that trade and sell finished products, grocers, weapon traders or in services such as inns and taverns.

The homes of city kender are much different than those who live in the outlying villages. When building their cities kender borrow much of their architecture from other societies. Buildings are constructed in a variety of styles and looks. There are homes built in mixed styles of Khurish, Ergothian and Solamnic. There can be found delicate elven styled spires that are created for inns or taverns and a cattle-swap fashioned in the shape of Pax Tharkas. The towering structures are often leaning precariously one way or another. The grand library of Kendermore had been slowly sinking as the kender had failed to remember to build a solid foundation for it.

Some homes have missing sides or walls that extend well beyond the residence. They are usually lined up against each other so it is difficult to tell where one ends and the other begins. Some doors are false and other houses enjoy two doors side by side, and yet others have only windows. The majority of dwellings do have one door and a window however. The nicer residences will have a small yard or garden out front and picket fences are popular, not so much to keep other kender out but to allow little kenderkin to scale them. The homes have multiple rooms, shelves, chairs, tables, dressers, all sized for kender. But not all houses are sized for kender. There are a small percentage of homes built for human sized occupants or for those kender who wear very tall hats, which was quite the rage a few years ago.

The streets of kender cities prove to be just as confusing as the dwellings. Most streets are names in contradictory terms, Broadway Drive is an ally way squeezed between buildings, Straight Way is a curling

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path that turns in on itself until it dead ends at a portion of Main Street that is broken into different sections as construction crews built over various segments of it. Glaring colors cover most of the structures. Flags, scarves, and other brightly colored decorations adorn the outside and inside of buildings.

Scattered here and there around the city are gatherings of different kinds such as family celebrations, city planners, clothes washing stations, gossip circles and cookouts. Daily life in the city is, in some ways, more work than that of village life. Food must be obtained from markets and grocers, clothes must be washed or turned into a washing station, and a kender must tend to his or her own job. Since kender work on the barter system every good or service must be paid for with the same in trade so most of the time is spent working on debts for the necessities of life.

Meals in kender cities are not as community oriented as those of the villages. There are moots and celebrations nightly, but the entire city is not involved each night. Block parties are a popular pastime inviting your neighbor to a celebration and contributing to the congregation by bringing a drink, food, a song to sing or a tale to tell.

Kender cities do not maintain a standing army but they are capable of gathering a score of formidable covert units. City guards are generally helpful and are willing to act as guides to visitors standing watch in one spot for hours at a time is not a popular or desirable task. In fact non-kender visitors generally need a bit of protection as they are usually mobbed by curious kender just wanting to say hello. Their shirts may not be taken off their back, but boot laces, belt buckles and anything from the waist down is usually fair game.

Along with borrowing the architecture of other cities, kender also adopt their defenses as well. Kender cities usually have some type of surrounding wall. The shape of the wall, the type of wall, the amount of wall and strength can change with each step around it. In times of war or impending danger kender have been known to reinforce or rebuild it to strengthen their defense. Even large villages will sometimes construct wooden palisades to quickly surround them in times of need.

## Role-playing in Kender Cities

So, as a DM, you've decided that it's time your players face the most horrifying, perilous, location known to man, elf, and dwarf on the face of Krynn. No I'm not

talking about Nightlund or the Plains of Dust, I'm talking about a kender city. Some people may think your players have done something to make you really mad or you're just a DM that delights in torture. Either way, kender villages and cities can be a nightmare if not managed properly. Especially for DM's that try to have every kender in the city meet and greet the player characters and fleece them of all their property. Well there are a few things you can do in any large scale kender situation that should help to keep things under control, well as much as can be expected with kender anyway.

### Form a welcome party.

In an extensive kender settlement you don't have to have every kender in the city stop and talk to the party. Yes, non-kender visitors are rare in a kender city and kender are curious and friendly by nature, but every kender does not need to be hands-on with the party. Once the initial welcoming has been made word of mouth spreads quickly and before you know it word of the party has reached from one side of the city to another. Just knowing they are there is enough to satisfy some of the kender. Over time they may meet many kender, but you don't need to go overboard.

A good idea is to create a welcome party to greet the players. Some kender cities and villages have official greeters whose job it is to meet new visitors and feel them out. I mean, inquire why they are there and help them find what they need (and what they dropped). In larger cities there are welcoming groups that man the front gates or main entrance into the city. If this is the players first experience in a kender town you can imagine how nervous they would be being approached by a group of 5 to 10 kender, being asked all kinds of questions, hands grabbed and shaken, informed of the towns next festival, being handed items they may or may not have dropped. This is usually enough to scare even the most hardy adventurer away from the settlement.

### Know who you're dealing with.

Although kender names are usually pretty simple to come up with you might want to have a list of available names just in case you need to have them meet multiple kender. Most kender usually give their name up front when they are greeted, and some will even offer an explanation of how they got their name. For example

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there are some names like Burrfoot, Windseed, Farwalker, Sunjumper, and so on that don't really relate to events in the kender life so there is no need to explain them. But if you make up names like Ninefingers, Blister, Sparkfire, and Drunkensquirel, which the kender might be asked about be prepared to have a tale as to why they have that name.

Also when trying to keep track of multiple kender it might be useful to associate different personality quirks with each one and jot them down beforehand or as you come up with them. This kender is hard of hearing, this other kender gets the knights name wrong all the time, this kender is blind in one eye, are just a few ideas to help you and the players figure out who is who.

### Create a quiet get away (out of town).

This is almost impossible in a big city where there are kender wandering from place to place, but sometimes in a kender city it's just not easy for the party to have a conversation among themselves without a kender stopping them on the street inquiring how they are and wanting to tell them about the latest gossip, or return something to them. If your players are trying to talk with each other it's usually a good idea to have a kender interrupt them, so they are forced to stop and spend a little time with their new friend. Before long your players will feel like they aren't getting anything accomplished. So they will usually try to find a place they can't be disturbed. (Most likely they'll try to find a room at an inn to get away, but even there they will find that the door locks are usually not functioning very well and occasionally kender prisoners kept at the local inn to serve time. There may also be a group of kender in town for a wedding celebration, and they keep getting the wrong room. So you might recommend they leave town. If they want to hold any type of lengthy conversation they may just have to get far away from the kender settlement to do it.

### Time their arrival.

Even in kender towns there is a busy and slow season. For example, in the middle of summer in the beginning of Wandertime (July) kender celebrate Graygem Eve. During this celebration the entire community goes on a "Gem hunt" to find the mystical Graygem. So if your heroes walk into town they will find very few kender actually there. You can inform/warn them that they have 3 days until the hunt

is over and a thousand kender come back to town. They might give them enough time to do what they came to do without overloading them with too much kender interaction.

### Keep in mind who lives there.

When you are talking about a kender city you must always keep in mind that the population is made up of kender under 20 and over 40. This actually is something that you can use to your advantage. The type of kender people are used to meeting are adult kender on wanderlust. This means that the kender the players usually interact with are in overdrive. Their curiosity and wanderlust nature is in its prime. So, your adventurers will be dealing with older (and I use this term loosely) "more mature" kender. The older kender will still act very much like adult kender, but they have learned something of the world, and will know how to treat visitors without continuously mobbing them or trailing them endlessly throughout the street. These kender have things to do as well. They need to run their community. They will also be the ones that will keep the younger kenderkin in check. So don't assume that just because your heroes enter a kender community that they will be harassed continuously until they leave. It'll be more like minor interruptions and small bursts of chaos.

### Give them a Guide.

This simplifies random occurrences of interaction to a minimum because the kender will usually interact with the guide before interacting with the visitors. If they have a protective guide he or she can do a wonderful job of getting the visitors to their intended destination, in a round about fashion, without too much interruption. This minimizes the work on the DM to role-play as the guide the majority of the time. It also lessens the confusion on having to remember a bunch of kender names and who's who, which is actually part of the fun in entering a kender city, but can be stressful and confusing. In general a guide can show the players around and explain the city while alleviating the confusion that would come from wandering around a kender city.

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### Get them in and out.

If they know their final destination within the city, you could have a kender tell them the round about way to get there and as they start on their way you could have them run across it one block later. Evidently if they had followed the kender's directions they would have gotten there, but they would have missed some of the best parts of the city, which is the reason the kender had sent them that way in the first place. This will also minimize the amount of traffic the players will have to go through and possibly save hours of role-playing one kender after another, that is if you're in a hurry, some of the charm of visiting the kender city comes in meeting the citizens that live there.

### Remember that kender curiosity is fleeting.

Kender are extremely curious, no one can doubt that. But once they have finished examining something they are back on their way again, off to do something else. So if you seem to have gotten into a situation where the kender are mobbing the characters, simply have one of the kender yell about something more interesting and the kender will head off in that direction. "Hey! Niffer Songsqueeze just beat the record for green bean champion he has 9 green beans up one nostril!" and off the kender run.

Your players may actually come up with this idea themselves. It's not unusual for a mage to say, "Stand over there, about 100 yards away and I will cast a spell that will keep all of you in suspense for hours." Then when the kender comply the mage mumbles and waves his hands and the players walk in the other direction. It's the same concept. Get their attention on something else and they'll leave the players alone for the most part.

### Send them on a secret mission.

If your players are not very forthcoming to the kender on why they are there have the kender of the city spread the word that your heroes are on a secret mission and that they are not to be seen or heard of. It's a fun game that any kender can enjoy. Then as they pass by a kender on the street they'll get a whisper that the kender wish them the best of luck, or a knowing nod or a wink and the kender should leave them well alone, at least for a day.

So now you have some ideas for how to deal with kender in a large city so that they aren't ganging up on

the players and leaving them with nothing but their shirts on their back. But this leads us to one last thing to talk about and that's handling. It's inevitable that your party will start missing items the longer they stay in the city. It's just a fact that the party cannot be on guard at all times. And it's up to you as to how often you tell them that a kender is reaching into a pouch or peering into a backpack. It's also up to you as the DM to determine what the players are missing. If they get out on the road and stop for camp, when you ask them what they are going to eat and they reply "our rations" you could inform them there are none. If you decide that the knight's magical broadsword is missing be prepared for the party to spend a longer time searching the city for the sword. Just keep in mind that the longer they are there the more work it will be on you. But however you handle it have fun with it, because that's what the kender will be doing anyway.

# CHAPTER FIVE: KENDER CLASSES

*"Once a cleric of Morgion (that's the god of pestilence and disease) came to Kendermore, looking for converts. Eiderdown Pakslinger had always wanted to be a cleric, so he volunteered. The cleric said Eiderdown wasn't really the type Morgion had in mind, but he'd give him a try. Well, the very week that Eiderdown put on the black robes, almost every kender in Kendermore came down with a severe cold in the head. You never heard such sneezing and coughing and nose blowing!"*

—Tasslehoff Burrfoot, Dragons of Summer Flame

## Barbarians

The kender race has always been open to new ideas and concepts, forever working to expand their knowledge of the world and borrow a bit of it with each visit. Kender cities are an amalgamation of cultures and societies. Their language is a mix of gnomish, elvish and slang from a plethora of other races. So it would seem near impossible that a barbarian society of kender would exist. Their wanderlust and natural inclination to borrow elements of other societies preclude any long standing traditions or concrete beliefs. So how then could you ever have a kender barbarian?

In the Age of Might the kender attached themselves to a great leader, Balif. He led them to the forests east of Silvanesti to live. Adopting a lifestyle similar to their neighbors the Silvanesti, they lived in pastoral villages or tree dwellings in comfort. The city of Bailfor originally looked similar to Silvanesti in it's conception but over time as kender began to explore more of Ansalon elements of other cultures began to creep into their buildings adding their own distinct touches. After the death of Balif and Silvanos the kender drifted with no real direction. Without a strong leader kender society took no real direction. Left to their own devices kender adopted many lifestyles. Some lived among the free spirits of the Kagonesti, others adopted the lifestyles of the nomadic and wild humans



of the northern wastes, others attempted to model Bailfor after great human cities.

This diversity of lifestyles was brought together under one rule circa 2270 when a strong kender leader from the northern wastes had a vision to unite the kender of Goodlund in the largest tribe of kender the world had ever seen. He gathered his people and convinced the "civilized" kender of Bailfor to follow him and drop the trappings of civilized society. The kender thought this was a wonderful idea at the time and joined him. The kender race descended into barbarianism. They had tribal leaders and called their clerics shaman. They lived among the trees and tribes of kender roamed Ansalon for three generations, but true to their nature the lifestyle failed to stick and Bailfor was repopulated with "civilized" kender once again.

This was not the end of barbarian kender however. After the Cataclysm the kender of Goodlund had lost thousands of their people. Those kender that remained formed into small clans that wandered the land that was left. For two generations these kender lived off the land. They had harsh lives and were not known as the happy-go-lucky race that they had once been known to be. Eventually they settled a new forest that had sprung up in the region and over time they settled and left their barbaric existence.

This lasted until the devastation of Kendermore by Malystx. Most, but not all kender, fled in the Kender Flight. Ten thousand kender stayed behind to defend the city. Among them was Kronn Thistleknot, son of the famed Kronin Thistleknot who defeated Lord Toede and raised an army of kender to fend off the Black Dragon Armies of the War of the Lance. Kronn survived the attack and now dwells in the Desolation with a large group of afflicted kender that have decided to form a resistance against the Red Dragon. Most of these kender are fighters or rangers, but a number of them fall into rages in which they fight with a ferocity unseen by any kender. There are a few scattered settlements of afflicted kender that furiously defend their homes against the dangers of the Desolation. They assist Kronn's resistance fighters when they can.

Although there are many places a barbarian kender may come from I will focus on two. The first would be kender of the Desolation. These would be afflicted



kender that have been raised in the harsh environment of the Desolation and learned their survival skills and barbaric ways from their extended families. The other possibility for kender barbarians comes from the Kagonesti. The Kagonesti have always felt comfortable with kender. They see the world in the same way. The world is not to be dominated but enjoyed as it is given and they are both free spirits. It is very rare, but there have been kender tales told of kender children raised among the Kagonesti. These kender would spend the first twenty years of their life living among the deep wooded recesses, jungles and lush forests that the Kagonesti make their homes in. Then wanderlust would set in and they would take their first steps from the forests they have always called home.

Although kender barbarians leave their homes on wanderlust it is never far from their mind. The world at large may fascinate and dumbfound a kender barbarian, but unlike true kender they are initially a bit reluctant to try new things. But once they do they are happy they did and will usually seek it in excess. For example a kender barbarian that samples a pastry for the first time may sit down in front of the bakers stall and begin stuffing them all in his mouth and fight off anyone that dares try to stop him. Handling becomes a big concern as well. Those barbarians accused as thieves take direct offense at the insinuation and are not opposed to shoving the lost item down the accuser's throat. For this reason most companions of kender barbarians try to keep them well clear of towns. Eventually the kender barbarian does come to realize that there are differing laws in these societies and learns to respect them as best as his nature permits. But most initial encounters with kender barbarians introduced into "civilized" society end up very badly for both.

Kender barbarians dress in simple leathers or hides. Sometimes they wear decorative tattooing or have body piercing. Collecting treasures and wearing them as decoration is another habit of most kender barbarians. These are not normally gruesome by nature. Sometimes it might be a tooth of a fierce creature they battled or the ring of a dead enemy. Their hair is cropped close or braided and tied back so as not to interfere while fighting.

Among friends and others of their kind kender barbarians act very similar to true kender. They laugh,

dance, tell tall tales of their exploits, and are eager to hear the adventures of others. Among strangers they are a bit more reserved. Always willing to make a comrade in arms they are friendly, but not as open as true kender, which immediately straighten their clothes and stick out a hand to introduce themselves. Kender barbarians look on true kender with a bit of longing, seeing something in them that they miss in themselves. After many years of wanderlust a true kender almost seems to remain unchanged in nature, but not so for kender barbarians. After years of exploring new societies and seeing the world on a wide scale, kender barbarians often settle with other true kender. That is unless they feel a strong sense of duty to return to assist the family who raised them. Those kender raised by Kagonesti rarely return, while those kender from the ruins of Goodlund return to help their families survive the life of the Desolation.

## Bards

*"Music is like a never-ending road. It is always there to be traveled, just waiting for you to take the first step upon it. Sometimes it is slow going and difficult to bear and other times it's all down hill, passing rapidly and with much excitement. No matter what your age, it is there for you to travel. That is The Songmaster's true gift to us and if we choose to travel it, we shall never be lost."*

—Kieran Springtone, Kender Bard

To a race that has little conception of ownership, the art of music and storytelling are felt to be a divine gift. This art is a perfect possession. It is a delightful gift that can be given away time and time again without ever being misplaced. It's a skill that is ingrained into every kender at birth. Traveling the forests of Hylo and the Kenderwoods of Goodlund one will indefinitely hear the soft sound of music drifting lazily among the pastoral trails and villages of these lands.

The kender love of music even prompted the race to develop most of their tools and weapons into makeshift musical instruments (or in some cases it's even the other way around). The long handled whip known as the whippik is a favorite weapon among kender females and can be strummed as a stringed instrument. The chapak is a combination hand axe and slingshot. The hollow haft has finger



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holes drilled along its length and can be played as a flute if the end plugs are removed. Even the traditional hoopak can be twirled overhead to make a low bullroar that can add an eerie low thrumming tone that can accompany as a background pitch to a kender melody.

Next to music, a kender's next love is story telling. Kender have the gift of gab, which most other races do not fully appreciate. They enjoy developing stories that entertain and in some cases enlighten the listener. In fact, the phrase "kender tale" was coined from the kender's love of exaggeration and overstatement in story telling. A good kender tale will change a bit with each retelling becoming a bit more outrageous, until at last you have talking mammoths and plants that that levitate and plant their roots into thin air.

This love of music and storytelling has prompted most of the kender race to worship Branchala as their high god, or at least hold him in high regard. As such, a great number of kender are either clerics of Branchala, or in most cases, bards of the Songmaster. Kender bards hold a special place in kender society. They are an important part of almost every festival and celebration. From marriages to funerals, spring dances to homecomings kender bards are the ones that hold sway over the crowds of spirited kender, with songs of fancy and stories of adventure. They are also, sometimes inadvertently, the leaders of some communities. Their social skills give them an advantage when dealing with other races.

Kender bards are also the keepers of kender history. Kender have never been known for their written works and few kender scribes have been studious enough to try to put down the accounts of the kender race since their creation into writing. So it has fallen to the kender bard to keep the history of the kender alive. There is a great oral history of the most important moments of kender history, and surprisingly these stories are actually very close to the truth. Kender bards know what stories to embellish and what stories must be told as they were told to them. Part of the training of any good kender bard is to learn as much kender history as his mentor is willing to teach. This way the history of the kender race is never lost.

Songs are another matter entirely. Most kender songs are not very long or complicated by nature and a movement was begun after the first Cataclysm to catalog all kender songs. These records exist in the city of Hylo and are known as the "Song scrolls of Hylo". To date there are over fifty thousands songs. These are added to by kender bards almost daily. Of course no

kender has actually looked at all the scrolls, so there is no accounting for what might really be amongst the rooms full of documents.

Kender wishing to become bards, usually train with an established master bard. Most of the time this will be another kender, who will train the student on kender history, kender legends, kender songs, and a plethora of non-kender topics, (the epic poem has never been very popular among the kender race). Plus he will train in an instrument of his choice. Some kender have even applied at the Bard College of Ergoth. However, the college only accepts 10 students at a time and the few times a kender has been admitted they have left the program prematurely. The curriculum and stringent teachings have left most kender squirming in their seat after the first day.

One interesting note of kender that train under another kender, is that kender have a particular view of the world and it taints even the most straight forward morals and lessons. For example, the story of the grasshopper and the ant is a fable that humans tell to remind them of the ant that worked hard all summer and the grasshopper that played all summer, and when winter came the grasshopper was left in the cold. The moral of the story being that you must work hard and be prepared. In the kender interpretation the lesson learned is to make friends so you have a warm place to stay during the winter. In the tale of the beauty and the beast, we learn that you should always be nice to people even if they do not look or act kind to you, because they may actually be magical and can probably show you a trick or two. In the kenderkin who cried wolf, we discover that if you want to make someone pay attention, don't use the same line over and over. This type of thinking affects the meaning of all their tales.

To the untrained eye there are few noticeable differences between kender bards and the average kender handler. Both wander the length and breadth of the continent, sticking their fingers where they generally don't belong, making friends and chattering incessantly about this or that. They will usually be carrying an instrument of some type, sometimes this is as simple as a small harp or a flute, or sometimes even the kender's own weapon. So there are no tell tales signs that this kender would be any different from another. One has to pay close attention to spot the discrepancies between the two.

A kender bard will usually be more prepared to perform on a moments notice. Most kender will perform on the drop of a hat, but the performance will

be quite different. Where a handler may sing a bawdy barroom melody that is familiar to any drunk, a kender bard will sing a song of adventure or romance, tailoring the song to the audience in question, and if this means singing a bawdy barroom melody so be it! They will also be much more accurate when it comes to information. Any kender can tell you that his Uncle Trapspringer explored the caves to the north, just last fall and they were painfully boring to explore, because they were abandoned. But a kender bard will explain that they are abandoned because wyverns have taken up residence in the cliffs above. This will be explained with an air of danger and mystery, but it will not be exaggerated beyond usefulness as most kender tend to do.

Finally the last way you can determine if a kender is a bard or not is through his music. Kender bards have a power when it comes to music. It's an indefinable quality that is intertwined with the melody. To listen to the music of a kender bard, fills some with courage when they need it, and for others will hold them hypnotized with rapture. This magical quality is a true blessing of Branchala, and all kender bards exalt Branchala for this divine intervention. It's even said, that in the time before the gods left, some kender bards even exhibited the ability to cast spells in his name.

An important group to note is the "Loudsingers". Most kender villages have at least one group of "Loudsingers". These elite groups are usually gathered together to lead their kender communities in well known kender songs. Many of them were bards at one time, or had minor training as bards once in their life.

In the Age of Mortals kender bards found a new piece to add to their history, "The Flight of Kendermore". This piece of work was one of the hardest for the bards to complete. The retelling was sometimes so painful that kender would leave the presence of the bard telling it. But the bards felt that it was important that the kender never forget atrocities committed that day.

## Clerics

In the Age of Dreams the kender race was born. New to the world, this race naturally banded together and settled the lands to the north of Silvanesti. Sometime after they settled the kender began assuming the roles

of any society and a religious organizations began to sprout among the kender. Many kender found themselves in great debt to the gods for creating them and giving them a new lease on life and a wonderful world to explore.

Through the centuries missionaries of all religions visited the new race looking for converts and to determine the possibilities of establishing new temples dedicated to their gods within this new society of kender. But, it wasn't long before many of the clerics quickly gave up hope that anything "civilized" could come out of such a confusing and obnoxious race of people. Even the most patient cleric of Paladine could only spend a short time living among the kender before losing his temper, and a good many other things, before packing up and going home.

But as these defeated priests left, they were followed by a select number of kender that truly longed to be taught the ways of the gods. Some clerics established small learning centers a few days journey outside of Bailfor and welcomed only those kender that showed a devotion to the gods not seen among others of their kind. Eventually over time the kender clerics brought the teachings into the kender communities and religion spread. These early clerics did not build temples to their gods. They instead took to the roads, like all good kender eventually do, and walked across Ansalon spreading their faith.

Some clerical organizations started to question the wisdom of allowing kender to be clerics. They were hard to keep track of because they were always wandering away and refusing to stay in one location for very long. Worse than that it was common knowledge that all kender engaged in petty theft at one time or other, which reflected poorly on the church of which the kender was a member. The kender clerics also tended to be disrespectful and engaged in name calling if provoked, instead of assuming a demeanor of holiness and piety. Despite these drawbacks, the kender themselves were very dedicated and sensitive to the needs of their flock and could always be depended on to defend those in need.

The Cataclysm, struck a horrible blow to all religions including the kender. All kender clerics and druids vanished and no amount of searching for them turned them up. Many kender wandered the world looking for a sign of the true gods, but no evidence to their whereabouts was ever revealed. New generations



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began to think of the gods as just another kender tale and they investigated the various cults and religious factions that sprang up in the absence of the true gods. Very few kender ever remained part of these false religions for long. They found them lacking somehow and decided that they would be content to live their life without the gods as best they could.

Hundreds of years later, after the War of the Lance, a kender named Kiffle Tearsong joined up with a true cleric of Mishkal and somehow gained a duplicate medallion of faith. All over Ansalon, kender clerics started popping up again. Their faith had been restored and there was a great resurgence of the kender religion. This time, one god was favored above the others. Fizban, the avatar of Paladine, made quite an impression on the kender race when tales of his exploits with Tasslehoff Burrfoot circulated like wild fire through the kender civilization. With each retelling Fizban and Tasslehoff became closer than two peas in a pod, and Fizban became the god of choice among kender clerics. The god, known as the Skyblade in ancient times, took the form of Fizban, the kindly old befuddled mage that put his trust in a kender.

Once again kender clerics walked the land, proudly retelling tales of Fizban the Fabulous and the many lessons he taught them, singing and dancing to the divinely inspired songs of Branchala the Songmaster, and bringing healing to those in need through the healing gift of Mishkal the Skymistress. Chislev, Gilean, and Reorx also shared a fair number of followers as well. This lasted all of 30 years until the Summer of Chaos until the gods left and the disappointed kender suffered yet another great loss.

During the disappearance of the gods a number of kender turned to mysticism and yet others remained faithful hoping that their gods would return. Following the War of Souls the kender clerics returned. Even those followers of Fizban found that their spells had been granted again, presumably by Mishkal.

**Clerics of Branchala (The Songmaster):** The Bard King, Branchala, infused music and merriment into all the souls of the world. It's thought that even the beating of the heart is one part of a symphony, bringing all the world's entities together to experience the harmony of life. Prior to the Cataclysm Branchala was considered the highest god among kender. Branchala's love of song, storytelling and easygoing ways were naturally appealing to kender. All kender bards worshiped him and prayed to him for safe travel on their wanderings. They could usually be found at

festivals and any proper kender moot would have at least one representative of the Songmaster present. There are no known kender temples dedicated to Branchala.

**Holy Symbol:** A silver flute.

**Influences:** Branchala influences elves, kender, music, forests, and beauty.

**Vestment Colors:** Clerics of Branchala wear vestments, robes, and clothing of yellow and green.

**Preferred Weapons:** Female clerics prefer to use whippiks. Male clerics prefer yothaks.

**Clerics of Paladine (Skyblade / Fizban):** The father of good, Paladine is the supreme leader of the gods. Among kender, prior to the Cataclysm, Paladine was thought of as a kindly but stern father figure. To kender, he was always viewed as a bit stuffy and too righteous. His lawful ways were appreciated, but never fully understood by a race that had a hard time with discipline on the whole. But the War of the Lance changed all this. Tales of Tasslehoff Burrfoot and Fizban the Fabulous were immensely popular and many kender jumped at the chance to worship a god that had such faith in their race. The idea of a stuffy old knight was replaced by the visage of a goodly and slightly absentminded old man. During the fourth age a few temples of Fizban did spring up. These are relatively small buildings with only a handful of settled kender manning them.

**Holy Symbol:** A silver triangle.

**Influences:** Paladine influences order, hope, light, rulership, and guardianship.

**Vestment Colors:** Clerics of Fizban wear vestments, robes, and clothing of silver and white.

**Preferred Weapons:** Female and male clerics prefer to use hoopaks.

**Clerics of Chislev (The Wild One):** Chislev is nature. She is the essence of nature and everything of the earth. She is one with the world and everything natural within it. She feels it's pain if it is harmed and her emotions are said to cause the seasons. Kender druids have long followed her and communed with her. For them she is the only god to worship. They are taught to defend the earth and the animals of the earth and to settle conflicts, good or evil, without judgment. Clerics of Chislev revere nature and enjoy living among the forest and trees, dancing in the dusk and communing with the animals of the earth.

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**Holy Symbol:** A feather hued in her three colors: brown, yellow, and green.

**Influences:** Chislev influences nature, wilds, and the beasts.

**Vestment Colors:** Clerics of Chislev wear vestments, robes and clothing of natural colors, such as browns and greens.

**Preferred Weapons:** Female clerics prefer sashiks and male clerics prefer to use battaks.

**Clerics of Mishkal (Skymistress / Blue Lady):** Prior to the Cataclysm, Mishkal was venerated for her miracles of healing, and nearly every community on Krynn boasted at least one temple or place of worship to the Goddess. Schools of Mishkal taught the healing arts and hospices opened in her name. Kender, who are very empathetic of others pain, thought very highly of Mishkal and worshiped her for her healing powers. Small cults of the Blue Lady formed in many kender communities.

During the War of the Lance, Mishkal was honored as the "Light Bringer". She was the first god to reveal herself to kender. Kiffle Tearsong became the first kender cleric since the Cataclysm, and she shared her experience and faith with many other kender, spreading the faith of the Mishkal and the word that the true gods had returned. Clerics of Mishkal are not known for wandering too far from their community, they generally observe a circular trail visiting many villages repeatedly to check in on their flock.

**Holy Symbol:** A blue infinity symbol.

**Influences:** Mishkal influences healing, knowledge, fertility, life, beauty, and blessing.

**Vestment Colors:** Clerics of Mishkal generally wear sky blue robes, vestments or cloaks of sky blue.

**Preferred Weapons:** Female clerics prefer bolliks and male clerics prefer to use chapaks.

**Clerics of Gilean:** Gilean is the keeper of knowledge. He is the keeper of the Torbil, a book that details the creation of the universe. He is also the keeper of all knowledge and delights in watching others learn and problem solve. He keeps the balance between good and evil by dishing out just enough knowledge to assist one side to grow in power, thereby swaying the balance of

good an evil back into place. Occasionally one can find small cults of kender dedicated to the worship of Gilean. These kender crave for the world's secrets and will join the order of Gilean to learn more about how to discover these secrets. Kender clerics of Gilean will pick up their pen and journal and wander the world writing down all they learned and experienced. Few of these diaries are ever found. Kender Finders are likely to be worshipers of Gilean.

**Holy Symbol:** An open book.

**Influences:** Gilean influences knowledge.

**Vestment Colors:** Clerics of Gilean wear gray robes.

**Preferred Weapons:** Female clerics prefer whippiks and male clerics prefer to use hoopaks.

Clerics of other gods are rare for kender. Occasionally Habbakuk will be worshiped for his love of animals, and Reorx is regarded highly for his role in their existence. But it is rare kender become priest of either of them. No kender has been known to seriously worship an evil god before, although many have tried it out just to see what it was like. They inevitably turn away from them however.

## Druids

Kender have always had a special connection to nature. They prefer to reside in the forests and woodlands and have a special empathy for animals. To true kender, the ideology of druidry is not simply seen as a love of the earth, plants and animals. In part it is that, but it is also a celebration of life and the arts, ritual, poetry and music. To kender the arts are a natural part of the world, so that aspect of life is shared in the love of the earth.

The first kender druids appeared shortly after the creation of the kender race. Thanks to Balif, the kender race was given a portion of the Silvanesti lands to live in and for centuries they dwelt among the lush vegetation and fertile forests of the elves, living from day to day on what they could hunt and scavenge. They built small townships and tree villages and they respected nature and the world around them.

This evident reverence for nature intrigued the elven race, who respected the race for it, even though they thought them a bit foolish. Elven druids began to venture into the kender woods looking for kender who wished to learn more about the ancient tradition of





worshipping the land. They found what most missionaries into the kender territories found, a race that riddled them with a thousand questions, took their possessions and asked them to perform magic continuously. Finding their undertaking fruitless the kender druids disappeared into the woods... literally. Eventually a few kender wandered from the kender wood seeking out these druids. The kender that passed the rituals and showed a true devotion to the teachings were allowed to learn the secret ways of the druids.

It has been said that the initiation of a druid is not taken lightly among the druid community. There is a complex ritual and test, which must first be passed before they become a true part of druid society. Druids, who initially spent time dealing with the kender race, developed a new ceremony that preceded the initiation ritual just for kender. To the druids, this new practice was known as "Journey of the Sacred Seeding", to the kender it is simply known as the "Walk and Seed".

The "Walk and Seed" is a quest given to each new druid after sufficient instruction has been given on the worship of Chislev, the sylvan language, and the identification of plants and animals. If the kender remains through that education they are sent on the "Walk and Seed". The druids have found this to be an excellent method of weeding out the truly devote kender from those that were there for the short term. Each initiate is given a pouch that will fill with one seed a day. That seed should be planted and prayed over. The kender are then asked to simply wander with the pouch until all the seeds have run out and have been planted. (The pouch runs out of seeds after a years worth of seeds has been planted or the pouch leaves the kender's possession. The test however is not to see if all the seeds are planted. The test is only to see if the kender ever returns. There is a kender legend that it was a kendermaid by the name of Oletta Maple Keys, who had traveled from one end of Goodlund to the other, spreading seeds that eventually grew into the Kenderwood.

Kender druids are usually recognized by their distinct look. They prefer to wear browns and dark greens. Twigs, leaves and small vines are interwoven into their hair and clothing and they usually accompanied by a one or two small animals. Weapons are decorated with straps of hide and wooden beads. Around their waste are the traditional kender pouches, but they are more likely full of unusual insects (alive or dead), glimmering stones, herbs, raw spices, and the

occasional map of a forested area, pointing out all the best creeks to get water and places to rest.

Kender druids are just as curious about big cities as are true kender, and feel compelled to explore them, but they do not remain for very long, preferring to linger in the lands on the fringes of these places. So it's not unusual to find kender druids wandering crowded city market places, and the streets of small towns and villages but it would be rare to find one that would be living there for any extended period of time.

In kender societies, druids play a very important role. They are often the leaders of farming communities or they monitor hunting and foraging of kender communities in the surrounding woodlands. Unlike most druids kender druids still have a very strong connection with the society they came from. This means they are not loners like most druids and it is rare to find a kender that has settled in a sacred grove by themselves, just to be at one with nature. They will still settle outside their community, but not so far as to be out of contact with friends and family.

Occasionally druids will meet one another or be called together for certain events. On these occasions kender druids are regarded with a smile and a nod. Other druids look down on kender as many other races do, thinking them to be amusing or in some cases just nuisances. But if the kender notice their condescending attitude they don't bother to show it and remain content to be friendly to all other druids they meet.

Hylo is home to an order of settled kender druids known as the "Grovekeepers". This circle, known for wearing a necklace of flowers, has taken responsibility for maintaining the sacred groves of Hylo. With bards they organize moots in the sacred groves bringing the kender closer to nature. Outsiders that have visited these moots claim they there is something truly magical about the locations. The music is surprisingly enhanced and truly alluring, animals will gather at the edges as if to participate in the celebration.

After the Cataclysm, kender druids continued with their teachings. The gods may have been gone, but the world around them remained, and many of the rituals and ceremonies remained even though they lacked magic. They still felt they had a place in the world.

## Fighters

There is no great physical distinction between kender handlers and kender fighters. Both dress and act in similar manners. They wander continuously and are

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both overly curious. They also happen to get themselves into trouble now and again. The only real difference is when the kender is forced to do battle with an opponent. Then a kender fighter will show his true colors. Not content to sit back toss daggers or slinging bullets from the sideline, they prefer to get up close and personal, gaining advantages by sneaking up and attacking from behind, or making use of their small size against larger adversaries. Kender warriors implore hit and run style attacks, guerilla tactics and unorthodox strategies when combating a foe.

When it comes to weapons kender fighters prefer the axe like chapak or double bladed sithak to the versatile hoopak favored by other kender. Occasionally a kender will learn the use of a standard short sword or other more “mundane” weapons but find kender weapons more appealing for their multipurpose nature, as most kender weapons can be employed in melee and ranged attacks.

Kender fighters do not usually make use of shields or like to wear armor heavier than leather or any armor that may restrict their movements. Kender use the terrain available to them in ways that other fighters usually don't think of or simply cannot. Kender fighters hide behind trees and wall hangings, or under tables trying to trip an enemy. They clamber up bookcases or climb through windows to drop down on unsuspecting adversaries. In combat a kender fighter stays in constant motion, and, if necessary, taunt their opponents luring them to fight onto more favorable terrain—flimsy balconies, rickety bridges, thatched roofs, steep slopes, and so on that will give them an edge in the fight.

Most kender fighters gain in experience by joining adventuring parties or getting hired on as mercenaries for odd jobs. Any good commander knows the worth of a kender that is willing to work for them. Kender fighters have always found a place as scouts, sometimes these scouts aren't assigned as much as they accidentally happen upon a armed group and take the responsibility themselves to be helpful and scout ahead. And as long as the kender is kept far ahead of the party there is usually little problem. For those organizations that gain the trust of the kender they soon find that they can be useful at gathering information a local village or the defenses of a particular enemy stronghold. This is not seen so much as “spying” by the kender as it is simply

getting the lay of the land. Kender are also quite adept at finding ways into places they are not supposed to be, not to mention kender are usually not thought of as spies so it's easy for them to come across information that suspicious strangers would not be able to get.

Those kender fighters that settle down usually become town guards or village protectors. They take it upon themselves to look after the kender of their community, guard prisoners, wandering the perimeter of the lands looking (and sometimes hoping) for trouble. The fighters are the ones that remain behind to stop whatever threat may be coming to allow the older kender to take the younger ones to safety. They also assist with battle tactics that they have borrowed from experience on wanderlust.

There are very few organizations of fighters among the kender, but one that keeps coming back are the kender Knights of Hylo. The knighthood has been formed and disbanded a number of times, but started when the kender of Hylo, in awe for a long time over the Knights of Solamnia, with all their shiny armor and bright weapons, decided to make a knighthood of their own. The knighthood itself has but one rule: To always work for good. The knighthood teaches the vow amongst its members, the kender phrase 'Ek'thik allus mot durnat' which means 'Goodness is best'. Each and every knight works wholly towards this end, but in different ways, depending on the order to which they belong, the Kender of the Pouch, Kender of the Sparrow, or Kender of the Hoopak. In times of great need the Knighthood reforms as tales of it grows, but in times of peace it's hard to keep kender interested for long. Ever since the advent of the Dragon Overlords and the arrival of afflicted kender into Hylo the Knights of Hylo have been reformed.



## Monks

Austerity, discipline, meditation and concentration are a few of the things that come to mind when one thinks of monks, and somehow never seem to come to mind when thinking of kender. If there is a class that could be so diametrically opposed to kender (other than wizard), it would be the monk. It's ridiculous to think that a kender could muster enough self-discipline to follow a regimented lifestyle and live by strict unyielding guidelines of behavior.

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But not all monks fall into the category of rigid warrior like martial arts masters or those monks that take a vow of silence and dwell all their days in meditation and prayer. Some monks travel the lands doing good deeds, and living simple lives, as they contemplate the greater mysteries of the world. Others take vows of poverty and help those in need by giving all their worldly belongings to charities and those less fortunate. Such is the life of the Flying Friars.

The origin of the Flying Friars is somewhat of a mystery. Even the Friars themselves don't know the full story. The story as they understand it is that shortly following the Cataclysm a kender by the name of Kipple Spearhand appeared on the shores of the newly formed Dairly Plains. He was near death and was assumed to be another casualty of the Cataclysm. A small group of kender survivors pulled the kender to shore and nursed him to health. They soon discovered that this kender was of a different breed. They assumed that, like them, he was suffering from the loss of his loved ones and reacting to the devastation of the Cataclysm.

Kipple Spearhand was an unusually serious kender and quickly found himself as a leader among his rescuers. Although a bit of a stuffed shirt Kipple was decisive and quick to defend his "flock" as he called them. What impressed his followers the most was his fighting technique. They had never seen anything quite like it. He moved his body with a style grace and speed that no kender had ever witnessed before. Many imitated Kipple but none could ever match the deadly efficiency of his attacks. As he grew older Kipple choose a few kender he could depend on and taught them the secrets of the fighting style that most kender had referred to as 'Fa gladii' which means 'body art' in Kenderspeak.

The kender that followed in Kipple's footsteps were found to be very adept at perfecting the fighting style, in fact they excelled in it. Unfortunately they misunderstood the need to learn the self-discipline and responsibility that was required to deal with such a great power. With the ideals of Kipple in mind and the best of intentions the kender dedicated their lives to bringing good cheer to the down trodden and charity to the needy. They did this by demonstrating their newfound fighting techniques which they put to music.



This troop of mendicant friars visited town after town performing and collecting for the needy.

Through the years kender joined the order of monks hoping to learn a neat trick or two, but were astounded how much good the monks really do and usually ended up remaining with them. They traveled from town to town-carrying messages and news of the world from one town to the next, setting up on the edge of town and performing for donations. These donations were then distributed to the more needy families or used to buy food and clothing for those less fortunate. The Flying Friars have also been known to erect shelters from time to time. The homes are not all that sturdy, or well designed, but are suitable for keeping away the rain or a cold wind.

They practice daily while traveling from one town to the next. Practice is as regular as eating a meal, it just becomes something you do. Occasionally there are entire families of kender that travel with the Flying Friars, when one kender marries a friar and they decide to stay with the troop rather than settle in one place. In fact the group has been traveling for so many years now that they don't really feel that any one home is better than another.

As new kender join the group older kender will teach them the art. But the group has never had more than twenty kender for any length of time. In fact the art is usually only taught to those kender ready to give up their individual wanderings and live with the Friars. In some rare cases when a child is raised among the monks they will pick up the fighting style before they leave on wanderlust. Other times those settled kender that have become part of the act will have one thing or another that will force them to leave, but they always return when possible.

Kender monks do not dress as flamboyantly as true kender. When wandering they wear simple loose fitting clothing that gives them the greatest range of free movement. A sash of pouches is usually draped over one shoulder. Although kender monks take a vow of poverty they do find that people in general are terrible at keeping a hold of their things, so as a service to the people they will pick up any unattended object and hold it for safe keeping. Underneath their flashy attire are their performing outfits. These are simple leathers that they wear for performances. In real combat

they prefer to use the sithak or incredibly versatile hachak.

Kender monks don't hold a place in kender society as they are rarely there although their special talents do gain them much respect. Occasionally the kender monks visit kender lands, but seeing as there is very little suffering or poverty in kender villages and towns the friars do not visit much. They did however travel to Hylo after the Kender Flight. Once there, they did their best to assist in Hylo with the incoming refugees by finding them places to stay and performing for them to help them forget the terrible destruction of their homeland.

The Flying Friars refuse to teach afflicted kender the art of fighting. As they believe the disheartened kender would use it for deadly and vengeful purposes. But it has been rumored that an afflicted kender did manage to dupe the Flying Friars for a number of years while learning their fighting techniques and then fled and now has created a secret organization of resistance fighters armed with this deadly knowledge. But if there is any truth to the rumors no one has ever seen them.

## Mystics

At the end of the Fourth Age when the gods withdrew from the world, they took with them their divine magic. Hope for the future seemed bleak to say the least. Then, once again Goldmoon, the Lightbringer, Hero of the Lance found something within herself that no one had discovered before. She discovered the ability within herself to heal a wounded dwarf. With her newfound ability Goldmoon traveled to the Isle of Schallsea, the home of the silver stair, a magical landmark once linked with the old gods. While there she begins an organization and starts teaching others how to draw upon the power from within. Eventually the Citadel of Light is constructed and over the years Goldmoon teaches many people how to use the Spirit of the Heart.

In the years following the founding of the Citadel of Light, many kender traveled there looking for miracles and to witness the Power of the Heart for themselves. Most were sufficiently satisfied with a small display of power and wandered off. Other kender wanted to learn more about how to call upon this power and asked to be taught. The mystics that had the unfortunate task of

teaching these kender, did their best to weed out the diamonds in the rough.

They began by having the kender listen to dissertations on the seriousness and responsibility required to wield the power. Of course many kender grew bored with the tedious lecturing and repetitive instruction and were inclined to apologetically leave. Those that remained or slept through the lectures were asked to perform a ritual of mediation and self-introspection. By the end of this ritual only the most dedicated or sleepy kender remained (which was very few). Then instruction on the use of the power began. Some kender found they could never call forth the magic, but other kender found that with effort that could call forth the magic as if it was something they had always felt within themselves. These few kender became the first kender mystics.

Many kender mystics spread their teachings without the suggested training. But their students have only learned to tap into a minimal amount of the living energy within themselves and rarely grow very powerful. Only those kender that show an inordinate amount of dedication can grow to be powerful mystics. Surprisingly afflicted kender seem to have excelled in this. Many use their power to protect their loved ones and themselves from harm. Across the Desolation many kender resistance groups have at least one mystic among them, as life in the Desolation is extremely perilous.

Kender mystics lean toward three mystics spheres over others, that of Alteration, Healing, and Sensitivity. Alteration, the power to change ones physical shape or the shape of others, is fascinating to kender who have often fantasized, what it would be like to be something or someone else. It's one of the most shocking of mystic abilities, which is why kender find it so fun to perform. Healing is of course the sphere that allows one to cure the sick, and mend wounds. This is sphere that most afflicted kender take, their paranoia and concern for their well being makes this a favorable choice. Sensitivity, the power to determine a creature's disposition and demeanor, is something that all true kender have naturally shared. Their taunting talent is the ability to scrutinize an opponent and develop taunts that can drive them up a wall. Sensitivity is an extension of this natural perception. It allows them to see people's thoughts and



examine their emotions so as to understand them even better.

Kender mystics do not normally learn the other spheres of mysticism. Channeling, Meditation and Mentalism are too cerebral for kender to fully comprehend. Necromancy and Spiritualism are interesting, but not interesting enough to want to dedicate your life talking to the dead. Animism is interesting and certainly a direction some kender may lean, but the majority find the other spheres more to their liking.

Kender mystics do not usually dress in any manner that would differ their appearance from other kender. The lack of divine instruction and direction that comes with the practice of following a god is lost on a kender mystic that only feels the call of their own heart and follows those guidelines they set for their life.

## Rangers

Wandering forest trails, hunting for small game and setting traps, playing hide and seek among the trees and bushes of the forest, kender grow up learning many of the skills necessary to be kender rangers. If not for their extraordinary handling ability it could be stated that kender are naturally inclined to be rangers. Those kender raised in the small villages and rural communities of woodland regions will spend the first part of their life learning some of the same skills as rangers do. Most all kender villages will have a Games Keeper, this kender will usually be a settled ranger or fighter with wilderness skills. The Games Keeper is known for passing down and teaching wilderness games to the young. Goatsucker chases, Graygem scavenger hunts, and Seek the Kender are a few of the activities that are used for diversion and to teach valuable lessons on wilderness survival. Additionally, the Games Keeper will take on apprentices and teach the interested kender about the different plants, animals, and the natural world, including the knowledge of those creatures that defy the natural order.

Kender rangers are usually known as Trail Trackers or Woods Kender. These kender wander the world just as any kender exploring dark caves, searching ruin old ruins, crossing arid deserts and icy tundra's picking up knowledge of how to survive and travel these regions, which serves to expand the areas they can explore. All

kender handle, but not all kender are handlers and this is true of kender rangers. They are just as apt to pick up something and wander away with it as any other kender. Woods Kender typically do not dress any different from other kender. They prefer light clothing, usually in the greens browns and yellows, so as best to blend in with the natural surroundings.

Woods Kender will frequent cities just as often as other kender, but tend to feel more at home outside where they can take full advantage of the skills they have learned there. They spend a bit more time dallying on the outskirts of towns and villages than true handlers. Although meeting new people and discovering what lays in the next building can be exciting what creatures lay beyond the next hill or in the next cave, or around the next bend in a river can be just as diverting. A kender rangers pouches are full of interesting stones, unusual pieces of wood, and an assortment of different herbs and healing plants.

On outdoor treks and wilderness adventures having a kender ranger can be particularly useful. As most parties have discovered there are fewer distractions and interaction with strangers on the road so a kender is more inclined to keep her head on the intended destination. (This is not to say that it will keep the kender from wanting to climb the nearest grove of trees or explore a neighboring collection of caves.) Kender make excellent scouts, as they are small, lithe, have a natural ability to sneak up on their intended target. Plus, they have the added advantage of having learned the skills to read and mark trail signs for their companions to follow. Add to this, hunting, fishing, plant lore, animal lore and a score of other wilderness skills it almost makes them worth the trouble on long trips through the wilderness.

Kender rangers also learn a peculiar language known as "Squawking". The wide vocal range of kender allows them to imitate bird and animal sounds with astounding clarity. This type of communication is a collection of unusual animal sounds and birdcalls signifying everything from the arrival of a stranger or incoming danger, to a family gathering. Some of the more simple calls such as "Help", "Danger" and "Careful" can be taught to companions to allow for discreet long distance communication. Woods kender are able to hold full conversations when squawking with other rangers.





When it comes to a favored enemy kender do not have natural enemies, (although most people that have met a kender may disagree). Always open-minded and not easily swayed to prejudice, kender will rarely select humanoids or any creature they might be able to talk with first. Plus they will not select animals, as they don't believe them to be evil. Kender rangers often select undead and aberrations to begin with. Beasts and magical beasts also find their way on to the list of rangers favored enemies, as these are creatures that are most likely to be inhospitable and unwilling to talk (if they can) before simply attacking a visitor outright. If the kender lives in an area near goblinoids or ogres a woods kender may select one of those races if they are in conflict with them or protect their community from them.

### Rogues and Handlers

Kender are natural thieves. They can't help themselves. Their natural dexterity and their insatiable curiosity have them forever opening locked doors, slipping into restricted areas, and reflexively swiping whatever happens to strike their fancy for closer investigation. As such a kender does not so much as choose to be a rogue as all kender are born with the skills of the class.

But being called a thief holds a negative connotation. It assumes that the kender has some sort of unsavory motive. Kender consider it a base insult to be called a thief and are appalled at the idea of someone purposely taking the property of another. Kender rogues are driven by curiosity not greed, so they prefer the term "handler". A handler simply "handles" objects. They pick them up for investigation and then return them. That is in theory. Unfortunately kender have a very short attention span and by the time they have picked something up they are moving on to the next shiny object or dangling pouch. So they simply pocket the item they had picked up and move on.

While being raised kender are taught the skills they will need later in life. This includes opening locks and picking pockets. On most days the doors of kender towns and villages remain wide open, but during parties kender will lock their doors because half the fun is seeing if you can get in. Some kender nurseries have multiple locks to allow children to play with them. Games are played to see who can snatch this or that item unnoticed. It's fun for the younger kender and the older kender understand that without these skills

kender on wanderlust will get themselves in much more trouble than they are liable too without them. Even the skills of dodging and evasion are just a part of life for every kender on wanderlust. Every kender has at one time or another had to make themselves scarce in order to evade a misunderstanding of one type or another.

A kender's natural stealth is not refined from years of sneaking up on poor unsuspecting victims. It comes from games of hide and seek while growing up, from their curiosity driving them to dropping in on conversations without interrupting, and from years of circumventing silly laws that the other races feel they need. It's not that they don't respect others laws, because they do, but there must be some misunderstanding when kender are added to the same list as goblins and ogres and are forbidden to enter a city. So as not to cause too much of a fuss kender have found alternate entryways into most towns and cities.

It's odd, but occasionally one will find a kender associating with bandits or thieves guilds. Most large cities have a thieves guild. In fact Palanthas boasts one of the best guilds around, and they look down on those cities with lesser or no thieves guild of their own. It is

for this outlandish reputation that most kender join. It's particularly young naive kender that are duped into thinking they are somehow doing the community a favor by stimulating the local economy, or told that their marks are terrible people, or challenged by the prospect of an impossible task. In these cases the kender joins, and find many companion who play up to the kender's good side. It's not until the kender finds himself betrayed or left for dead that he realizes the truth of things.

There is also the strong bond of friendship that can cause kender to turn a blind eye to the greater good. If a kender finds a good friend in a bandit lord some kender might be inclined to side with the bandit, especially if he is fighting for a cause that the kender can sympathize with.

Occasionally an afflicted kender will become a rogue, but unlike true kender afflicted kender have other motives for handling objects, for example paranoia. They feel safer knowing what is waiting behind the next locked door. They sneak up on people to make sure they are not planning to abandon them or deceive them in some way. They swipe the nearest pouch to make sure that there is nothing harmful in it. Sadly, sometimes afflicted kender also steal out of greed. It's been rumored that Belladonna has



specifically organized a guild of afflicted kender whose soul purpose is to gather money to help her fund her expeditions against the goblins of the south and to gather supplies for a war on the Dragon Overlords.

### Sorcerers

"There may be other magic. It is up to you to find it." These were the parting words of Paladine to Palin Majere at the beginning of the Fifth Age. Working relentlessly with the other members of the Wizards Conclave he discovered that Krynn had a residual magic left over from the creation of the world. This ancient power was unstable and primal in nature. It took three of the most talented wizards of the time, Archmage Palin Majere, the master of the Tower, and the mystifying Shadow Sorcerer to discover how to call forth and shape the magic.

In 29 SC Palin Majere established the Academy of Sorcery, a school dedicated to the instruction of Sorcery. In the years following the founding of the school students of all sorts journeyed to the Academy. The requirements of the institution were much more lax than those of the Wizards of High Sorcery. Anyone who could show an aptitude for magic was welcome. But after only eight years the Academy was destroyed during an attack by draconians. By that time only a handful of sorcerers had received enough training in order to pass on the teachings. Of that handful one was a kender, and afflicted kender by the name of Todwin Scorchstep. He took his knowledge to the Desolation and eventually knowledge of sorcery even made it's way into the kender homeland of Hylo.

Wizardry has always been a strict process; it demands meditation, concentration, sacrifice, obedience, and a rigid lifestyle of constant research and study to advance. So naturally when kender first heard of a magic that was available all around them, they assumed that every kender would be up and flying around Ansalon in no time. They soon discovered however, that sorcery was not as easy to perform as they first thought it might be. They discovered that casting spells takes work and only those kender with an extraordinary patience and concentration could even cast the most simple of spells. Plus the effort of casting even a simple light show would sometimes tire them

out for hours. All in all most kender that have always longed to cast a spell, discovered that it takes much more than whispering a few words and pointing a finger to make something spectacular happen.

But all hindrances aside, some kender did take to sorcery. Afflicted kender persevered with a fierce determination and a frightening need to conquer the magic, and true kender simply could not give up after casting the first spell, their natural curiosity compelling them to learn the next great trick and see just how far they could go. Other kender were found to be natural sorcerers and never had to work nearly as hard as the rest. These kender travel Ansalon just as other kender, with an insatiable curiosity and a nose for trouble. The only difference may be that some kender sorcerers prefer to wear robes and adorn themselves with items that make them look more "wizardly".

The Academy of Sorcery discovered eleven different schools of this primordial magic. Kender sorcerers lean toward three schools over others, that of Enchantment,

Spectramancy, and Summoning. Enchantment, the art of adding magical properties to an item is an incredible interesting school. It allows kender to enchant small items and hand them out as gifts. Such demonstrations of their skill are highly prized in kender communities. Self-spinning toy tops, musical stones, dancing feathers and talking pouches, Enchanters are highly respected and revered among kender.

Spectramancy is the ability to manipulate light and color. This school is a favorite among kender as it allows them to cast spectacular light shows, change the color of objects and best of all create illusions and phantasms. Kender have a special fondness for illusion as they find it highly entertaining. The third school, Summoning, allows a kender transport themselves to various locations through the use of their magic. It's true that most of the fun is getting there, but when a rumor reaches the ears of a kender that a location on the other side of the continent is in dire trouble, they can be their weeks before their peers right in the thick of the danger and excitement. Of the elemental schools, Aeromancy is primarily studied for the ability to fly or to travel underwater by surrounding themselves in a bubble of air, and the other schools are occasionally selected based on the personality of each kender.



## Wizards

Magic has always fascinated kender. To a race that can get excited about small shiny objects it's not too hard to see how the fireworks and fascination of the arcane arts could hold their attention. At the heart of each kender beats a longing to know more about or experience magic, just as they long to explore the mysteries of the world. But there is nothing quite so stunning as the look of child-like wonder of a kender staring at a mage as she performs extraordinary feats of enchantment. Magic is just one of the things that makes the world worth living in for this race.

When the kender race was born into the world through the mayhem of the Graygem, the Wizards of High Sorcery had been getting organized for almost five hundred years, learning the secrets of controlling arcane magic and shaping it into desired results. It was a labor of love for these first pioneering wizards. They took on dangerous and sometimes deadly experiments to catalog the precise hand symbols, esoteric words, and materials needed to craft each and every spell. What was once considered to be a loosely structured group of wild wizards had formed into the Orders of High Sorcery. Mostly human mixed with a few elves, these first wizards had decided that past atrocities and accidents by unskilled mages demanded strict regulations on the use of magic. No one was allowed to practice arcane magic outside of the structure of the Wizards of High Sorcery or be branded a renegade.

Following the passing of the Graygem, the Wizards found themselves inundated with new races and creatures to deal with and the growth in the studies of magic slowed down in order to better understand the changing world around them. Roughly five hundred years after the creation of the Orders the first kender arrived on the doorstep of a school of learning wanting to know more about the arcane arts.

At this time the race was still relatively new. Few wizards had ever had dealings with individuals of this new race. Over the next twenty years debates raged among the Orders over allowing this new race to participate. Certainly there had been very few gnomes that had ever been interested in the arcane arts, except those that wanted to know how to dismantle it to examine its different properties, and this other new race, the dwarves, did not seem to have any particular interest in it. In fact, they shunned it. So now they had



a new race that was eager about learning magic. Those mages who had spent any amount of time with a kender reported that they felt it was a bad idea. The kender race did not show any inkling of being orderly or even capable of learning in a structured environment. Other wizards thought that by denying kender wizards, they invited themselves for failure in exploring new areas of arcane magic that had not been used before. In the name of the growth of the arcane arts kender were admitted into the Orders of High Sorcery.

It was not long before the wizards that had spoken against their entrance proved themselves correct. One thing the kender were apparently excellent at doing was making something disappear and they did it without the first bit of knowledge of magic. Teachers found that

classroom equipment and supplies went missing at the most inopportune time and most spell components ended up with the kender instead of with the teacher or other students. Fights broke out and taunting occurred when the kender were teased which only exacerbated the problem. The kender also had a hard time staying in class, and following explicit instructions. 'Why only add one pinch of sulfur when a handful would make a much a much larger explosion?' The experiment of integrating kender into the institutes of magic was considered a dismal failure.

All kender were asked to leave the classrooms and the future of kender wizards looked bleak. But some wizards discovered that kender could learn better while on the road. A kender that is busy traveling here and there will be happy to listen to any kind of teaching that might come her way. A very few wizards did take on kender apprentices, but only those kender that showed the greatest amount of discipline and ingenuity were ever considered. Thus it came to pass that a few number of kender did actually make it into the Orders of High Sorcery. They learned enough on the road to take "The Test" and the few kender that passed that made it into the Orders of High Sorcery. For the next four hundred years kender wizards continued to thrive, but only a handful of kender ever actually made it past "The Test".

The Orders were not happy with this latest edition into their ranks however. There were many complaints of missing spell books, unlawful entries into secret rooms and private meetings, all of which was explained

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with flippant attitudes and implausible excuses. Plus the few kender that had learned even the lowest of spells were not known for using them responsibly. They used them for pranks and entertainment. Something the wizard community frowned upon and something that scared the general populace.

In the year 2600 PC the kender race did something that would forever doom their future as wizards. They "borrowed" a flying citadel and crashed it into the Sentinel Mountain range of Northern Ergoth. The discovery of the floating fortress and subsequent reckless disregard of it was the last straw. At this point and time discussions of the Towers of High Sorcery had been underway and the citadel was considered to have been an ideal instrument to use. The tide turned against the kender. The one or two kender wizards at the time suddenly disappeared, it was unknown if they had left of their own volition, but it was rumored that they had never discussed leaving. In most cases this was chalked up to typical kender behavior.

An unwritten rule began to circulate that teaching magic to kender was an offense that could be punishable by expulsion from the Order or, sometimes even, death. This conspiracy was held up by all Orders. Those of the white robes believed the deception was necessary for the good of the Orders. Those of the red robes felt the most uncomfortable with the conspiracy and started a rumor to appease themselves and the kender that incessantly inquired about the lack of training.

They began a rumor that the kender race, as a whole, was resistant to magic and unable to wield it with any skill beyond basic cantrips. Over time this lie spread and when enough wizards heard the theory and the orders to stop teaching kender the number of kender wizards dwindled rapidly.

Half a century later, construction of the towers of High Sorcery began. A place was needed for a neutral meeting place among all wizards. Kender, hearing of this, attempted to visit many of the towers on their journeys. This, in part, led to the creation of the powerful groves that surround each tower and keep unwanted visitors from approaching them. Finally thwarted at their attempts to learn magic, fewer and fewer kender tried, and the tales of their inability to manipulate arcane magic was accepted as truth. The Orders of High Sorcery had won and kender wizards were almost never heard of.

Occasionally, though, a kender of unusual skill and determination does manage to find his or her way into

the Order. These kender always refuse to say who taught them their skills, and some even claim they learned it on their own by "finding" lost spell books and deciphering them on their own. This notion is generally dismissed as a kender tale. If a kender can find a mage to vouch for his or her skills and gain access to a Tower of High Sorcery then they may be permitted to take "The Test". Since so few kender pass it the Orders find it to be a reasonable course of action to take with them.

The Test for kender is unusually harsh, it tests not only their skills as mages but also their patience, responsibility, concentration, and self control. All of which are immeasurably difficult for any typical kender to deal with. Kender do not fear death, and as a result the Test is not viewed as a daunting task. As such, those kender that do manage to pass the Test will usually pay the ultimate price, they will lose their fearlessness. That is the greatest price they could hope to pay. They choose to become afflicted for the love of magic.

Kender wizards that pass the test are much more careful than a typical kender when it comes to all things. They have cultivated a true respect of the power with which they have been given. This does not however prevent them from acting like kender most of the time. They are still ever as curious about the world around them, especially when it comes to magic. They will talk endlessly of seemingly nonsensical subjects, but now it seems that much more likely that they might be telling the truth.

The majority of kender wizards are of the red robes. Although good by nature, Kender wizards tend use their magic more for the enjoyment of others and for protection, rather than specifically use it to further any cause of good. Although there was a pair of twins that were accepted into the black robes. This however, was an unsubstantiated rumor.

Kender actually make surprisingly good wizards. Their quick thinking, and high dexterity make it easier to avoid opponents while they are being attacked and their small size only adds to their defense. When casting is not an option kender are still unusually skilled at slipping into the shadows and disappearing. However they suffer when it comes to concentration and must expend more time one focusing on casting spells. Even kender that pass "The Test" can get easily distracted. An encounter with a kender wizard can be terrifying no matter of you are a friend or foe.

# CHAPTER SIX: PRESTIGE CLASSES

*"The whole mistake lay in saying a prayer to Fizban. He may be Paladine in reality, but I bet somewhere that wacky old mage is getting a real chuckle out of this."*  
—Tasslehoff Burrfoot, Time of the Twins

## Desolation Tracker

The Desolation is indeed a cruel and dangerous place. Few can learn to live in such a spartan and hostile environment and even fewer have traveled it. These rugged individuals are able to navigate through the Desolation as safely as possible and live to tell the tale. They can recognize the various dangers of the Desolation and manage to circumvent them.

Desolation Trackers usually live alone near the fringe of the Desolation, and they occasionally enter towns and villages to pick up work, but they are basically loners. These individuals seem to hoard their isolationism and even rue company with others. Many have pasts that they would rather keep secret and have sought refuge in the Desolation to escape their former life. Others are freedom fighters, willing to enter Malistryx's realm to battle her minions. The majority, however, are simply loners who have stopped caring. They are hardened and aloof, characteristics that are unfortunately necessary in such an unsympathetic land.

Many afflicted kender have become desolation trackers since the Kender Flight. They live in small communities, refusing to be run off from their land and

## Requirements

To qualify to become a Desolation Tracker, a character must fulfill the following criteria.

**Base Attack Bonus:** +5

**Wilderness Lore:** 8 ranks

**Move Silently:** 8 ranks

**Hide:** 4 ranks

**Intuit Direction:** 4 ranks

**Feats:** Endurance, Toughness, Track

**Special:** Must have spent at least 1 year living in the Desolation.

## Class Skills

The Desolation Tracker's class skills (and the key ability for each skill) are: Animal Empathy (Cha, exclusive skill), Climb (Str), Concentration (Con), Craft (Int), Handle Animal (Cha), Heal (Wis), Hide (Dex), Intimidate (Cha), Intuit Direction (Wis), Jump (Str), Knowledge (Nature) (Int), Listen (Wis), Move Silently (Dex), Ride (Dex), Search (Int), Spot (Wis), Swim (Str), Use Rope (Dex), and Wilderness Lore (Wis). See Chapter 4 of Player's Handbook for more information.

**Hit Die:** d10

**Skill Points at Each Level:** 4 + Int modifier

## Class Features

All of the following are class features of the Desolation Tracker prestige class.

**Weather Sense:** Silt storms happen fast and furious in the Desolation. Those travelers caught unaware can end up in real trouble. At 1<sup>st</sup> level the Desolation Tracker

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+0	+0	Weather Sense, Nature Sense
2	+2	+3	+0	+0	Sneak Attack (+1d6)
3	+3	+3	+1	+1	Familiar Territory
4	+4	+4	+1	+1	Camouflage
5	+5	+4	+1	+1	Sneak Attack (+2d6)
6	+6/+1	+5	+2	+2	Heightened Senses (+2)
7	+7/+2	+5	+2	+2	Heat Resistance
8	+8/+3	+6	+2	+2	Sneak Attack (+3d6)
9	+9/+4	+6	+3	+3	Heightened Senses (+4)
10	+10/+5	+7	+3	+3	Crippling Strike

willing to do what it takes to get their homeland back.

gains a competence bonus equal to his level in



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**Desolation Tracker** to all Wilderness Lore skills used in the Desolation to resist, sense or detect weather and weather patterns.

**Nature Sense:** In the Desolation there are dangerous creatures and toxic poisons in the waters. At 1<sup>st</sup> level a Desolation Tracker can identify plants and animals of the Desolation (their species and special traits) with perfect accuracy. He can determine if water is safe to drink or tainted.

**Familiar Territory:** At 2<sup>nd</sup> level a Desolation Tracker is so familiar with the local terrain that he can use Road movement instead of his Trackless overland movement rate while in the Desolation for himself and anyone he is leading. The Desolation Tracker also receives a competence bonus equal to his level in Desolation Tracker to all Wilderness Lore skills used in the Desolation to track a creature. He may also move at normal speed while tracking without the usual -5 penalty on his tracking check.

**Sneak Attack:** The Desolation is a treacherous place. At 3<sup>rd</sup> level the Desolation Tracker gains the ability to strike a vital spot in his enemies for extra damage when the opponent is unable to defend himself effectively. The extra damage is +1d6 at 3rd level and an additional 1d6 every three levels thereafter (6th and 9th). Please refer to page 47 of the Player's Handbook for the details of this ability.

**Heightened Senses:** At 4th level the desolation gains a heightened awareness of his surroundings in the Desolation. He gains a +2 competence bonus on Spot, Search, Listen, and Intuit Direction checks. At 8th level this bonus increases to a +4 competence bonus.

**Camouflage:** At 5<sup>th</sup> level the Desolation Tracker has learned how to use the environment of the Desolation to help conceal himself (covering himself with silt or red mud, for instance). He may Take 10 on his Hide check and is granted a +4 competence bonus on Hide checks even if threatened by an opponent or distracted.

**Heat Resistance (Ex):** By 7<sup>th</sup> level the strange magic of the Desolation has given the Desolation Tracker an extraordinary immunity resistance to heat. Each round he is able to resist up to 12 points of damage each round from heat energy, regardless if the source is

natural or magical. This bonus increases by to 12 points at 8<sup>th</sup> level and to 14 points at 9<sup>th</sup> level.

**Crippling Strike:** At 10<sup>th</sup> level a Desolation Tracker with this extraordinary ability can sneak attack opponents with such precision that his blows weaken and hamper them. When the Desolation Tracker damages and opponent with a sneak attack, that character also takes 1 point of Strength damage. Ability points lost to damage return on their own at the rate of 1 point per day for each damaged ability.

## Disciple of Fizban

Fizban the Fabulous, a bumbling, scatterbrained, kindly old magician befriended the greatest kender Hero of the Lance, Tasslehoff Burrfoot. It was discovered that Fizban was not just a magician however. He revealed himself to be the great god Paladine and his kindness, patience and understanding with Tasslehoff, and blundering mannerism endeared the high god to the kender race.

Following the War of the Lance tales of Fizban and Tasslehoff circulated swiftly through kender communities. This, coupled with the return of the Gods, prompted a resurgence of devotion to the gods. Many kender turned their attention back to Branchala who they considered to be their high god. But a large majority also decided to receive religious training in the ways of Paladine. Each kender wanting to be a little closer to Fabulous Fizban themselves.

Eventually kender priests of Paladine began to find a soft spot in Paladine's heart and the god began to grace these clerics with certain gifts and abilities far different from other clerics. Their devotion to the faith, their love of the story of Fizban and what he represents to them, has made them Disciples of Fizban. Even following the Age of Mortals Disciples of Fizban can be found wandering the land, their spells once again restored.

### Requirements

To qualify to become a Disciple of Fizban, a character must fulfill the following criteria.

**Race:** Kender

**Alignment:** Any Good

**Spellcasting:** Ability to cast 3rd level Divine spells.

**Knowledge:** (Religion) 4 ranks

**Perform:** (Storytelling) 4 ranks

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**Spellcraft:** 4 ranks

**Deity:** Paladine

### Class Skills

The Disciple's of Fizban class skills (and the key ability for each skill) are: Concentration (Con), Craft (Int), Diplomacy (Cha), Heal (Wis), Knowledge (arcana) (Int), Knowledge (religion) (Int), Perform (Cha), Profession (Wis), Scry (Int, exclusive skill), and Spellcraft (Int). See Chapter 4 of Player's Handbook for more information.

**Hit Die:** d6

**Skill Points at Each Level:** 2 + Int modifier

### Class Features

All of the following are class features of the Disciples of Fizban prestige class.

**Spells per Day:** Disciples of Fizban cast divine spells, and continue to study religion as they did before taking the prestige class, but they progress more slowly than pure clerics. Thus, every other Disciple of Fizban level that is gained, the character gains new spells per day as if she had also gained a level in the cleric class she belonged to before she added the prestige class. She does not, however, gain any other benefit a character of that class would have gained (bonus feats, improved abilities). This essentially means that she adds the level of Disciple of Fizban to the level of some clerical class the character has, then determines spells per day and caster level accordingly.

**Turning undead:** A Disciple of Fizban adds her Disciple of Fizban level to her cleric class level when turning undead (ex. a 7th level cleric/1st level Disciple of Fizban turns as an 8th level cleric.)

**Fizban's Gift (Ex):** Whenever the Disciple of Fizban prays for his regular complement of divine spells she is granted a bonus spell slot of each spell level he is able to cast. This slot can only be used to cast a special arcane spell granted by Paladine. The spells are (1<sup>st</sup> Level - Feather Fall, 2<sup>nd</sup> Level - Web, 3<sup>rd</sup> Level - Fireball, 4<sup>th</sup> Level - Confusion, 5<sup>th</sup> level - Feeblemind, 6<sup>th</sup> level - True Seeing, 7<sup>th</sup> level - Delayed Blast Fireball, 8<sup>th</sup> level). Note there is no 9th level spell granted. All these spells are cast as arcane magic by the Disciple of Fizban and suffer Arcane Spell Failure from armor and shields. These spells do not suffer a concentration check if the Disciple of Fizban normally must make one to cast arcane spells.

**Fizban' Blessing (Sp):** At 1<sup>st</sup> level a Disciple of Fizban may call on Fizban for a blessing once a day per prestige class level. This blessing grants a +1 luck bonus to attacks and weapon damage. It only affects the caster and lasts for 1 minute. This spell-like ability takes a full round action to activate. This ability does draw an attack of opportunity when performed. This ability increases +1 for every four Disciple of Fizban levels.

**Fizban's Familiar (Sp):** At 2<sup>nd</sup> level a Disciple of Fizban may cast Dancing Lights as a spell-like ability a number of times per day equal to the number of Disciple of Fizban levels. The effect is that of one small burning puffball. The disciple can give verbal instructions to the

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells
1	+0	+2	+0	+2	Fizban's Blessing (+1), Fizban's Gift (Feather Fall)	
2	+1	+3	+0	+3	Fizban's Familiar	+1 level
3	+2	+3	+1	+3	Fizban's Gift (Web)	
4	+3	+4	+1	+4	Fizban's Blessing (+2)	+1 level
5	+3	+4	+1	+4	Fizban's Gift (Fireball)	
6	+4	+5	+2	+5		+1 level
7	+5	+5	+2	+5	Fizban's Blessing (+3), Fizban's Gift (Confusion) +1 level	
8	+6/+1	+6	+2	+6		+1 level
9	+6/+1	+6	+3	+6	Fizban's Gift (Feeblemind)	
10	+7/+2	+7	+3	+7	Fizban's Blessing (+4), Fizban's Protection	+1 level

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puffball and the light appears to be sentient and will act as if it is alive. The duration of this ability is one hour.

**Fizban's Protection** (Su): Upon reaching 10<sup>th</sup> level Disciples of Fizban receive the gift of Spell Resistance from their god. The resistance is equal to 10 + one half of the Disciple of Fizban's level rounded down. This is an extraordinary ability.

## Finder of Hylo

Finders are individuals with special talents for finding lost treasures, creatures, and objects. They are experts in information gathering and gain an innate sense of direction and the location of objects. Through deductive reasoning a Finder can analyze a situation and find clues that can help lead him further in his pursuit. Most Finders are kender by nature, but any race is open to learn the skills.

Many Finders begin their adventuring career as bards or rogues, but wizards and sorcerers can also find the abilities useful in finding obscure or lost ancient magic. Druids and rangers can make excellent Finders through woodlands, but are not as comfortable working in larger cities. Barbarians, fighters, and monks are the least likely to be Finders.

As NPCs, Finders are usually kender rogues (aka handlers). Many Finders can be found in the city of Hylo or wandering around the forests of Kenderhome. In most cases a Finder is willing to offer his services for a share of the treasure or sometimes simply for the adventure. In Goodlund Finders are known as Mapmakers and will usually have a couple of ranks in the Craft Skill of cartography.

### Requirements

To qualify to become a Finder, a character must fulfill the following criteria.

**Gather Information:** 8 ranks

**Intuit Direction:** 8 ranks

**Knowledge (any):** 4 ranks

**Search:** 4 ranks

**Spot:** 4 ranks

**Feats:** Alertness, Track

### Class Skills

The Finder's of Hylo class skills (and the key ability for each skill) are: Appraise (Int), Balance (Dex), Bluff (Cha), Climb (Str), Craft (Int), Disable Device (Int), Disguise (Cha), Forgery (Int), Gather Information (Cha), Handle Animal (Cha), Hide (Dex), Innuendo (Wis), Intimidate (Cha), Intuit Direction (Wis), Jump (Str), Knowledge (Int), Listen (Wis), Move Silently (Wis), Open Lock (Dex), Profession (Wis), Read Lips, Search (Int), Sense Motive (Wis), Spellcraft (Int), Spot (Wis), Use Rope (Dex). See Skills in the Player's Handbook for skill descriptions.

**Hit Die:** d6

**Skill Points at Each Level:** 8 + Int modifier

### Class Features

All of the following are class features of the Finder prestige class.

**Bonus Feats:** The Finder gains one feat at first level and an additional feat every 3 levels thereafter (4<sup>th</sup>, 7<sup>th</sup>, 10<sup>th</sup> level). These bonus feats must be drawn from the

Level	Base Bonus	Att	Fort Save	Ref Save	Will Save	Special
1	+0		+2	+0	+2	Legends, +2 Gather Information, Feat
2	+1		+3	+0	+3	+2 to Spot
3	+2		+3	+1	+3	Know Direction
4	+3		+4	+1	+4	Locate Object, Bonus Feat
5	+3		+4	+1	+4	+2 Gather Information, +2 to Spot
6	+4		+5	+2	+5	Deductive Reasoning
7	+5		+5	+2	+5	Locate Creature, Bonus Feat
8	+6/+1		+6	+2	+6	Discern Lies, +2 Spot
9	+6/+1		+6	+3	+6	Finders Intuition
10	+7/+2		+7	+3	+7	True Seeing, Bonus Feat

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following: Ambidexterity, Blind-Fight, Combat Reflexes, Dodge (Mobility, Spring Attack), Endurance, Exotic Weapon Proficiency (Kender weapons), Great Fortitude, Improved Initiative, Iron Will, Leadership, Lightning Reflexes, Quick Draw, Toughness, Weapon Finesse, Weapon Focus, Weapon Specialization.

**Legends:** At 1st level the Finder has heard enough stories, legends and gathered enough information to be well-informed on many topics, just like bardic knowledge. The Finder adds his level and his Wisdom modifier to the Knowledge check. See page 29 in the Player's Handbook for more information on bardic knowledge.

**Bonus to Gather Information checks:** At 1st level, the Finder gains a +2 competence bonus to Gather Information skill checks. This increases to +4 at 5<sup>th</sup> level.

**Bonus to Spot checks:** At 2nd level, the Finder gains a +2 competence bonus to Spot skill checks. This increases to +4 at 5<sup>th</sup> level, and +6 at 8th level.

**Know Direction (Sp):** The Finder gains the ability to use his body as a compass and can always sense in which direction Magnetic North lies. This ability operates like the spell of the same name. The Finder can use this spell-like ability at will. This ability as cast at the Finder's level.

**Locate Object (Sp):** Spending time searching for objects has developed a keen intuition on where things are located. This ability operates just like the spell of the same name. This spell-like ability may be used up to three times a day. This ability as cast at the Finder's level.

**Deductive Reasoning:** The Finder can find minor clues, and seemingly unrelated evidence, and tie them together to get an idea of what happened in a specific location. To analyze an area a Finder must roll a D20 + the Finder's Wisdom modifier (if any). On a result of a 15 the Finder has a general idea of what event occurred, the basics of the situation and the number of people involved. A result of 20 will reveal more information about the individuals involved or the timeline of the activities, by picking up on evidence such as strands of hair or threads of clothing. On a result of 25 even more information can be divined, what happened in the area who was involved and when it occurred.

**Locate Creature (Sp):** The finder gains an intuitive sense of how creatures and persons operate and can usually determine where the creature can be located. This ability operates just like the spell of the same name. This is a spell-like ability may be used up to three times a day. This is a spell-like ability. This ability as cast at the Finder's level.

**Discern Lies (Sp):** Years of dealing with individuals and gathering information has given the Finder a unique ability to determine when a person is lying to him. This ability operates like the spell of the same name. The Finder may use this is a spell-like ability up to 3 times a day. In addition the Finder gains an additional +4 competence bonus to his Sense Motive check.

**Finders Intuition (Ex):** This ability makes the Finder, immune to *maze* and *mislead* spells and prevents them from ever becoming lost. This is an Extraordinary ability.

**True Seeing (Sp):** This ability operates just like the spell of the same name with one exception, this ability is only for the Finder. This ability can be used once per day. *True Seeing* is a spell-like ability. This ability as cast at the Finder's level.

## Flying Friar

The Flying Friars are a traveling band of monks that live from day to day on the kindness of those they meet. They have a great love of music and for the exotic fighting style that has been handed down from generation to generation. The life of a Flying Friar is one of simplicity. They live by taking donations for performing their incredible feats of martial arts and acrobatics; all excess compensation goes to help feed and clothe the needy and less fortunate.

Flying Friars are usually older kender that are done wandering by themselves and that have decided to join the order in order to continue their nomadic lifestyle with other so their kind and to help the less fortunate. However, some young kender are raised among the monks. These kender are encouraged to take to the road when wanderlust calls and come back to the monks when they have had a taste of the world beyond the simple life of their kender monk family.

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### Requirements

To qualify to become a Flying Friar, a character must fulfill the following criteria.

**Race:** Kender

**Alignment:** Any good

**Base Attack Bonus:** +4

**Tumbling:** 10 ranks

**Perform:** 5 Ranks

**Diplomacy:** 4 ranks

### Class Skills

The Flying Friar's class skills (and the key ability for each skill) are: Balance (Dex), Climb (Str), Concentration (Con), Craft (Int), Diplomacy (Cha), Escape Artist (Dex), Hide (Dex), Jump (Str), Listen (Wis), Move Silently (Dex), Perform (Cha), Profession (Wis), Swim (Str) and Tumble (Dex). See Chapter 4 of Players Handbook for more information.

**Hit Die:** d8

**Skill Points at Each Level:** 4 + Int modifier

### Class Features

All of the following are class features of the Flying Friars prestige class.

**Weapon and Armor Proficiency:** Flying Friars are proficient with basic peasant weapons and special weapons whose use is part of their training. The full list includes chapak, club, dagger, hachak, polpak, quarterstaff, sithak, sling, and whippik.

A Flying Friar using a chapak, or whippik can strike using her unarmed base attack, including her more favorable number of attacks per round. Her damage is standard for the weapon not her unarmed attack damage. These behave as Monk weapons.

Flying Friars are not proficient with armor or shields, but they are trained in dodging blows. A Flying Friar adds her Wisdom bonus (if positive) to AC, in addition to her normal Dexterity modifier, and her AC improves as she increases in level.

The training a Flying Friar receives gives up the advantage of keeping the Wisdom bonus even when she loses her Dexterity modifier due to being unprepared, ambushed, stunned, and so on. (Flying Friars do lose these AC bonuses when immobilized.)

Level	Base Bonus	Att	Fort Sav	Ref Sav	Will Sav	Special
1	+0		+2	+2	+2	Unarmed Strike, Dodge Feat
2	+1		+3	+3	+3	Deflect Arrows Feat, Quick Draw Feat
3	+2		+3	+3	+3	Acrobatics (3rd level), Fast Movement
4	+3		+4	+4	+4	Mobility Feat
5	+3		+4	+4	+4	Spring Attack Feat
6	+4		+5	+5	+5	Acrobatics (6th level), Improved Trip Feat
7	+5		+5	+5	+5	Leap of Clouds
8	+6/+1		+6	+6	+6	Combat Reflexes Feat
9	+6/+1		+6	+6	+6	Acrobatics (9th level)
10	+7/+2		+7	+7	+7	Whirlwind Attack Feat

Level	Unarmed Attack Bonus	Unarmed Damage	AC Bonus	Unarmored Speed
1	+0	1d4	+0	20 ft.
2	+1	1d4	+0	20 ft.
3	+2	1d4	+0	25 ft.
4	+3	1d6	+0	25 ft.
5	+3	1d6	+1	25 ft.
6	+4/+1	1d6	+1	35 ft.
7	+5/+2	1d6	+1	35 ft.
8	+6/+3	1d8	+1	35 ft.
9	+6/+3	1d8	+1	40 ft.
10	+7/+4/+1	1d8	+2	40 ft.



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**Unarmed Strike:** This ability is the same as the monks unarmed strike found on page 39 of the Player's Handbook.

**Dodge Feat:** At 1<sup>st</sup> level the Flying Friar gains the Dodge Feat, (see page 81 of Player's Handbook), even if she doesn't have the prerequisite Dex score.

**Deflect Arrows:** At 2<sup>nd</sup> level the Flying Friar gains the Deflect Arrows feat (see page 81 of Player's Handbook), even if she doesn't have the prerequisite Dex score.

**Quick Draw:** At 2<sup>nd</sup> level the Flying Friar gains the Quick Draw feat (see page 84 of Player's Handbook).

**Acrobatics:** At 3<sup>rd</sup> level a Flying Friar refines her performance skills and gains +2 competence to Balance, Tumble Skills.

At 6<sup>th</sup> level a Flying Friar has become so adept at acrobatics that they make take 10 on Balance, Tumble, Jump, and Performance checks, even if stress or distractions would normally prevent her from doing so. She becomes so certain in her skills that she can use her skills even under adverse conditions.

At 9<sup>th</sup> Level a Flying Friar is able to use their Dexterity to compensate for physical strength in some instances. When using the Jump or Climb skill a Flying Friar may substitute her Dex bonus for her Str bonus.

**Fast Movement:** At 3<sup>rd</sup> level and higher, a monk moves faster than normal, as shown on the table above. A Flying Friar in armor (even light armor) or carrying a medium of heavy load loses this extra speed. From 9<sup>th</sup> level on, the monk's running ability is actually supernatural.

**Mobility:** At 4<sup>th</sup> level the Flying Friar gains the Mobility feat (see page 83 of Players Handbook), even if she doesn't have the prerequisite Dex score.

**Spring Attack:** At 5<sup>th</sup> level the Flying Friar gains the

Spring Attack feat (see page 85 of Players Handbook), even if she doesn't have the prerequisite Dex score.

**Improved Trip:** At 6<sup>th</sup> level the Flying Friar gains the Improved Trip feat (see page 83 of Players Handbook), even if she doesn't have the prerequisites for it.

**Leap of Clouds:** At 7<sup>th</sup> level or higher, a Flying Friar's jumping distance (vertical or horizontal) is not limited according to her height. (See the jumping skill page 70 of the Players Handbook.)

**Combat Reflexes:** At 8<sup>th</sup> level the Flying Friar gains the Combat Reflexes feat (see page 80 of Players Handbook).

**Whirlwind Attack:** At 10<sup>th</sup> Level the Flying Friar gains the Whirlwind Attack feat (see page 83 of Players Handbook), even if she doesn't have the prerequisites for it.

### Flying Friar Weapons

The **chapak** appears to be an axe with a forked head. It is also made of a hard hollowed out wood, but is thinner than the battak. The forked end can hold a sling shot for shooting stones. As a tool the chapak can be used as a hand axe. The hollowed out section can contain thin items such as silk rope. The shaft usually has hole along it so it can be plays like a flute.

The **hachak** is the heaviest of all kender weapons. It is a pole arm that is 6 feet long and can be separated into 3 sections. One end sports a spiked hammer and piercing beak. The other end is a hammer backed by a saw blade. The middle section is usually wrapped in a soft sheep skin and is hollowed out to contain up to 6 throwing darts. Metal rings run the length of the pole. As a tool the hachak is primarily used by wood cutters in a variety of methods. As a musical instrument the rings can be played like chimes.

The **polpak** is the longest of the kender weapons. It as an 8 foot pole with a short blade attached to one end. The blade can be removed and used as a short

Weapon	Cost	Damage	Critical	Range Increment	Weight	Type	Size	Instrument
Chapak*†	11 Stp	1d6/1d4	X3/---	---/50 ft.	5 lb.	P/B	Small	Flute
Hachak*†	20 Stp	2d4/1d8	X3/X3	---	15 lb.	P/S	Medium	Chimes
Polpak*†	9 Stp	1d6/1d6	19-20/X2/X2	---	10 lb.	P/S	Medium	Musical Saw
Sithak*†	8 Stp	2d4/1d4	X4/X3	---/25 ft.	12 lb.	S/P	Medium	Strung Inst.
Whippik*†	4 Stp	1d2+2/1d4	X2	---/20 ft.	4 lb.	S/P	Small	Strung Inst.

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sword. The poll can also be hollowed out and can hold up to a dozen caltrops. As a tool this weapon is usually used for spear fishing and pruning trees. As a musical instrument the polpak can be tapped on to create a steady rhythm.

The **sithak** is a long poll approximately 5 feet in length made of a supple but durable wood. On each end of the sithak you can attach sharp blades (like a double scythe). They also sport a hook on each end that allows a kender to string the sithak like a bow for shooting field arrows. When it's not being used as a weapon the blades can be removed and it can be used for carrying water buckets. Because of the ability to create a bow this weapon can be played as a string instrument.

The **whippik** is a slim rod of iron wood with a short length of looped catgut on the end, resembling a riding whip. It can be used to shoot darts. As an instrument it can be plucked to make varying musical tones.

## Handler

Handlers have a unique outlook on their abilities. Most start out learning the skills of the common rogue. However their outlook on their skills are much different. They do not sneak into unauthorized place; they explore them to make sure everything is all right. They do not steal items; they find them and keep them safe, because people are notoriously careless with their things. They push the buttons that says, "Do not push" because what is the use of a button if it can't be pushed? And they unlock doors simply to test their skills, not from any sense of trying to do something illegal.

Handlers are adventurers that have a poor sense of ownership. Anything someone is not currently using is

not currently owned by anyone. So to relieve someone of an item is nothing more than the simple act of grabbing it for closer examination. They dislike the notion of someone depriving a person of their property for greed. They consider being called a thief, or cutpurse a grave insult and will likely taunt the accuser as a reflex action. Most kender encountered on Wanderlust will be true handlers one day.

### Requirements

**Race:** Kender

**Base Attack Bonus:** +4

**Pick Pockets:** 8 ranks

**Open Locks:** 4 ranks

### Class Skills

The handler's class skills (and the key ability for each skill) are Balance (Dex), Bluff (Cha), Climb (Str), Disable Device (Int), Escape Artist (Dex), Gather Information (Cha), Hide (Dex), Jump (Str), Open Lock (Dex), Perform (Cha), Pick Pocket (Dex), Rope Use (Dex), Search (Int), Sense Motive (Wis), Spot (Wis), Swim (Str), Tumble (Dex).

**Hit Dice:** d6

**Skill points at Each Additional Level:** 8 + Int modifier.

### Class Features

All of the following are class features of the Handler.

**Weapon and Armor Proficiency:** Handlers use knives, daggers and darts. Handlers are also proficient in the use of small missile weapons such as the short bow and the sling. The Handler is proficient in the use of

Level	Base Att. Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+2	+0	Traps, Sense Entrance
2	+1	+0	+3	+0	Evasion, Kender Tales
3	+2	+1	+3	+1	Uncanny Dodge (Dex bonus to AC)
4	+3	+1	+4	+1	Hide in Plain Sight, Improved Pouch Grab
5	+3	+1	+4	+1	Confusion
6	+4	+2	+5	+2	Uncanny Dodge (can't be flanked)
7	+5	+2	+5	+3	Increased Agility
8	+6/+1	+2	+6	+3	Reflex Pouch Grab
9	+6/+1	+3	+6	+3	Uncanny Dodge (+1 vs Traps)
10	+7/+2	+3	+7	+3	Skill Mastery

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padded armor and do not usually employ the use of shields.

**Traps:** Handlers can use the Search skill to check for traps. This ability is identical to the rogue's ability on page 48 of the Player's Handbook.

**Sense Entrance:** At 1<sup>st</sup> level a Handler gains a +4 bonus to their Search skill when searching for anything that would allow entry into or out from a location, (Doors, cracks in a wall, sewer pipes, chimneys, dumb waiters, laundry chutes....). This ability also works for secret doors. Handlers with this feat may use it on their cooperation checks (which are checks made vs. DC 10 that grant the lead skill user a +2 circumstance bonus).

**Evasion:** At 2<sup>nd</sup> level, a Handler gains evasion. This ability is identical to the rogue's ability on page 48 of the Player's Handbook.

**Kender Tales:** At 2<sup>nd</sup> level a Handler has been around enough to have heard many kender tales and legends. The Handler can add his level and intelligence modifier to their Knowledge (legends) check for various topics concerning legends

**Uncanny Dodge:** At 3<sup>rd</sup> level the Handler gains the extraordinary ability to react to danger before it threatens. He retains his Dexterity bonus to AC (if any) regardless of being caught flat-footed or when attacked by an invisible attacker. (He still loses his Dexterity bonus to AC if immobilized.)

At 6<sup>th</sup> level a Handler can no longer be flanked. This defense denies the use of sneak attacks against him. The exception is if your Handler doesn't have sneak attack or rogue 4 levels higher can flank him.

At 9<sup>th</sup> level a Handler gains an awareness that alerts her to traps, giving him a +1 to his Reflex save and +1 dodge bonus to AC against traps.

**Hide in Plain Sight:** At 4<sup>th</sup> level a Handler has become so adept at running away and dodging authorities, merchants and other pursuers that they make a Hide skill check while moving at normal speed with no penalty. While running, you only incur a -10 penalty when using the Hide skill check. (Normally a character can normally make a Hide skill check at no penalty when moving up to one-half his full speed. A character moving more than one-half his full speed and up to his

full speed suffers a -5 penalty to Hide skill checks. A charging or running character suffers a -20 penalty)

**Improved Pouch Grab:** At 4<sup>th</sup> level a Handler is able to grab a specific item from her pouch as a free action. This would normally take a move-equivalent action.

**Cause Confusion (Ex):** At 5<sup>th</sup> level a Handler is able to act in such a way as to keep others in utter confusion, by making strange sounds, acting silly, or telling kender tales. The Handler may affect anyone within listening distance. Those affected, must make a Sense Motive check or be stunned senseless as long as the kender performs. The kender may only do this once a day for as many handler levels they have and the effect lasts for up to one round per level of Handler and one round after the kender has stopped Confusion may not be attempted more than once on the same person on any given day.

**Increased Agility:** At 7<sup>th</sup> level a Handler has become so nimble that she he can use her Dex modifier to Climb and Jump checks instead of Strength.

**Reflex Pouch Grab:** At 8<sup>th</sup> level a Handler is able to perform the Pick Pocket skill as a free action (but still only once per round).

**Sure Footed (Ex):** At 9<sup>th</sup> level a Handler becomes so sure footed he can move his speed with each move-equivalent action even while balancing or climbing and can even run in a straight line and unless engaged in combat he may take 10 on Balance and Climb checks.

**Skill Mastery:** At 10<sup>th</sup> level a Handler can take 10 with Pick Pocket, Open Lock, Hide and Move Silently, even if stress and distractions would normally prevent him from doing so. He becomes so confident in his skills he can use them under adverse conditions.

## Knights of Hylo

*"Ek'thik allus mot durnat."*

*"Goodness is best."*

*--Oath of the Knights of Hylo*

### History of the Knights of Hylo

In 1640PC, the citizens of Hylo established a new warrior regime. In awe for a long time over the Knights of Solamnia, with all their shiny armor and bright

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weapons, a large group of kender took it upon themselves to form a kender knighthood. Calling themselves 'The Knights of Balif', the kender ran amok, wielding short swords and spouting rules that sounded just and fair in imitation of the knights they so admired.

Eventually, word was passed of these events to the Grand Master at the time, a strict man named Gregori uth Telan. Thinking that the kender were attempting to mock the knighthood with their ridiculous antics, the Grand Master sent an emissary to Hylo to order the kender to cease and desist. The emissary returned with rather unexpected news. The kender had refused, and had instead, sent an invitation for the Grand Master and any knights with him to become honorary members of the Knights of Balif's most prestigious order, The Order of the Acorn.

The Grand Master was infuriated by this and ordered an invasion of Hylo, heedless of his advisors recommendations against such action. The kender never even realized that they were being invaded when the knights marched on the city, believing the Solamnics had indeed come to be Knights of the Acorn. With incredible jubilation, the kender greeted the knights, swarming around the enemy camp and causing chaos in general. After three weeks of this "siege", the commander in charge of the invading force, a man by the name of Markus uth Wistan, held an audience with Hylo's Elder's Council. Calmly, the knight explained that the Grand Master felt like the kender were making sport of the knighthood. While the council did not understand what was meant by mockery, they did realize that they had somehow managed to deeply hurt the Grand Masters feelings, and so the kender knighthood was dissolved.

This did not mark the end of the knighthood however. In 349AC, a small province in Goodlund called Pouchstrap, the Elders Council met to form a new fighting regiment to oppose the then invading dragon armies. Under the council of Delnik Springfingers, the Council revived the old knighthood of kender. Wary of the situation and keeping in mind the circumstances and occurrences of the last time the knighthood was introduced, the council worked to make the Knights of Balif more versatile and more non offensive. Thus were born the Knights of Hylo, in honor of region that first established the knights. These knights did not go out of their way to look like knights and created their own rules instead of borrowing those of the Solamnics. Although many kender joined the

Knights of Hylo, the orders recreation was too late to help stop the dragon armies' invasion of the kender lands. Instead, the knighthood attacked the occupying forces with impunity. The downfall of Toedes forces in Kendermore is credited to not only death of the highlord, but also the definite presence of the Knights of Hylo.

During the Summer of Chaos the Knights of Hylo that were present in Goodlund during the occupation were put in charge of finding a way to expel the Dark Knights from the Kenderwood, but the arrival of the Chaos beasts prevented that and they fought side by side with the occupying forces against the beasts. They were also present at the destruction of Kendermore and were credited for their part in assisting in the Kender Flight and holding back the marauding forces of Malystryx.

### How the Knighthood Works

The knighthood itself has but one rule: To always work for good. The knighthood teaches the vow amongst its members, the kender phrase '*Ek'thik allus mot durnat*' which means '*Goodness is best*'. Each and every knight works wholly towards this end, but in different ways, depending on the order to which they belong.

**Kender of the Pouch:** The members of this order, like their namesake, are those who hold many things. Their involvement is minimal, but they are by far the most numerous. They act as information gatherers, fund raisers, as providers of safety, and in times of need, an extra hoopak in battle. They tend to be kender who have already settled down in a community, as this type of work is ill suited to a kender struck with wanderlust.

**Kender of the Sparrow:** Like the bird, this knighthood wanders freely, with mirth and cheer. These knights are often kender just struck with wanderlust, out adventuring and wandering in search of whatever is interesting. A kender of this order not only gathers information, but is a general good deed doer. He lives to right wrongs wherever he may find them, and thus usually getting into no end of trouble. Some kender joke that like the sparrow, this order must quite frequently take flight. Regardless, Kender of the Sparrow are by far the strongest of their race, and there is no denying that their ability to use weapons effectively is unrivaled by any of their race.

**Kender of the Hoopak:** The Kender of the Hoopak dedicate their lives to the furthering of good. These

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kender are like the hoopak: straight and tall, supple and strong. These kender are often on the Elders Council in their region, the leaders of the community. Kender of the Hoopak are often chosen to represent the kender as ambassadors to other nations, as emissaries and delegates. Also amongst their ranks are those few kender who will never lose the tinge of Wanderlust, those who will continue to wander until their dying days and those who have gained much respect from other races. This final order is the defining power of the knighthood, the members well known for their cunning and wit, for their intelligence and their way with words.

Unlike the Solamnic Knights that have strict guidelines on the type of person which may be a knight, the Knights of Hylo feel that any kender that is true of heart and can wield a hoopak can be part of the organization. They even include honorary members among their ranks of humans, elves and dwarves, but these cases are rare and sometimes an unexpected surprise to the honorary member themselves.

In true kender fashion the "orders" themselves are not actually in any particular order and belonging to one over another does not always begrudge any more respect. It is merely an indication of the type of work that kender does in the organization. Experience in the knighthood is the ruling factor in most cases as to which member outranks another. A Kender of the Hoopak council elder may grudgingly accept the recommendations of a Kender of the Pouch if the kender has more experience in the organization. A kender may switch orders as they see fit. There is a formal council for the Knights of Hylo, but it is as transitory as its members. They are called together in times of great need, but in most cases the knights are free to do as they will to bring goodness to the world.

As lordly titles seem important to the Knights of Solamnia they seem equally important to kender knights. The title of a kender knight is a summary of their accomplishments and incorporate tales of their exploits and adventures. Their titles may change from day to day or even meeting to meeting depending on the situation. Some example titles are: "Sir Delbin Gnomeflinger Destroyer", "Lord Telik of the Minotaur Chase" or "Lady Simpra Uth Fun of the Dragon Isles and Beyond". The grander sounding the name, the more impressive they are considered among other kender knights.

There is no standard uniform for the Knights of Hylo as each kender has their own particular tastes and the idea of lounging all day in a suit of full plate mail

are not on the top of many kenders lists. As such each Kender Knight does bear an emblem, broach or patch with the symbol of their current order. There is the Purple Pouch for the Order of the Pouch, the Orange Sparrow for the Order of the Sparrow and the Silver Hoopak for the Order of the Hoopak. These emblems are displayed proudly and they are just as much a part of a kender as her hoopak, they are something that is never lost or given away.

### The Knighthood Today

Today the knighthood is based solely in Hylo, although Knights of the Sparrow still fly to the farthest reaches of the continent. It is ruled from Hylo by Sarha Truehand and a council of elder knights. The knights continue to promote goodness around the world and do their best to help those in need. Afflicted kender have added a new facet to the kender knights. The true kender have been wary of allowing their dour faced cousins into the knighthood. Many afflicted kender refuse to even enter as they believe that people should handle their own problems without interference, but occasionally there are those afflicted kender that truly have a longing to assist those in need and they are monitored closely by their peers to make sure they stay true to the ideals of the knighthood.

Belladonna has long sought to make the Knights of Hylo into a standing army, but that is near impossible to achieve as each kender knight has a duty to assist the weak and defenseless, two things that the leader of Hylo is definitely not. The organization does what it can to further the cause of righteousness and now that the gods have returned it is not uncommon to find followers of Fizban or Branchala among their ranks spreading the good word and performing good deeds for those less fortunate.

**Hit Die:** d8

### Requirements

To qualify to become a Knight of Hylo, a character must fulfill the following criteria

**Race:** Kender

**Alignment:** Any Good

**BAB:** +4

**Ability:** Evasion

**Skills:** Bluff 4 ranks, Diplomacy 2 ranks, Gather Information 2 ranks



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**Feats:** Lightning Reflexes or Weapon Focus (any kender weapon)

**Special:** Must be sponsored by an existing Knight of Hylo and proven themselves worthy by committing a good deed, no matter how small or how large.

### Class Skills

The Knight of Hylo's class skills (and the key ability for each skill) are: Appraise (Int), Balance (Dex), Bluff (Cha), Climb (Str), Craft (Int), Concentration (Con), Diplomacy (Cha), Disguise (Cha), Escape Artist (Dex), Gather Information (Cha), Hide (Dex), Intuit Direction (Wis), Jump (Str), Knowledge (all skills, taken individually) (Int), Listen (Wis), Move Silently (Dex), Perform (Cha), Pick Pocket (Dex), Profession (Wis), Scry Sense Motive (Wis), Swim (Str), and Tumble (Dex).

**Skill points at each level:** 4 + int modifier

### Class Features

The following are class features of the Knight of Hylo Prestige Class.

**Weapon and Armor Proficiency:** The Knight of Hylo is proficient with all simple and martial weapons. They also gain a proficiency with one of the following kender weapons: bollik, chapak, hoopak, sashik, sithak, whippik or yothak.

**Valiant Talent:** At every odd level, a Knight of Hylo may take a Valiant Talent. Normally a character will select from the talents for their order, but they are free to choose a talent from any of the orders listed below. Each talent can only be selected once. See the Valiant Talents charts below.

**Protection from Evil (Su):** At 10th level the knight

gains a permanent protection from evil upon themselves that works as the spell.

### Valiant Talents

#### Order of the Pouch

**Intelligence Gathering (Ex):** *"When you arrive some place new see what you can find in the way of hospitality and information."* The knight gains a +2 competence bonus to Pick Pockets and Gather Information checks.

**Spot Entrance (Ex):** *"Many human cities are built without taking kender into consideration, so know how to get into and out of town."* The knight gains a +4 bonus when searching for anything that would allow entry into or out from a location, (Doors, cracks in a wall, sewer pipes, chimneys, dumb waiters, coal chutes....)

**Hard to Hold (Ex):** *"A Knight of Hylo should always be upstanding and never handled like a common thief."* The knight gains a +2 to Escape Artist checks and +4 on opposing grapple checks

**Fast Draw (Ex):** *"Be quick on the draw. You need to be fast to save lives."* The knight can draw pouch items with astonishing speed. She can draw any item from her pouches as a free action instead of a move action.

**Hide in Plain Sight (Ex):** *"Be nippy and nimble to keep your charges safe."* The knight has become so adept at running away and dodging authorities, merchants and other pursuers that they may make a Hide skill check while moving at normal speed with no penalty. While running, they only incur a -10 penalty when using the Hide skill check.

#### Order of the Sparrow

**Weapon Knowledge (Ex):** *"Don't hit your enemy with*

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+2	+0	Valiant Talent
2nd	+2	+3	+3	+0	
3rd	+3	+3	+3	+1	Valiant Talent
4th	+4	+4	+4	+1	
5th	+5	+4	+4	+1	Valiant Talent
6th	+6/+1	+5	+5	+2	
7th	+7/+2	+5	+5	+2	Valiant Talent
8th	+8/+3	+6	+6	+2	
9th	+9/+4	+6	+6	+3	Valiant Talent
10th	+10/+5	+7	+7	+3	Protection from Evil

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*the wrong end of the stick.*" The knight is using a bollik, sashik, or whippik they gain the Weapon Finesse Feat. If they are proficient in chapak, hoopak, sithak, or yothak they gain the Weapon Focus Feat. If they are proficient in one of each they can select the feat to use.

**Improved Feint (Ex):** *"Always keep them guessing about where your coming from."* The knight gains a +2 bonus to his Bluff checks when he attempts a feint. He also feints as a move-equivalent action instead of a standard action. The knight cannot use this ability while wearing medium armor or heavy armor.

**Quick Draw (Ex):** *"Make sure you're ready before they are."* The knight gains the Quick Draw feat for free.

**Sure-Footed (Ex):** *"When the enemy is about keep your eyes open, your ears open and your mouth closed."* The knight is never flat-footed even when surprised. The knight cannot use this ability while wearing medium armor or heavy armor.

**Combat Reflexes (Ex):** *"Always strike them hard and fast."* The knight gains the Combat Reflexes Feat for free.

### Order of the Hoopak

**Kender Luck (Su):** *"Sometimes it takes a little luck to get what you want."* The knight has an unusual knack for saving her neck in dangerous situations. Once a day on any roll she may opt to have a re-roll. The outcome of the re-roll must be used instead of the original roll.

**Kender Diplomat (Ex):** *"Keeping your hands out of other people's pockets is a sure way to impress them!"* The knight gains a bonus to the skill Diplomacy equal to his Knight of Hylo level.

**Undaunted (Ex):** *"Never give up. Never give in."* The DC of any Intimidate skill checks used on the knight is raised by +10.

**Observe Motive (Ex):** *"It's surprising, but sometimes other races fail to be completely honest!"* The knight gains a bonus to the skill Sense Motive and Bluff equal to half his Knight of Hylo level, remainders rounded up.

**Kender Charm (Su):** *"Keep on smiling and everything will turn out fine."* The knight's Charisma is raised by +1.

## Minstrel of Branchala

Some disciples of Branchala epitomize the true doctrine of their faith and choose to pursue the tenets of the Bard King. They dedicate themselves to the glorification and worship of Branchala and are gifted by the Songmaster with abilities that compliment their talents and facilitate them in their endeavors. Minstrels of Branchala spend their time performing, entertaining, and converting others to their faith, demonstrating the wisdom and teachings of their Lord and doing their part to further harmony among all beings of the world.

### Requirements

To qualify to become a Minstrel of Branchala, a character must fulfill the following criteria.

**Alignment:** Neutral Good or Chaotic Good

**Base Attack Bonus:** +5

**Perform:** 9 ranks (must be spoken or musical)

**Diplomacy:** 5 ranks

**Special:** Bardic music

### Class Skills

Alchemy (Int), Appraise (Int), Balance (Dex), Bluff (Cha), Climb (Str), Craft (Int), Concentration (Con), Decipher Script (Int, exclusive skill), Diplomacy (Cha), Disguise (Cha), Escape Artist (Dex), Gather Information (Cha), Hide (Dex), Intuit Direction (Wis), Jump (Str), Knowledge (all skills, taken individually) (Int), Listen (Wis), Move Silently (Dex), Perform (Cha), Pick Pocket (Dex), Profession (Wis), Scry (Int exclusive skill), Sense Motive (Wis), Speak Language (--), Spellcraft (Int), Swim (Str), Tumble (Dex), and Use Magic Device (Cha, exclusive skill). See Chapter 4 of Players Handbook for more information.

**Hit Points:** d6

**Skill Points at Each Level:** 4 + Int modifier

### Class Features

All of the following are class features of the Minstrels of Branchala prestige class.

**Bardic Music:** Minstrels of Branchala continue to progress in the art of bardic music. When determining level for any bardic music ability based on level, you add the Minstrels bard levels to his Minstrel of Branchala level.

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**Spells per Day:** Minstrels of Branchala cast divine spells, and continue to pray as they did before taking the prestige class, but they progress more slowly than bards. Thus, starting at 3<sup>rd</sup> level and every three levels following, the character gains new spells per day as if he had also gained a level in the bard class he belonged to before he added the prestige class. He does not, however, gain any other benefit a character of that class would have gained (bonus feats, improved abilities). This essentially means that he adds the level of Minstrels of Branchala to the level of the bard class the character has, then determines spells per day and caster level accordingly.

**Tricks of the Trade (Sp):** *“Branchala grants you the talents to entertain and enlighten your audience.”* At 1<sup>st</sup> level Minstrels of Branchala are given access to minor spells in order to help them better entertain or perform stories for an audience. The following spells may be cast once a day for every three levels of Minstrel of Branchala as if they were studied for: Change Self, Pyrotechnics, and Silent Image. The Minstrel of Branchala does not have to prepare them and may select any one at the time of casting. This is a spell-like ability. All three spells may be cast once per day.

**All Minds (Su):** *“All minds are touched by the divine lyrics of the Song Master.”* At 1<sup>st</sup> level a Minstrel of Branchala may *Fascinate* one creature for every two levels with his bardic music. A Minstrel's bard levels stack with his prestige levels for this ability. Normally you can only fascinate one creature at a time.

**Protection of Branchala (Su):** *“He protects you from the wicked and cacophonous.”* At 2<sup>nd</sup> level a Minstrel of Branchala may invoke a sonic shield of protection

around himself that provides Sonic Resistance of 10 which increases by 3 every 4 levels (1st level = 10, 5th level = 13, 9th level = 16). It also renders the Minstrel immune to sonic based attacks, bardic music and [Language-Dependent] spells. The shield lasts for 1 minute per level of Minstrel of Branchala. This ability may only be used once a day.

**All Lives (Su):** *“All living things are touched by the untamed melody of the world.”* At 3<sup>rd</sup> level a Minstrel of Branchala can affect plants with his bardic music. They cannot uproot themselves, but they can move their branches, stems and leaves. Thus the bards can suggest that thickets part and vines entangle enemies. This affects all sorts of plants and plant-like creatures.

**All Hearts (Su):** *“All hearts are touched by the untamed melody of the world.”* At 3<sup>rd</sup> Level the bardic music of a Minstrel of Branchala affects animals, beasts and magical beasts.

**Raise Your Voice:** *“Never let your voice be repressed or reticent as it is the well of the divine word.”* On a successful Will save a minstrel of Branchala may resist the effects of a *Silence* spell even if it is not cast directly on him. The DC of the save would be the same as if the spell was being cast directly on the Minstrel. This effect also pertains to any instrument the minstrel may be using to perform. Once the save had been made he is free to move in and out of the spells area of effect without having to save again.

**Harmonic Song:** *“Use your talents to lift the spirits of the righteous and denounce that of malice and impiety.”* At 5<sup>th</sup> level a Minstrel of Branchala gains the ability to sing a song of such beauty and purity that all evil creatures within hearing range take 1d8 points of sonic damage

Level	Base Bonus	Attack	Fort Save	Ref Save	Will Save	Special	Spells
1	+0		+0	+2	+2	Tricks of the Trade, All Minds	
2	+1		+0	+3	+3	Protection of Branchala	
3	+2		+1	+3	+3	All Lives	+1 Level
4	+3		+1	+4	+4	Raise Your Voice	
5	+3		+2	+5	+5	Harmonic Song	
6	+4		+2	+5	+5	Dominate Person	+1 Level
7	+5		+2	+6	+6	Commanding Attention	
8	+6/+1		+2	+5	+5	Enrapture	
9	+6/+1		+3	+6	+6	All Souls	+1 Level
10	+7/2		+3	+7	+7	Divine Harmony	

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and must make a Will save or be stunned for 1 round. The DC is 10 + the Minstrel's prestige class level. A stunned creature can't act and loses any Dexterity bonus to AC. Attackers gain a +2 to attack it. Deafened creatures are not stunned but still take damage. The area of affect for this ability is a 10-ft.-radius spread and the range is 25ft. +5 ft./2 levels. This ability may be used once a day at 5<sup>th</sup> level and twice at 8<sup>th</sup> level and above.

***Dominate Person (Sp):*** *"Master the music within the immortal soul."* A Minstrel of Branchala can touch the music within an individual and master it. They may use their music or poetics to dominate a single person or creature. The creature must be able to see and hear the bard. The bard makes a Perform check and the target can negate the effect with a Will saving throw equal to or greater than the bard's check result. If the saving throw succeeds, the bard cannot attempt to dominate that creature again for 24 hours. While performing this action the bard must concentrate, as if casting or maintaining a spell. This is a mind-affecting charm ability. Commands that go against the nature of the creature allow a second saving throw at +1 to +4 depending on the action required. Self-destructive commands are ignored.

***Commanding Attention:*** *"Make yourself heard and never let the distractions of the mortal world prevent you from speaking the joyous truth."* – At 7<sup>th</sup> level a Minstrel At 7<sup>th</sup> level any checks, spells or bardic music abilities that would suffer from a result of distractions can now be performed regardless of the distraction. Those abilities that require that the Minstrel be seen in order to work will now work regardless of them being seen as long as the Minstrel can be heard.

***Enrapture:*** *"When others see, feel and hear the hidden truth of your performance they will discover the song within their immortal soul."* Once a day all evil creatures within hearing range of a Minstrel's voice can be held in awe. The Minstrel must make a successful Performance check (DC 20) and any creature target must make an opposing Will check equal to or greater than or they are held in thrall. They are effectively paralyzed by the sound of the Minstrel's voice. This affect lasts as long as the Minstrel continues performing up to a maximum of one round per level of their prestige class. This is a mind-affecting ability leaving undead, construct, etc. immune to its affects.

***All Souls:*** *"All souls are touched by the heavenly music of the Bard King."* At 9<sup>th</sup> level a Minstrel has the ability to affect blind and deaf creatures with his bardic music. This is a mind-affecting ability leaving undead, construct, etc. immune to its affects.

***Divine Harmony:*** *"Unleash the divine harmony of Branchala on those who bring discord to the symphony of this world."* Once per day a Minstrel of Branchala may call upon Branchala to make a performance of such beauty and perfection that all evil creatures and evil-aligned objects are affected as if by a shout spell at the Minstrel's caster level.

# CHAPTER SEVEN: ROLEPLAYING

*"You just don't sneak up and murder a guy like that. Especially when you've never murdered anybody! Not that I'm saying we should practice, mind you, but —"*  
—Tasslehoff Burrfoot, Time of the Twins

## Playing a True Kender

The problem with kender players is they can be awfully annoying, especially when the player is new to kender role-playing. For example, a new kender player will automatically assume that playing in character involves talking non-stop, annoying the Dungeon Master, and greeting any creature that could potentially harm the party. In short, some kender players are so annoying that the other players pray for a monster to roll a good old fashioned critical hit while attacking a kender.

### Myth #1: Kender Should Always Run Up and Greet People or Creatures that Could Potentially Hurt the Party

This is a very common occurrence with new players. A kender may spot a huge zombie lumbering towards the party. While it's true that almost all kender do tend to extend their hand in greeting to most anyone, they do have a relative idea of who not to greet so formally as well. An inexperienced player might run up, shake its hand, and begin telling it a story. Generally, the monster attacks and the kender gets hurt. Now while it is true that kender are curious and often commit reckless acts, a kender can be cautious when he needs to be. A kender adventuring with a party will recognize that he could get himself or other party members killed, and would most likely react by warning the party and then taking reasonable action (such as shooting the zombie in the head with your hoopak or spying on the creature to gain information beneficial to the party).

### Myth #2: Kender Should Steal Everything in Sight

Another common occurrence is that a kender might embrace another character or an NPC and then ask the

DM, "So what did I steal?" First off, the kender didn't steal anything. He borrowed. Second, there really is no sub-conscious stealing in D&D. You have to declare and roll a pick pocket check just like everyone else. Being a kender does not make you special in that manner. Also, some kender players will just pick up everything they find and "borrow" it. It's true that kender pick up things that interest them. They don't purposely empty an entire room (though its been known to happen). Another kender player made a fine suggestion on making sub-conscious "borrowing" work, and you're welcome to try it if you see fit. The DM took the pouch grab list and struck five items from it and replaced them with question marks. The DM would keep track of things the kender player "borrowed" without ever really thinking about it. These items could then resurface when making a pouch grab provided the correct number was rolled. It made the game more interesting.

### Myth #3: A Kender Player Needs to Try Reckless Stunts

Just because your party encounters a seemingly bottomless pit, there really is no need to find out. Sometimes, little kender stunts such as climbing on top of the roof of an inn and then jumping off detract from game playing. It takes up time, it slows the momentum of the game, and it annoys the other players. If you'd like to do something interesting and useful, try crawling under tables and listen to people's conversations. It's fun and constructive. If you're going to be reckless, make sure you have a good reason to do it. As for what that good reason is, the kender never has to declare it. Another kender player has suggested passing notes to the DM so at least the DM knows what the kender is hoping to accomplish. The other players can sit back and possibly enjoy a humorous kender adventure that would take them by surprise. A DM I play with often physically leaves the room so he can confer with players, and that usually works as well.

### Myth #4: Kender Players Need to Talk Non-Stop to Simulate a Real Kender

I applaud your zealotry, but it does get annoying. By talking non-stop to various people, you are once again wasting game time, and while you might have fun stopping every person you meet on the street and telling them about your Uncle Tasslehoff, you may find your friends planning D&D sessions and not telling you about them. Also, when asking questions,



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it's not funny when you imitate Mindy from "Animaniacs" and keep asking the question "Why?" until people snap. I feel the best method of acting kenderish at an event where many people are around is to inform the Dungeon Master "I'm going to look for people that especially interest me and speak with them." It's much simpler and it saves time. The DM will kindly let you know if you learn anything useful. Sometimes you'll learn something cool, sometimes you get knocked flat on your butt by bodyguards who don't want you near their boss. (Jerks.)

### Myth #5: It Happened in a Margaret Weis & Tracy Hickman Book! You Should Try It As Well

Don't moo at the minotaurs. Also, you can try turning the undead with a spoon, but if it doesn't work don't be surprised. However, what you should try to do is be original. Even doing constructive things you read in a book can be dull because it's been done. Don't leech off Tasslehoff's heroics. Go be your own... err... kender.

### What it takes to play a kender

I'll be honest. Some people just aren't made to play a kender. Here's a short list of things you need to be in order to play a kender.

You have to be semi-mature. I know it's hard, especially when you're such a child like race, but immature players are more likely to pull off some of the foolish moves mentioned in the previous section.

You need to be good at playing in character. If you have ever played a dwarven fighter, went into a tavern, and then refused all alcohol in fear of getting drunk (based on a true story!)...my friend, I apologize, but you're just plain awful at role-playing. Don't ever play a kender.

You need to be creative. If you encounter three goblins, you can't easily fight them off when you're a kender handler. You need to be creative, like taunting them and leading them on a merry chase in which you can possibly separate them and take them one at a time. There really are a million ways to do things. Kender just pick the more interesting methods, and that's what you as a player have to do.

### Interacting with other players

A kender instantly becomes attached to new friends, and often times the kender is completely loyal to the majority of the characters in your campaign setting.

Very often, a kender will have a "best friend" in the party. For instance, Tasslehoff was rather tight with Flint and the two enjoyed a Dennis the Menace/Mr. Wilson type of relationship. If two party members begin to argue, the kender will be upset and probably won't take sides. In fact, the kender is likely to run away and cause trouble, so other players not involved in the dispute should probably keep an eye on the kender. This brings me to my next point.

Other players must always keep an eye on the kender player. Even though I'm urging you to not get in much trouble while playing, you're still occasionally going to do something "out of curiosity." Also, sometimes the kender player is extremely immature and measures should be taken. If your kender buddy decides to jump in a bottomless pit, it's in your best interests to stop him. However, in some instances, even the most mature of kender players are bound to get in trouble. For instance, while attending a dinner party in a duke's castle, a kender is likely to get bored and begin adventuring. A character sitting near the kender at the table should stop the kender from leaving in fear of what might happen.

When in direct communication with another character, a kender will often times attempt to be as helpful as possible. Kender love being assigned tasks due to their adventurous nature and will carry them out unless they are of course otherwise distracted. However, a determined kender can overcome this. Kender also like to make fun of fellow characters in a friendly manner. For instance, if a room smells bad, a kender might comment that it smells almost as bad as a certain dwarven party member. Once again, restraint from other characters might be needed, but not only for the kender but also for the dwarf.

### Multiplicity

An old joke says that the only thing louder than one cat stuck in a tree is two cats stuck in a tree. Keep this in mind when you're allowing multiple kender in one campaign. A Dungeon Master who allows one kender in his campaign is brave enough. Allowing two can work, but three or more is a ludicrous thought and while the campaign certainly would be interesting, I would advise against it.

### Most Importantly, Be Nice to the DM

The DM takes a big risk by allowing a kender in his campaign. A kender shakes things up and can easily

cause the party to stray from the path in which the DM originally intended. Therefore, be nice to the guy. He's obviously either very brave or very stupid, but he's still a cool happening guy. Also, he reserves the right to have a rock fall on your character, so it really helps to behave yourself.

## How to Create a Unique Kender Character

A kender's combination of mischief and innocence is what endears kender to us so much. The problem is, many people who try to create a kender character will stop right there - just take the stereotypical description of a kender, tack on a silly-sounding name, choose which of the traditional kender weapons their character prefers, and maybe mention which bright color the kender's leggings are. The result is a Tasslehoff clone.

You may say: what's wrong with that? Tasslehoff was one of the greatest and most memorable characters in the entire Dragonlance saga! And this is, of course, true. But there are several things to bear in mind.

First, Tasslehoff was used to introduce the entire kender race. He *had* to be a stereotypical kender, at least to begin with. Only once the stereotypical, "average" kender is familiar to the readers can unusual, non-stereotypical kender emerge.

Second Tas was the only kender among the Heroes of the Lance. So there were no other kender to base your actions off of. He became the end all be all of how kender should look act and think. And if that's what you think I guess Tanis defines all half-elves and Flint defines all dwarves. Which is a terrible conclusion to draw when it comes to making up your own character.

OK, so hopefully you're convinced by now that your kender needs that extra something. So now you ask: what can I possibly add? After all, all kender seem very similar - bundles of energy, "borrowing" everybody's stuff, insanely curious, utterly fearless, mooing at minotaurs, and so on and so forth! What can I possibly change and still be left with a fun kender character?

The answer is not, I repeat, is *not*, glow-in-the-dark hair.

The purpose of this article is to help you find what you need to make your kender unique, usefull and enjoyable to play. Below are many ideas for creating such a kender. You don't need to include each and every element - if you do, your kender will probably be

too complex to play properly. It's better to pick just a couple of features, and focus on them.

### Professions

Despite opinions to the contrary, not *all* kender are currently on Wanderlust. A kender past wanderlust will usually settle down enough to find something to occupy his or her time, and often that means choosing a profession. Actually, even a kender on wanderlust might find a certain profession interesting enough to give it a try.

The trick is to find a profession that makes the character more interesting. A kender farmer, for example, probably wouldn't get much chance to display his talents during an adventure. Try to select a profession that will make your characters stand out from the crowd, or that will affect their decisions during play.

An interesting profession makes for an interesting character. Perhaps your kender is a professional locksmith, or a circus performer, or she run errands for the gnomes of Mount Nevermind, or is a missionary for the Kender Church of Fizban, or a certified cartographer, or an author who is going along with the other kender in search of new ideas for his next book, or a wannabe detective who is always finding mysteries even where there are none, or...

### Interests and Hobbies

Just like us humans, a kender can have a hobby. Kender are curious about just about everything, but having your kender be interested in one or two things in particular can really set your character apart.

Think what hobbies your kender might have. Maybe she likes animals, and travels nowhere without his own pet chipmunk. Perhaps she loves singing, and tries often to compose her own poems and songs. How about a kender artist, who wants to draw a portrait of every single race of creature and monster on Krynn? Maybe your kender is fascinated by elves, and tries to imitate them, attempting to pass herself off as a Qualinesti elf that has been magically shrunk?

### Secrets

Some of the most memorable characters are those with some kind of dark secret that is only gradually uncovered. Kender are never very good at keeping secrets as a rule, but there may be something in their past that they don't want revealed, maybe they caused an accidental death that makes them try to avoid water

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or dark places. Exploring the mind and emotions of a kender can lead to more interesting things than the happy-go-lucky nothing-is-wrong-with-the-world kender. Giving your kender a deep, dark secret might be the way to go.

### Quests

Giving your kender a quest can be a great idea. You can find a quest for your kender, too. Remember the kender artist? Her quest was to draw a portrait of a member of every race on Krynn. That could certainly show up while adventuring, whenever the group meets a new creature ("Could you hold still a minute while I get out my things, please?"). Other ideas for quests could be: locating some fascinating, long-lost artifact the kender heard of as a child, figuring out what that shiny magical ring the kender picked up does, finding the kender's long-lost parents, doing a deed that kender will talk about for years, getting rid of a cursed object (that one can be fun if the cursed object is interesting enough!), or trying to meet a god to complain about how poorly the universe is run. I'm sure you can come up with more ideas yourselves.

### Quirks and Eccentricities

Kender are, by nature, eccentric. They're curious about things no one else cares about, they tend to go off on a tangent, and so forth. But you might want to consider giving your kender an additional, unique quirk.

One of the big advantages in a quirk is that it can be very prominent - unlike, for example, the character's profession or quest, the quirk can show up constantly, so that the character is recognized by this quirk. Take the kender poet I mentioned in ideas for hobbies and interests. Maybe the kender tries to always speak in rhymes (maybe she's not very good at rhyming!). Or maybe she always tries to find rhymes for words people say, like Fezzik in "The Princess Bride". Or maybe she insists on composing a poem about every event that happens, no matter how trivial.

Quirks, however, are a two-sided coin - if you overuse them, they become annoying. If your kender's quirk is that he likes chewing on a blade of grass, it can be annoying for the other players to have to hear you chewing cud like a cow when you speak. So use your quirk often, but wisely.

There are lots of little quirks you can adopt - just look at quirky people from life or fiction for ideas. Your kender may have all kinds of strange and humorous

superstitions. Or maybe your kender is just slightly insane, and thinks he's living in Istar before the Cataclysm. Or maybe he thinks he can fly, and tries to do so whenever it would seem to come in handy. Or maybe your kender has a habit of whistling in a loud, annoying fashion, or maybe he counts like a gully dwarf, or...

### Curses

These should be handled with your DM - a whole group of cursed kender isn't much fun. But if one or two of them are cursed, it can make for an interesting character.

Kender are probably the most often-cursed beings on Krynn, seeing as they keep annoying spell casters, picking up unidentified magical objects, investigating mages' dwellings, and so on and so forth. A curse can be a great way to make your kender unique.

The curse could be one that prevents the kender from borrowing, or that doesn't let them leave a building until they empty their pouches. Unless you're into melodrama, though, these can be more annoying than fun, so I suggest something more creative. Your kender could be cursed with an extra eye, a tail, or something else amusing as long as it doesn't affect combat. Maybe a spell caster thought that making a kender be slow and clumsy would be funny. Perhaps the kender is cursed so that he ages 5 years every time he "borrows" something... or a curse that turns the kender's skin a different color every day of the week.

Whatever you do, make sure your curse is creative, make sure that playing the character will still be fun despite the curse (ideally, playing the character will be more fun because of the curse), and be sure you know where the curse came from.

### One Last Note

This is important. Even if you plan out the most wonderful, unique kender ever invented, all you have is a plan. Be sure to use all of your kender's unique characteristics, or all your planning will have been futile, and your character will remain the same dull Tasslehoff-clone it would have been without all your hard work.

## How to Handle Handling

One of the many challenges a DM's faces in allowing a kender into their games dealing with how to work with handling. It is one of the most debated and misunderstood of all kender traits. This article will explain what handling is and different ways a DM can deal with it in their games.

Handling is the action of taking the property of another without the right or permission of the owner and without the intent of depriving that individual of their property. Kender handling has been equated to kleptomania, an obsessive impulse to take things regardless of need. But this is not exactly true because the obsession is not with taking things, but with exploring things. Kender don't feel a need to take things from others, they feel a need to examine things. Therefore they do have a need, curiosity.

But you may ask "why does he need to examine my money pouch or my dagger?". That is a misnomer that leads people to believe that kender steal for greed. But all you have to do is check a kender's pouches to see they don't steal for greed. Tiny wooden penguins, feathers, ribbons, candy, quills, empty inkwells... are only a few of the hundreds of items that kender keep that have no real worth to anyone. So when your dagger or money pouch joins the list of tree bark, marbles, and bees wax, it's just another item on the list.

So let me state one more time: kender do not steal out of greed, or out of profit, or for revenge. They borrow items for inspection and usually immediately stuff them in a pouch for further inspection at a later date or examine it while they wander off thus forgetting to return it. This is how they were raised and it is not an evil intent that drives them.

### The Pouch List

So now that we know what Handling is lets talk about just what a kender has in those pouches. When running a kender there must be a list of pouch items involved. The exact composition of the items on this list can vary depending on the level of the kender and the generosity of the DM.

I like list because it has a wide range of objects and only gives magical items in extreme cases, and my favorite part is that actually states that the item found belongs to another party member. That's always fun.

You can start out with a table like the one above for convenience. But then you're going to have to modify

it every time something new gets added to it. The best thing to do is to make sure you have a list of paper numbered from 1 to 50 and as items are added to the list you can place them on the list and if that list is full you randomly remove one item each time you add a new one.

The rule of thumb for how many items a kender can carry on them is 5 items to a small pouch, 10 to a large pouch, 15 to a small sack, 25 in a backpack, and

### Kender Pouch Grab Chart

#### d100 - Result

**01-02** - A medium-sized magical item owned by one of the kender's companions such as a spell-book, belt, or helm, so long as the kender has a backpack or sack of sufficient size to pull it from (DM may choose or decide randomly on the owner and item).

**03-05** - A class kit owned by one of the kender's companions that weighs no more than 10 pounds, or sufficient materials from a heavier kit to invalidate the bonuses (DM may choose or decide randomly on the owner and item).

**06-10** - A small magical item owned by one of the kender's companions such as a ring or bracelet (DM may choose or decide randomly on the owner and item).

**11-15** - A small-sized simple weapon owned by one of the kender's companions (DM may choose or decide randomly on the owner and item).

**16-20** - An article of clothing owned by one of the kender's companions (DM may choose or decide randomly on the owner and item).

**21-25** - 1d4 colorful sea shells.

**26-30** - An assortment of feathers.

**31-35** - 1d4 shiny stones.

**36-40** - A knot of string in various colors.

**41-45** - A worn table item.

**46-50** - A 3-foot long thin leather cord.

**51-55** - A candle.

**56-60** - A small silver mirror.

**61-65** - 5 feet of silk rope.

**66-70** - Manacles.

**71-75** - A lockpick.

**76-80** - A spyglass.

**81-83** - 1-2 (1d4 / 2) arrows.

**84-86** - 1d4 sling bullets.

**87-89** - A tiny simple weapon.

**90-92** - A small simple weapon.

**93-94** - A tiny exotic weapon.

**95-96** - A small martial weapon.

**97-98** - A healing potion.

**99** - DM's choice of any useful item on the list.

**00** - Kender's choice of any small-sized item they own or DM's choice (player may choose).

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30 in a large sack. Assuming that the kender only uses pouches I just try to make sure that I have 5 large pouches per kender. If some pouches go missing then you randomly roll and delete the number of items from the pouch list that they lost.

Now that we have a list of items for our kender player lets talk about how to use this list in play. There are three basic methods in the way DM's deal with how a player character handles. The first, Pre-meditated Handling, places all the work on the player. The second, Restricted Handling, lets the player do all the work when the DM allows her to. The third Absentminded Handling, places all of the work on the DM.

### Premeditated handling

**DM:** "When you want to handle something tell me and you'll roll a pick-pocket for it."

**Player:** "I want to pick-pocket that broken dagger hilt out of the back of that wagon."

When the kender wants to handle she'll state that she wants to try to handle something. Otherwise she's keeping her hands to herself. In the short term this method frees the DM from the responsibility of keeping track of what items are in the pouch list and also keeps the kender player to only handling items the DM has presented to her. In the long run there can be some drawbacks to this method. The obvious drawback is that the kender player will be interrupting every other encounter trying to pilfer this item or look into this pouch, thus irritating her companions and holding up the general flow of the adventure at hand. Having to act like a kender by mentioning every single thing she wants to pick up. This can get very annoying before long. Which is usually what leads to the second method Restricted Handling.

### Restricted Handling

**DM:** "OK you're in the city walking through the streets so you can handle now."

**Player:** "What are people wearing? Do I see anything interesting? Who's in the street now? Are there any places to hide?"

The DM gives the go ahead to the kender character when they can and cannot handle things. This way the kender doesn't interfere with the flow game or get into

too much trouble. The DM makes sure that the kender only handles when the DM is ready for the kender to handle something. But this method also has its drawbacks. First the DM has to make special "kender breaks" where the other players roll their eyes and say "Why do he have to have a kender with us? I'm going to a tavern to have a drink while the kender explores the city." And the DM and kender go off together while the other players mutter that they aren't doing anything. The DM is exerting more control over when the kender gets into trouble and that's about it.

### Absentminded Handling (True Handling)

**DM:** "You pull a frozen fish out of your pouch."

**Player:** "Where did this come from?"

**Kipper:** That's true handling right there!

The DM holds and maintains what's in the list. The kender only gets to see the list when he specifically says he has emptied his pouches. He reviews it and hands it back when he is done. If he can remember something from the list then he'll remember it's in the pouch. If he forgets, the kender forgets. After an encounter the DM takes a minute. Makes a random roll and updates the pouch list by removing a random item and adding the new item. When the kender makes a pouch grab the item they are looking for may not be there anymore. The DM can also slip in items that may lead the adventuring group in the direction he needs them to go. "What do you mean the kender took the Kings crown!?" "I just found it in my pouch, he must have put it there for safe keeping."

The DM and player *must* decide what is fair game to displace. Some players may be upset if the DM trades away the +3 fire dagger for a peanut shell. So you'll have to have firm house rules that state that anything in a pouch is fair game for misplacing. So if you value that magical dagger state you're sheathing it or they could state a rule that equipment can not be displaced and declare the player must declare the dagger has part of his equipment.

### The Pouch Grab

Kender looking for a particular item that is located within their pouches must take a full action of searching in order find what they are looking for. The Pouch Grab table above is for determining a pouch grab as a free action. So when a kender declares she's



making a pouch grab she must state whether it's a full action pouch grab or a free action pouch grab. If it's a full action she can retrieve a specific item, if it's a free action you just roll and see what comes out.

## Kender Weapons

The kender race in general is not one that takes it for granted that a sword is a sword. Every weapon is a tool and a musical instrument. No one knows when it first began, but kender have always found a wide range of uses for their weapons or for their tools. However it began it has developed into an interesting array of weaponry that can impress even the gnomes for their ingenuity. There are generally two kinds of weapons. The lighter weapons ending in "pik" and "ik" indicates that the weapon is light in weight and is usually carried by female kender. The weapons ending in "pak" or "ak" are heavier and are usually used by males. Listed below are some of the most common kender weapons.

### Heavy Weapons

The battak is primarily defined as a long shaft of hollowed out hard wood. It is vaguely cone shaped being slightly wider at one end than the other. A metal or wooden plug is fitted into the larger open end. This plug may be flipped upside down to reveal knife. The hollowed portion can contain stones or bullets that can be "batted" at an enemy, thus it's name. As a tool the Battak is used as a hammer or for recreation by using it as a bat. It can also be filled with pebbles and shaken like a rattle to create a rhythm for musical gatherings.

The chapak appears to be an axe with a forked head. It is also made of a hard hollowed out wood, but is thinner than the battak. The forked end can hold a sling shot for shooting stones. As a tool the chapak can

be used as a hand axe. The hollowed out section can contain thin items such as silk rope. The shaft usually has hole along it so it can be played like a flute.

The yothak is a walking cane approximately a foot and a half to two feet long with a solid wooden ball at the top. The base of the cane can be removed to reveal a six inch blade. The ball can be removed to reveal that it is attached to the cane by two feet of leather twine. Although solid, the wooden ball can be hollowed out to be filled with pebbles or beads, it also creates a whirring sound when spun in a circle. As a weapon it can be used as a club, a morning star, or spike. As a tool it serves as a walking stick. As a musical instrument it can be used as a rattle, a rhythm stick or the ball can be spun to make the humming sound.

The hoopak is probably the most well known of the kender weapons. It is a 3 foot staff made of hard yet supple wood, that is forked at one end and has a metal tip at the other. The metal tip can be sharpened and the hoopak can be thrown like a spear. The hoopak can also be stuck into the ground so that missiles can be fired from the forked end like a sling shot. It may also be twirled over the head like a sling to launch sling bullets or stones or it may be used as a traditional sling staff. Occasionally this type of weapon may be hollowed out to hold useful objects, like silk rope or stones for ammunition. As a tool the hoopak can be used to help a kender gather fruit from the lower branches of trees, like an apple picker. As a musical instrument the hoopak can be swung in a circle and it emits a low bullroar.

The sithak is a long poll approximately 5 feet in length made of a supple but durable wood. On each end of the sithak you can attach sharp blades (like a double scythe). They also sport a hook on each end that allows a kender to string the sithak like a bow for

Weapon	Cost	Damage	Critical	Range Increment	Weight	Type	Size	Instrument
Battak*†	10 Stp	1d8/1d4+1	---	50 ft.	3 lb.	B	Medium	Shake Stick
Bollik*†	6 Stp	1d4+2/1d4	X2/X3	30 ft.	8 lb.	B	Tiny	Spun for Tone
Chapak*†	11 Stp	1d6/1d4	X3/---	---/50 ft.	5 lb.	P/B	Small	Flute
Hachak*†	20 Stp	2d4/1d8	X3/X3	---	15 lb.	P/S	Medium	Chimes
Hoopak*†	7 Stp	1d6+1/1d4	X2/---	20 ft./50 ft.	9 lb.	P/B/	Medium	Bullroar
Polpak*†	9 Stp	1d6/1d6	19-20/X2/X2	---	10 lb.	P/S	Medium	Musical Saw
Sashik*†	12 Stp	1d8+1(+2)	X2	---	6 lb.	B/S	Small	Shake Stick
Sithak*†	8 Stp	2d4/1d4	X4/X3	---/25 ft.	12 lb.	S/P	Medium	Strung Inst.
Whippik*†	4 Stp	1d2+2/1d4	X2	---/20 ft.	4 lb.	S/P	Small	Strung Inst.

shooting field arrows. When it's not being used as a weapon the blades can be removed and it can be used for carrying water buckets. Because of the ability to create a bow this weapon can be played as a string instrument.

The hachak is the heaviest of all kender weapons. It is a pole arm that is 6 feet long and can be separated into 3 sections. One end sports a spiked hammer and piercing beak. The other end is a hammer backed by a saw blade. The middle section is usually wrapped in a soft sheep skin and is hollowed out to contain up to 6 throwing darts. Metal rings run the length of the pole. As a tool the hachak is primarily used by wood cutters in a variety of methods. As a musical instrument the rings can be played like chimes.

The polpak is the longest of the kender weapons. It is an 8 foot pole with a short blade attached to one end. The blade can be removed and used as a short sword. The poll can also be hollowed out and can hold up to a dozen caltrops. As a tool this weapon is usually used for spear fishing and pruning trees. As a musical instrument the polpak can be tapped on to create a steady rhythm.

### Light Weapons

The bollik is a leather strap that is ringed with metal balls and has a buckle on one end. Each ball is attached to a quick release hoop that come loose when the bollik is snapped. Once they have been unhooked each ball hangs from a thin strip of leather to a buckle on the end. As a weapon the bollik can be used as a flail or a bola. As a musical instrument the bollik can be spun to make an eerie high pitched tone.

The sashik is a rope sash that has hard wooden beads attached to one end. It is worn across one shoulder. As a weapon the sashik can be used as a whip to flail an opponent. The beads can be removed and thrown or slung from the sash. As a musical instrument the sash can be used as a rattle or shaker.

The whippik is a slim rod of iron wood with a short length of looped catgut on the end, resembling a riding whip. It can be used to shoot darts. As an instrument it can be plucked to make varying musical tones.

## Kender Feats

### BODY COMPASS [General]

You can use the iron from the blood in your body to point to magnetic north.

**Prerequisite:** Intuit Direction

**Benefits:** You may use Intuit Direction up to three times a day and gain a +4 bonus to your roll.

**Normal:** You can only use the Intuit Direction Skill once a day.

**Special:** In order to use the body compass you must close your eyes, extend your pointer finger, and spin around three times. When you stop on the third time you will be pointing at magnetic north. This ability works in any terrain, even underground.

### HANDS OF OPPORTUNITY [General]

You have developed quick hands and can easily dip into someone's possessions, even during heated battle.

**Prerequisite:** Dex 15+, Combat Reflexes feat

**Benefit:** During a battle, if you have one or both hands free you may pick pocket an item from an opponent after a successful attack. If the attack succeeds, you may then make a pickpocket attempt as a free action. Using this feat will not draw an Attack of Opportunity. If the kender is attempting to pick pocket a specific item (i.e. the gate key from the guards you are fighting), you accrue a -2 penalty to your pickpocket check.

### HARD TO HOLD [General]

You are adept at wrestling free of people that have a hold of you or are trying to grab you.

**Prerequisite:** Dex 15+

**Benefit:** In a grappling situation you receive an additional +4 bonus to AC when trying to avoid someone trying to attack you. If held you add a +4 bonus to your normal strength bonus to break free of the grip.

**Special:** The bonus to strength does not work for breaking bonds, only breaking free of a grip in a grappling situation.

### INNUMERABLE TREASURES [General]

While all kender carry with them numerous pieces of junk, only a few can remember exactly where they keep them.

## ROLEPLAYING

**Prerequisites:** Quick Draw, Int 13+, Kender Only

**Benefits:** A kender with this feat can dig any one item from his pouch as a Free Action once per round without drawing an Attack of Opportunity.

**Normal:** Because of the inordinate amount of junk always on a kender's person, it would normally take a full action for a kender to dig out a specific item. Please do note, however, that this only pertains to the various odds and ends that a kender has picked up over his travels and not to his "main gear" (ie. A kender will more than likely need this skill to find that shiny, magic pearl he found two days ago that the merchant dropped, but isn't going to need it to find his hoopak or the letter the messenger gave him to give to the Speaker of the Suns).

### KENDER LUCK [General]

You have an unusual knack for saving your neck in dangerous situations.

**Benefit:** Once a day on any roll that would result in your death you may opt to have a re-roll. The outcome of the re-roll must be used instead of the original roll.

### KENDER WEAPONS [General]

You come from a kender culture that favors unusual weapons.

**Prerequisite:** Craft (weaponsmithing), Exotic Weapon Proficiency Feat, Kender Only

**Benefits:** Choose a kender weapon. You are proficient in this weapon, and gain a +2 bonus to Craft (weaponsmithing) checks related to the weapon.

**Special:** A fighter may select Kender Weapons as one of his bonus fighter feats.

### ONLY A KENDER [General]

Although people consider their possessions in danger while you are around, they rarely are careful what they say while around you. Because of this, conversation around you tends to be more relaxed and guards drop.

**Prerequisite:** Kender Only

**Benefits:** As tongues seem more apt to wag while you are about, you gain a +2 bonus to both Gather Information and Sense Motive checks.

### PRACTICALLY INVISIBLE [General]

You have a natural gift to blend with your surroundings that you can go practically unnoticed by everyone.

**Prerequisites:** Must be a kender, Dex 14+

**Benefits:** You have become so adept at running away and dodging authorities, merchants and other pursuers that you may make a Hide skill check while moving at normal speed with no penalty. While running, you only incur a -10 penalty when using the Hide skill check.

**Normal:** A character can normally make a Hide skill check at no penalty when moving up to one-half his full speed. A character moving more than one-half his full speed and up to his full speed suffers a -5 penalty to Hide skill checks. A charging or running character suffers a -20 penalty

### SENSE ENTRANCE [General]

Kender seem to be able to find a way into and out of almost any location.

**Benefits:** You gain a +4 bonus when searching for anything that would allow entry into or out from a location, (Doors, cracks in a wall, sewer pipes, chimneys, dumb waiters, laundry chutes....)

**Special:** Kender with this feat may use it on their cooperation checks (which are checks made vs. DC 10 that grant the lead skill user a +2 circumstance bonus).

### SQUIRM [General]

You are able to bend and twist your body in odd ways to gain an advantage when trying to escape bonds or squeeze through small spaces.

**Prerequisite:** Dex 15+, Escape Artist

**Benefit:** +4 on Escape Artist Skill

### UNDAUNTED [General]

Others cannot easily bully you.

**Benefit:** The DC of any Intimidate skill checks used on you is raised by +5.

**Special:** This bonus stacks with any bonuses versus fear you may have.

# CHAPTER EIGHT:

## KENDER

### CREATURES

*"I've never talked to dead people before. Do you suppose they'll let me speak to Uncle Trapspringer? Not that we're all that sure he's really dead, mind you. His funeral was sort of confused. The body was there one minute and gone the next. Uncle Trapspringer tended to be a bit absentminded when he got old, and some said maybe he just forgot that he was dead and wandered off. Or maybe he tried being dead and didn't like it, so he came back to life. Or it could be that the undertaker misplaced him. Anyhow, this would be one way to find out the truth."*

—Tasslehoff Burrfoot, The Soulforge

### Giant Hamster

#### Small Animal

**Hit Dice:** 2d8 (9 hp)

**Initiative:** +3 (+3 Dex)

**Speed:** 40ft., burrow 5ft.

**AC:** 15 (+1 size, +3 Dex, +1 natural)

**Attacks:** bite +3 melee, 2 claw +3 melee

**Damage:** bite 1d4-2, claw 1d2-1

**Face/Reach:** 5 ft. by 5 ft./5 ft.

**Special Qualities:** scent

**Saves:** Fort +2, Ref +5, Will 0

**Abilities:** Str 7, Dex 17, Con 11, Int 2, Wis 11, Chr 12

**Skills:** Balance +7, Climb +2, Hide +6, Move Silently +7

**Feats:** Weapon Finesse

**Climate/Terrain:** Any land

**Organization:** Solitary, Pair, Bevy (2-5), Bevy (5-20)

**Challenge Rating:** 1/6

**Treasure:** None

**Alignment:** Always Neutral

**Advancement:** 2 HD (Small); 3 HD (Medium-size)

Giant Hamsters are the perfect kender pet. They are hamsters the size of a dog and are faithful and obedient pets to the kender that raise them.

Giant Hamsters are about the size of a medium-sized dog. Fully grown they range from 3 to 5 feet from head to tail and stand about a foot high. The colorings are the same as regular size hamster. The majority has

soft brown fur with white underbellies and pink feet and a pink nose. Their tail is short and stubby. Giant Hamsters also come in the long hair variety as well. Long hair hamsters come in a wider range of colors black, white, brown, and a mixture of those.

They will eat almost anything (broccoli, potatoes, mushrooms...) Their favorite foods are foods native to their dry habitat, like natural seeds and wheat. For protein and variety, they will eat some small insects.

Hamsters require a lot of exercise to remain healthy, which is why they are such a perfect pet or kender. They can happily keep up with the erratic, high-energy race. They are useful for small tasks and entertainment.

### Combat

Giant Hamsters bite with long sharp teeth. They will only attack if provoked or if trained to attack (see below).

Giant Hamsters have low-light vision. They are probably the best kender pet for a number of reasons. Unlike dogs Giant Hamsters can follow kender just about anywhere. They can slide through small spaces and even climb walls! In places where pets aren't allowed Giant Hamsters can be trained to roll up and they can be placed in a backpack. Their cheek space is much like a kender pouch allowing a kender to pocket an item inside the Hamster and retrieve it later (like after the kender has been thoroughly searched). Like dogs, they can be taught tricks (sit, heel, fetch, guard). More than that Giant Hamsters are quiet, cuddly and just plain cute. Attack hamsters are not known to exist.

### Society

Giant Hamsters are bred by professional Giant Hamster breeders. No wild Giant Hamsters are known to exist. The only place to find Giant Hamsters are in Hylo of Northern Ergoth.

No one knows exactly where Giant Hamsters first came from. Legend claims that the first Giant Hamster was sent here from another planet to warn the kender of an impending doom. Of course most serious scholars dismiss this as a kender tale and assume they were created by a kender trying to create some sort of magical hamster. The result being a giant variety of hamster not a magical one.

### Goatsucker

**Tiny Animal****Hit Dice:** 1d8 (4 hp)**Initiative:** +5 (+5 Dex)**Speed:** 30 ft., fly 20 ft., (poor)**AC:** 18 (+2 size, +5 Dex, +1 natural)**Attacks:** Bite +5 melee**Damage:** Bite 1d4-4**Face/Reach:** 2 1/2 ft. by 2 1/2 ft./5 ft.**Saves:** Fort +2, Ref +7, Will +1**Abilities:** Str 3, Dex 20, Con 11, Int 2, Wis 12, Cha 4**Skills:** Hide +7, Listen +9, Spot +9**Feats:** Weapon Finesse (bite), Alertness**Climate/Terrain:** Temperate forest**Organization:** Solitary or Pair**Challenge Rating:** 1/3**Treasure:** None**Alignment:** Always neutral**Advancement:** 2 HD (Tiny); 3 HD (Small)

The Goatsucker is a small-sized avian, nocturnal bird found in temperate and tropical regions.

Goatsuckers have long, pointed wings, strong feet, and small, gaping bills fringed with bristles. Most are brown, gray, or black and have monotonous songs. They feed mainly on insects.

Since these animals are so rarely seen outside of the region of Hylo most people consider them just to be a Kender Tale.

Goatsuckers are wild birds and no tamed Goatsucker has ever been successfully raised. They taste like a gamy chicken and the meat is usually very tough. Kender hunt these creatures more for the challenge they represent not primarily for food.

### Combat

Goatsuckers are skittish birds that will flee when faced with a fight. If they are cornered for some reason and forced to fight, they are nasty quick fighters. They always tend to target eyes if they can get to them and can jump by flapping their wings and making leaps up to 4 feet. They attack wildly with their sharp beaks. Goatsuckers are rarely surprised because of their high paranoia they are always on alert. Goatsuckers have low-light vision.

### Society

Goatsuckers build nests well hidden in underbrush or the base of trees. They are hidden so well that it takes a determined search by a ranger or someone with the animal lore proficiency to find them. Goatsuckers always build nests that have at least two routes of escape.

Occasionally you will find two Goatsuckers together during mating season. They will not stick around to defend each other or the nest. Goatsucker eggs are very hard to get to hatch so collecting them to raise them are usually a waste of time.



## Kender Vampires

### Small Undead

**Hit Dice:** 5d12+3 (35 hp)

**Initiative:** +6 (+2 Dex, +4 Improved Initiative)

**Speed:** 20 ft.

**AC:** 10 (+1 size, +2 Dex, +3 Natural)

**Attacks:** Hoopak +3 melee, bite +1 melee, claw +1 melee

**Damage:** Hoopak 2d8, bite 1d4, claw 1d6

**Face/Reach:** 5 ft. by 5 ft./5 ft.

**Special Attacks:** Energy drain, howl

**Special Qualities:** Defense against normal weapons, turn susceptibility

**Saves:** Fort +1, Ref +3, Will +3

**Abilities:** Str 11, Dex 14, Con 0, Int 11, Wis 9, Cha 16

**Skills:** Climb +8, Hide +10, Intimidate +15, Listen +4, Search +5, Spot +2

**Feats:** Improved Initiative, Toughness

**Climate/Terrain:** Any land, (Realm of Sithicus, Ravenloft)

**Organization:** Solitary

**Challenge Rating:** 6

**Treasure:** None

**Alignment:** Always neutral evil

**Advancement:** 6-10 HD (Small); 11-15 HD (Medium-size)

Kender Vampires are terrible unnatural creatures from the dark domain of Ravenloft.

Kender Vampires look generally like kender upon first glance. They are short, have pointed ears and slanted eyes. They are surrounded by pouches and carry a hoopak. Upon closer examination however it's painfully obvious that these creatures are undead. Their skins is gray and stretched taut across their skeleton like a mummy. Their mouths are forced into a death grimace with long sharp fangs and their bony fingers have long curved nails. They only speak in hissing whispers as it pains them to talk.

Kender Vampires are creatures created by Lord Soth while he was in Ravenloft. They were used to torture the elves living in his domain. Each kender vampire is tied to their coffin, denied the ability to take advantage of their wanderlust. If they are unable to return to their coffin once a day they will cease to exist.

### Combat

Kender vampires sneak up on unwary opponents before attacking. Once they do, they use their hoopak until the battle gets heated, then they use their claws. If the battle turn against them they will try to escape by shifting into poltergeist form and returning to their coffin.

**Undead:** Undead are immune to mind influencing effects and to poison, sleep, paralysis, stunning, disease, death effects, and necromantic effects. They are ignore mind influencing effects. They are not subject to critical hits, subdual damage, ability damage, ability drain, or energy drain. They are immune to anything that requires a Fortitude save (unless it also works on objects). They are not at risk from death from massive damage, but when they are reduced to 0 hit points they are destroyed.

**Howl (Su):** Once per hour a Vampire Kender can throw back it's head and release a hideous laugh. Anyone 20 yards of the kender must make a Will save (DC 13) or be affected as if they had looked upon a symbol of insanity

**Energy Drain (Su):** Anyone struck by the claws of a kender vampire must make a save Fortitude save (DC 14). A failed result means the victim is paralyzed for one round and loses one point from their intelligence and wisdom scores for the next 3 hours.

**Weapon Destruction (Su):** Any non-magical weapon that touches a Kender Vampire immediately disintegrates. Magical items must make a Will save (DC 20) or be dissolved. Kender Vampires only take damage from magical weapons of +1 or greater.

**Turn Susceptibility (Ex):** Because Kender Vampires loathe their existence they only turn as wraiths.

**Regeneration (Ex):** Kender Vampires gain 2 hit points per combat round due to their unique physiology.

**Alternate Form (Ex):** When the Kender Vampire is brought to 0 hit points or if it chooses to, it can change itself into a poltergeist. While in this form it has all the characteristics, strengths, and weaknesses of a common poltergeist. If the kender's body is slain and the poltergeist is unable to return to it's coffin within 12 turns it dies.

**Damage from Holy Water and Holy Symbols:** Holy water causes 1d4 points of damage to Kender Vampire. A holy symbol pressed against their skin causes the same amount of damage and forces the Kender Vampire to make a morale check or be forced to flee.

## CREATURES

### Society

Kender Vampires are created in the land of Sithicus. They do not have any families or societies.

## Kenderesti

**Small-size Humanoid (Kender)**

**Hit Dice:** 1d8+1 (5 hp)

**Initiative:** +3 (+3 Dex)

**Speed:** 20 ft., swim 40 ft.

**AC:** 13 (+3 Dex, +1 Size)

**Attacks:** Spear 0 melee

**Damage:** Spear 1d8

**Face/Reach:** 5 ft. by 5 ft./5 ft.

**Special Qualities:** Kenderesti traits

**Saves:** Fort +1, Ref +7, Will 0

**Abilities:** Str 10, Dex 16, Con 13, Int 11, Wis 11, Cha 10

**Skills:** Hide +12, Listen +4, Move Silent +6, Search +2, Spot +3

**Feats:** Lightning Reflexes

**Climate/Terrain:** Temperate aquatic

**Organization:** Solitary, Pair, Bunch (2-5), Pod (5-20), or Tribe (20-30)

**Challenge Rating:** 1/2

**Treasure:** None

**Alignment:** Usually neutral good

**Advancement:** 2 HD (Medium-size); 3 HD (Large)

Kenderesti are small sea dwelling humanoids that play among the coral reefs far in the oceans surrounding Ansalon.

The passing of the Graygem spawned a number of new races and creatures across the face of Kryn. Kender, dwarves and minotaurs were just a few. As the gnomes followed the Graygem past the west coast of Ansalon, the chaotic gem cast its magic upon the trailing gnomes converting them into small elven looking sea creatures. These creatures became known as the Kenderesti.

The Kenderesti physically look similar to the kender of Ansalon, they are small approximately 3 feet tall, with almond eyes and pointed ears. They have cheerful dispositions and intense facial expressions. They make their home among the various coral reefs that exist surrounding the continent of Ansalon.

They are intensely curious and have been known to sneak onto a ship now and again to find items of interest. If caught, they try to pass themselves off as the children of sea elves in hopes of being released. They do

not share the fearlessness of true kender. Sunken ships are playgrounds to this sprightly race.

### Combat

Kenderesti are cautious around strangers and prefer flight to fighting. If cornered a kenderesti will defend herself with her spear, which most kenderesti carry with them for spear fishing and defending themselves against larger predators.

#### Kenderesti traits (Ex):

- +2 racial bonus to Will saves against all spells and spell-like abilities.
- +2 racial bonus to all Hide and Move Silent Skill checks. Kenderesti have learned to be very stealthy to avoid danger in the ocean depths.
- Low-Light vision: Kenderesti can see four times as far as a human in starlight, moonlight, torchlight, etc.
- +2 racial bonus to Search, Spot, and Listen checks. A kenderesti that merely passes within 5 feet of a secret or concealed door is entitled to a Search check as though actively searching for it.
- Gills: Kenderesti can survive out of the water for 1 hour per point of constitution (after that refer to suffocation rules on page 88 of the Dungeon Masters Guide.)
- Swim 40 feet

### Society

Kenderesti live in small tribes far from Ansalon. Each tribe is the protector of a reef, keeping away larger predators and protecting smaller fish until they need them for food. They are independent and curious about land dwellers that use ships to travel through their territory.

Sunken ships are their playgrounds and they collect many "treasures" that to land dwellers is nothing more than junk.

## Kendragon

**Magical Dragon (Fire)**

**Hit Dice:** 13d12+26 (110)

**Size:** Large

**Speed:** 60 ft., fly 200 ft. (poor), burrow 30 ft.

**AC:** 24 (-1 size, +18 natural)

**Attacks:** 2d6 (bite)/ 2 x 1d8 (claws)/ 2 x 1d6 (wings)/ 1d8 (tail slap)

**Attack Bonus:** +24

**Saves:** Fort +15, Ref +11, Will +13

**Breath Weapon:** 6d6 DC (23)

**Fear:** 21

**SR:** 20

**Climate/Terrain:** Any, favoring temperate and warm desert, plains, and underground

**Organization:** Solitary

**Challenge Rating:** 7

**Treasure:** none

**Alignment:** Chaotic Good

**Abilities:** Str 23, Dex 10, Con 19, Int 14, Wis 15, Chr 14

**Advancement:** -

The kendragon is a kender that as been polymorphed into an adult brass dragon. The first kendragon was Mapshaker Wanderfuss. He accidentally broke into a wizard's home and happened upon a small magical dragon figurine. The figurine bit Mapshaker and turned the kender into a brass dragon. After three days of experiencing just how hard it was to be a dragon Mapshaker was fortunate enough to be tracked down by the wizard he borrowed the figuring from and was transformed back into a kender.

The biggest mistake the red robe made however was allowing the kender go free to tell the tale. Once the news had spread of this wonderful device the wizard was visited by many kender all wanting to try this fabulous magic item, and it was not long before the item found it's way into yet another kender's pouch and was spirited away.

Kendragons, much like bronze dragons are very talkative, and like kender can be just as difficult to get rid of if one has decided to travel with a party of adventurers. They usually have much news and information on the region of which they have currently been wandering, and it's difficult to sort out the truth from the kendragon's rambling and embellishing of the information.

They are a nuisance to the communities in which they have chosen to wander through, because unlike true brass dragons, kendragons are much more friendly and trusting of the local populace. Although they will steer clear of a particular place if they are threatened sufficiently.

Kendragons often forget their current situation and will act as if they are still small kender. It's not uncommon for a kendragon to try to hide behind objects that only cover their head, or try to fit through doorways or sneak quietly, which can be very comical.

The kender ability to taunt is nullified by the size of the kendragon. It's one thing to attack a taunting kender, but most opponents will think twice before attacking a taunting kendragon.

### Combat

Kendragons try to avoid direct confrontation, usually because they don't want to hurt anyone smaller than themselves. But if they do attack, kendragons can be as much of a menace to themselves as they are to the enemy. Kendragons have all the same abilities of an adult brass dragon.

**Breath Weapon (Ex):** Kendragons have 2 breath weapons, a line of fire or a cone shaped cloud of sleep gas. Kendragons are unable to control the line of fire as they are not experienced at using it. There is a 30% chance that a kendragon will miss the target they were aiming at and a 5% chance that the kendragon will burn it's mouth and throat every time the line of fire breath weapon is used, thus preventing the kendragon from using the fire breath weapon for the next 3 days.

When using the cone of sleep creatures in the cone must succeed at a Will save or fall asleep, regardless of HD, for 1d6+6 rounds. The kendragon must also make the same save or it will also fall asleep.

**Fire Subtype (Ex):** Fire immunity, double damage from cold except on successful save.

**Spell-Like Abilities (Sp):** At will – speak with animals; 3/day – endure elements (radius 60 feet); 1/day – suggestion, control winds, and control weather. Kendragons do not gain the summon Djinni ability.

## Kentaur

**Small Monstrous Humanoid**

**Hit Dice:** 1d8 + 8

**Initiative:** +4

**Speed:** 30 ft.

**AC:** 14 (+1 size, +4 Dex, +1 natural)

**Attacks:** Quarterstaff +1 melee, 2 hooves +1 melee, composite longbow +4

**Damage:** Quarterstaff 1d6/1d6+1, Hoof 1d4 +1, composite longbow 1d6 +4

**Face/Reach:** 5 ft. by 5ft./5ft.

**Saves:** Fort +2, Ref +6, Will +3

**Abilities:** Str 13, Dex18, Con 14, Int 8, Wis 13, Cha 13

**Skills:** Hide +4, Listen +4, Move Silently +8, Spot +4, Wilderness Lore +5, Knowledge (pixies and sprites) +5

**Climate/Terrain:** Temperate Forest

**Organization:** Pairs, clik (5-8), posse (8-18 plus 1 leader of 2<sup>nd</sup>-5<sup>th</sup> level), or tribe (20-100 plus 5 3<sup>rd</sup> level warriors, 2 5<sup>th</sup> level captains, and one leader of 5<sup>th</sup>-9<sup>th</sup> level)

**Challenge Rating:** 2

**Treasure:** Standard

**Alignment:** Usually neutral good

**Advancement:** By character class

Kentaurs are sylvan creatures that resemble pygmy centaurs and live deep in the recesses of the darken wood. They have been compared to kender in that fact that they are highly curious and playful. Among the elves they are simply known as wood spirits or myths.

Kentaurs look much like centaurs, the upper portion of their bodies, head, arms, and torso are humanoid, the lower portion are that of an equine nature, similar too but smaller than a pony. Both the humanoid and pony physiques are well defined. They have pointed ears and hair that grows down their back like a mane.

Kentaurs only speak Sylvan, but have been known to learn phrases from other languages such as common.

## Combat

Kentaur are a curious and playful race, preferring to run than confront an opponent, they stay well hidden and very rarely confrontational. Most centaurs will carry bows and knives for hunting. For melee some are known to carry quarterstaves.

When faced with a threat to their communities or way of life, centaurs rely heavily on ambush tactics and setting traps. If they feel as though they will be forced into imprisonment a kentaur will fight to the death to avoid it. Caged kentaur have only been known to live up to a week in captivity.

## Kentaur Society

Kentaurs are sylvan creatures that are similar to satyrs in nature. They enjoy music, dancing, and celebration. Among they're own kind, kentaur are friendly and amiable. When interacting with other races that are not sylvan in nature kender are friendly and curious but guarded and suspicious.

Kentaurs at the very least travel in pairs. They never travel by themselves if possible. Pairs are sent hunting for small game and to go foraging. Some centaur tribes consider centaurs as a bit of a nuisance because they are known to "forage" in the centaur's private gardens. Kentaurs also grow their own gardens, but they tend to let them get overgrown from time to time. They are very adept at horticulture and grow dangerous plants, poison ivy and thorn bushes around their habitats to keep unwanted intruders out.

A typical kentaur habitat is a large clearing with a source of fresh running water. Huts are built and sculpted from brush and overgrowth. Cooking areas are always kept far from trees in a well-ventilated place.

Along with the hunting and foraging kentaur also fish, farm their own vegetables, and in some areas centaurs will trade with nearby Centaurs. Occasionally they provide services for Centaurs like traveling deep into the forest on the edge of magical glades of the fae folk, such as pixies and sprites, whom the Kentaur are on good terms with.

The regions in which the kentaur dwell in are rarely visited by other races, so other races are generally unaware of the presence of kentaur. Kentaur view all races with the same level of curiosity and open-mindedness. Elves are even slightly trusted by kentaur. Centaurs are welcomed, and all other races are tolerated until the centaurs curiosity is satisfied then asked to leave.

Occasionally kentaur have been known to become so curious about the outside world that the curiosity overrides their need for safety within the tribe and they leave their wilderness homes to travel the world. Such kentaur are never seen by their tribe again.

## CREATURES

### Kentaur Characters

Kentaurs that leave their tribe can become rangers, bards or druids. Their favored class is druid. Druid Kentaurs usually take it upon themselves to find their own sacred grove and protect it. This may take many years or even a lifetime in some cases. Once they find this grove they settle there defending it and the area surrounding it. High-level kentaur druids will take an apprentice and teach them the ways of the druid.

### Wooly Mammoth (Talking)

#### Huge Animal

**Hit Dice:** 11d8+55 (104 hp)

**Initiative:** +0

**Speed:** 50 ft.

**AC:** 15 (-2 size, +7 natural)

**Attacks:** Slam +16 melee, gore +11 melee, stamp +11 melee

**Damage:** Slam 2d6+10, gore 2d8+5, stamp 2d6+5

**Face/Reach:** 5 ft. by 5 ft./10 ft.

**Special Attacks:** Trample

**Saves:** Fort +12, Ref +7, Will +5

**Abilities:** Str 30, Dex 10, Con 21, Int 10, Wis 15, Cha 7

**Skills:** Listen +7, Spot +7

**Climate/Terrain:** Cold land, plains, hills

**Organization:** Solitary

**Challenge Rating:** 8

**Treasure:** None

**Alignment:** Always neutral

**Advancement:** 12-22 HD (Huge); 23-33 HD (Gargantuan)

A talking wooly mammoth is a massive herbivore found in Icewall that has the uncanny ability to speak common.

The talking wooly mammoth is a large creature that is well adapted to the cold and harsh climate of the frozen wastes of the Icewall plains. Although it looks much like an elephant, the wooly mammoth has smaller ears, a shorter trunk, and two fierce looking tusks. It is also covered in a dense dark gray fur that helps protect against the harsh environment of the tundra. It can also talk with a high squeaky voice.

### Combat

In battle mammoths are straight forward. They slam stamp and gore an opponent. Talking mammoth's are somewhat more intelligent and have been known to situate themselves more strategically in a battle and have a clear understanding of when the tide is turning against them. Mammoths tend to get nervous around small and tiny creatures because they loose site of them too easily and tend to try to trample them. Animals have low-light vision.

**Trample (Ex):** A mammoth can trample medium-size or smaller creatures for automatic gore damage. Opponents who do not make attacks of opportunity against the mammoth can attempt a Reflex save (DC 20) to halve the damage.

### Society

There is only one talking wooly mammoth known to exist. It is a male mammoth by the name of Winnie. Winnie was raised by a pair of gnomes who's Lifequest it was to collect one of every living creature. The mammoth was abducted by the pair from Icewall at a young age and raised in captivity. Amazingly the mammoth soon began to imitate the gnomish "hyper-common" and eventually learned how to speak completely. The gnomes assisted in the education of their new pet as they waited for the day that Winnie matured enough to be pickled. With the assistance of a certain kender Winnie was able to escape and make his way to Icewall where he is looking for others of his kind.

There is not much known about the talking wooly mammoth society. Since Winnie is the only known species it is presumed that there are at least some intelligent wooly mammoths with the ability to speak roaming the frozen wastelands of the Icewall region.



# CHAPTER NINE:

## MAGIC ITEMS

*"Out of my way you soul-sucking scum! Leave now, lest I unleash the lethal power of my ancestor's tableware! Leave now, lest I use this spoon to scoop out your shadowy innards!"*

—Tasslehoff Burrfoot, *Dragons of Summer Flame*

### Kender Artifacts

The other races of Krynn tend to have magical artifacts that are deeply rooted in their history. The Kagonesti elves covet the Ram's Horn of the Elderwild as a bond with the silver dragons of Krynn, while the dwarves revere the Hammer of Kharas. The Dragonlance is also an example of a powerful artifact, one that has its roots in the history of the peoples of Krynn. Without the Dragonlance, it is very doubtful that the forces of Light could have vanquished the minions of Takhisis in the Third Dragon War, as well as the War of the Lance and the Chaos War. However, the kender have never had any artifacts that they could actually produce. Numerous stories (known collectively as kender tales!) do mention magical items of great power that have changed the course of kender history. Many discount these stories as just the annoying rambling of this diminutive race.

While in the Fourth Age, kender have been unable to wield the more powerful aspects of High Sorcery, it stands to reason that such a spirited race could have produced items of great magic. This article details the magical items and relics from kender history. Some have their roots deep in kender history, while others have appeared just prior to the Second Cataclysm or even in the Age of Mortals. These items have accumulated such fame that nearly every kender has at least one of them. Whether these items are actually so widespread is unknown, while many just attribute those claims as typical kender idiocy.

### Wrymkiller

Wrymkiller is a magical chapak that has been forged especially to fight dragons. A chapak is an ax-like weapon created by the kender. The back of the blade splits in two, and allows for its wielder to use the end

like a slingshot. Brasswell Lightfinger was a previously unknown kender who emerged to fame late in the Fifth Age.

Supposedly, Brass, as his friends call him, slew a red dragon with one stone from this enchanted chapak. The size of the wrym grew with every tale, so now the kender all over Ansalon breathe a sigh of relief that Malystriyx's twin sister is dead. The red dragon was actually little more than a hatchling, who had been wounded in a ferocious battle in the Dragon Purge. When Brass set out to slay the dragon and keep his friends safe from harm, he luckily aimed for the dragon's already wounded eye. The sharp rock pierced the wounded dragon's eye and shattered its brain. This chapak was cut from a solid oak tree. Its handle is the color of light peach, and carvings of dragons adorn the wood. Bright feathers usually adorn the handle, as Brass is partial to birds.

Wrymkiller is a +3 magical weapon. Against dragons the chapak does double damage. How this chapak was enchanted, nobody knows.

*Caster Level:* 9th; *Prerequisites:* Craft Magic Arms and Armor, *summon monster I*; *Market Price* 50,311 gp; *Cost to Create* 25,155 gp + 2,012 XP.

### The Lockpicks of Earwig Lockpicker

Earwig Lockpicker is the cousin of Tasslehoff Burrfoot, Hero of the Lance. Earwig accompanied Raistlin and Caramon Majere on several adventures, including a heroic battle with the Dark Queen in the city of Mereklar. When Earwig passed away in the Chaos War, his lockpicks were given to his daughter, Rosemary Lockpicker. She has been on numerous adventures since, and has sworn that her father's lockpicks are enchanted. The story of how they were enchanted changes with each telling, but most versions speak of a mysterious Catlord named Bast as well as a human woman named Catherine. These lockpicks are held in a leather strip that extends outwards with pockets for the lockpicks. The lockpicks are made from pure silver, and there is one in the collection for every type of lock. Two intertwining grooves run across the top of each one, marking them as the property of the Lockpickers.

These lockpicks grant a +10 competence bonus on the Open Lock Skill. The lockpicks also project an aura of silence upon use (this happens as a free-action: meaning it automatically triggers when the thief... er... handler begins to pick a lock), making it one degree

## MAGIC ITEMS

harder for its wielder to be surprised by someone, and one degree easier for its wielder to surprise someone.

*Caster Level:* 9th; *Prerequisites:* Craft Magic Arms and Armor, *summon monster I*; *Market Price:* 50,315 gp; *Cost to Create:* 25,157 gp + 2,012 XP.

### Earwig's Bottomless Pouch

Earwig Lockpicker had one more supposedly magical item. He supposedly acquired this pouch on an errand to Palanthas, where he found it when a red robed wizard happened to misplace it. Deciding not to bother the wizard in the middle of what appeared to be magical study, Earwig happily left the city with the magical pouch. In previous ages, there were many of these pouches, and they were called Bags of Holding. However, after the Second Cataclysm, these magical bags became extremely rare. Rosemary Lockpicker, Earwig's daughter, owns the pouch. This bag is bleached leather, with the sign of two crossing lockpicks branded into the side. It seems like a normal pouch, and gives no indication of its magical properties.

This pouch allows its bearer to place an extraordinary amount of material in it. It appears to be a small pouch that holds roughly two fistfuls worth of materials. However, the pouch is capable of holding nearly 27 cubic feet worth of material. For any kender, this pouch is a must have, as most kender tend to accumulate many items and must keep many pouches to hold them all.

This is a specialized version of the Bag of Holding (Type 1). It has slightly less volume but the bag itself is much lighter. The total weight inside the bag is 225 lb and the weight of the bag itself 3 lb.

*Caster Level:* 9th, *Prerequisites:* Craft Wondrous Item, Leomund's secret chest. *Market Price:* 3,700 gp.

### The Hoopak of Dizzy Longtongue

Dizzy Longtongue may not even be a real kender. He is the main character of a popular kender joke about Dizzy and a minotaur. His hoopak, however, was reported to be able to return to its wielder. Dizzy made a bet with a minotaur that his hoopak would fly around a forest and then return to his hand. When the hoopak did not return, the minotaur ate Dizzy for dinner. Of course, then the hoopak did come back. Many non-kender do not understand the joke, but have been amazed to see the skillful handling of this hoopak. This hoopak has changed hands many times, as kender are

more relaxed than other races when it comes to personal property.

Dizzy's hoopak was carved from a slender aspen, which had been struck with lightning. As dark as coal, the hoopak sports no ornamentation except for two colorful feathers near the top. This hoopak has a +2 enhancement bonus to attack and damage. Also, when used by a kender, this hoopak will always return to its wielder's hand when thrown. It returns on the round following the round that it was thrown just before the kender's turn. He is therefore ready to use again that round.

*Caster Level:* 7th; *Prerequisites:* Craft Magic Arms and Armour, *telekinesis*; *Market Price* 15,307 gp; *Cost to Create* 7,653 gp + 612 XP.

### Paxina's Hoopak

Paxina Thistleknot was the daughter of Kronin Thistleknot, a popular kender hero from the War of the Lance. During the Kender Flight, Paxina was the ruler of Kendermore. However, this valiant kender gave her life to halt Malystrix's advances long enough for her people to flee the Red Marauder. Paxina's Hoopak was supposedly lost in the destruction of Kendermore, although many kender have claimed to have discovered the weapon. Popular kender legend states that Paxina slew three score ogres with her hoopak, as well as the leader of the ogres in a fearsome death match. It is said that whoever wields the true hoopak of the late Paxina, should rule over the kender. Belladonna, the current kender in charge of Hylo has publicly discredited such rumors, but privately sent kender to see if it could be found.

Paxina's Hoopak was cut from a dead branch from a vallenwood tree. Its rich brown texture sports many carvings, most of which are purely aesthetic. Her name is engraved on the top handle, and the rim is topped with platinum. Paxina's Hoopak is a +2 magical weapon. However, when wielded against dragons or dragon spawn, the enhancement bonus becomes +4. Should a kender prove that he or she wields Paxina's Hoopak, he or she will enjoy a +4 enhancement bonus to their charisma when interacting with other kender through Charisma-based skills or checks.

*Caster Level:* 8th; *Prerequisites:* Craft Magic Arms and Armor, *charm person*, *summon monster I*; *Market Price* 21,107 gp; *Cost to Create* 10,553 gp + 844 XP.

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### Sashik of Entanglement

A sashik is a traditional kender weapon that resembles a beaded sash. In actuality, a sashik is a weighted weapon consisting of laced rope, beads, and weighted pouches. The mesh of the sash is coarse and netlike and weights align the edges. This allows its wielder to flail at or entangle enemies. A kender wizard named Noblosha Lampwick created the original Sashik of Entanglement. Although many scoff at such a notion, the kender honestly believe in this legend. Noblosha was experimenting with kender weapons, and managed to imbue a sashik with the powers to automatically entangle enemies. The kender wizard then mass produced these magical weapons, and gave them to friends and family as presents. Since then, these sashiks have circulated across Ansalon. These sashiks come in a variety of colors, although dark red and light blue are the more common colors. The beads are all brightly colored and mismatched, and the netting is made of finely tempered steel, which bends and flexes like rope.

This sashik is a +1 magical item. If a kender makes a successful ranged touch attack on a creature Large size or smaller they are entangled. The creature can break (and ruin) the sashik with a successful Strength Check (DC 30) or escape it with a successful Escape Artist check (DC 30).

*Caster Level:* 3rd; *Prerequisites:* Craft Magic Arms and Armor, *heightened entangle*; *Market Price:* 6,313 gp; *Cost to Create:* 3,156 gp + 252 XP.

### Whippik of Accuracy

A whippik is another kender weapon. This weapon consists of a wooden handle, and a looped portion of catgut at the end. This simple weapon can be used by kender to whip or hurl darts at enemies. Noblosha Lampwick, the first kender to pass the Test of High Sorcery (according to kender folklore), also created Whippiks of Accuracy. Just like the Sashiks of Entanglement, the wizard produced these many of these magical items, and distributed them among friends and family. They have spread across Ansalon, and every kender has supposedly owned a Whippik of Accuracy at some point of his or her life. These whippiks have ivory handles, with a sign of the three moons of sorcery engraved in the handle. The loop at the end of the whippik is made of finely tempered steel.

These whippiks have a +2 enhancement bonus to hit and damage. Also, any attempts to fire darts with

the whippik increases the to hit enhancement bonus to +5.

*Caster Level:* 6th; *Prerequisites:* Craft Magic Arms and Armor, *true strike*; *Market Price:* 17,304 gp; *Cost to Create:* 8,652 gp + 692 XP.

### Spoon of Wellness

After Tasslehoff Burrfoot's demise, stories about his unparalleled heroics flew everywhere. Many kender claim that he possessed a Spoon of Wellness, which he used to save his fellow Heroes of the Lance on many occasions. While history certainly does not show any recollection of such an item, kender stubbornly adhere to their stories. The Spoon of Wellness is a normal sized spoon carved of blue crystal. A sapphire is set in the handle, and gold engravings wrap around the spoon like the hands of a loved one. Supposedly, the spoon was a gift from Mishakal, which explains the sign of two intertwining teardrops on the back of the spoon.

The spoon will cure 3d8 + 5 hp (or injure that much hp to undead) per day. Also, while the spoon is held the owner of the spoon is surrounded by an aura of *Protection against evil*.

*Caster Level:* 5th; *Prerequisites:* Craft Wondrous Item, *cure serious wounds*, *protection from evil*; *Market Price:* 15,400 gp.

### Uncle Tas' Ring of Transformation

When Tasslehoff Burrfoot was a guest at the Tower of Wayreth, he found a magical ring of shape-changing. This particular ring turned him into a mouse. Since then, kender from all over Ansalon have claimed to possess "Uncle Tas' Ring of Transformation." Tasslehoff's true ring does in fact exist, and is somewhere among the kender. Whoever wears the ring can transform into a mouse once per day. The ring is made of ivory, with a mouse's head. Two red stones serve as the mouse's eyes. When worn, the owner of the ring may transform into a small white mouse. All equipment, however, does not transform with the wearer. However, there are dangers in using this ring. For every minute after the transformation, the kender must attempt Will save (DC 14). After three failures, the kender forgets that he was a kender, and remains a mouse forever. A mishap also signals the same fate. However, a kender can change back into his or her true form by simply willing it. A kender can retain mouse

## MAGIC ITEMS

form for up to an hour, unless he or she has truly become a mouse. The user needs to spend a standard-action to activate the power.

*Caster Level:* 7th; *Prerequisites* Forge Ring, polymorph self; *Market price:* 10,080 gp.

### ToedeSlayer

Kronin Thistleknot became a legendary figure among the kender people when he slew the Dragon Highlord Toede. Not only was he celebrated as a hero by his race, but nations all over the world acknowledged his heroic feat. Although the true story of Toede's demise is still unclear, Kronin always liked to boast that it was his enchanted hoopak that slew the evil hobgoblin. Cleverly, the hero named his weapon ToedeSlayer after his first retelling of the feat. However, early on during Malystrix's conquest of what is now known as the Desolation, the Red Marauder destroyed a kender village named Woodsedge with her fiery breath. Kronin Thistleknot died while fighting Malystrix, with his enchanted hoopak blazing in his hand. No trace of Kronin was found after Malystrix's flames died down. Only his purple shoe, which was soon after placed in the Last Heroes Tomb by his children, survived the flames. ToedeSlayer was nowhere to be found. Popular kender legend says that when ToedeSlayer is needed again, it shall reappear in the hands of a great kender hero. The legend has yet to come true.

ToedeSlayer is an old, worn hoopak that does not display any abnormal qualities. It resembles many other hoopaks, save that the name, "Kronin Thistleknot" has been carved along the side. It is a +3 weapon. Also, ToedeSlayer does double damage to goblin kin.

*Caster Level:* 8th; *Prerequisites:* Craft Magic Arms and Armor, *summon monster I*; *Market Price* 50,307 gp; *Cost to Create* 25,153 gp + 2,012 XP.

### Rabbitslayer

Rabbitslayer is indeed a great artifact. It was Tasslehoff Burrfoot's lucky dagger during the War of the Lance. This magical artifact got its name when Caramon Majere, fellow Hero of the Lance, said that it would only be of use against ferocious rabbits. Tasslehoff "found" the magical dagger somewhere near the cursed lands of Xak Tsaroth. Although Goldmoon once proclaimed that the blade was "blessed by the gods" and "more powerful than imagined," others merely scoffed. Tasslehoff always believed that his

dagger was magical, however, and never hesitated to let anyone know. Tas always bragged how his dagger seemed to always return to him. However, in the final battle against chaos, the dagger proved its worth. Tas stabbed Chaos' toe with Rabbitslayer, and managed to produce the drop of blood necessary to drive Chaos away from Krynn. All people's, not just the kender, recognize Tasslehoff's sacrifice, and know of the potent enchantment laid on the dagger. The dagger is small, no longer than a stiletto, although its blade is still as wide. It gleams as if made of silver, although it is clearly made of some stronger alloy. Rabbitslayer disappeared from Krynn in that final battle with Chaos, although many kender have claimed to possess the dagger at some time or another.

Rabbitslayer is a +4 weapon. If lost or stolen, Rabbitslayer automatically returns to its owners hands within a day but no less than an hour. Only if the owner is killed or it is given away willingly, does the dagger get a new owner.

*Caster Level:* 12th; *Prerequisites* Craft Magic Arms and Armor, *telekinesis*; *Market price* 40,302 gp. *Cost to Create* 20,151 gp + 1,612 XP.

### Kender Spoon of Turning

Another famous artifact that Tasslehoff carried, was the Kender Spoon of Turning. Originally carried by Uncle Trapspringer, this spoon was reported to actually be able to ward off the undead. Although many claimed that the spoon Tasslehoff used in the Summer of Chaos was simply an ordinary dining utensil of Dalamar the Dark's, the kender stoutly maintain their belief that Tas had a holy relic. The spoon is said to be bright silver, with a splotch of blood (what type of blood varies according to different legends) on the handle. After the last battle with Chaos, the Kender Spoon of Turning was left behind. Now, it rests in the Last Heroes Tomb along with Tasslehoff's other personal possessions. Many kender have traveled to Solace simply to gawk at the potent artifact, and curiously, none have accidentally procured the spoon. Out of respect of the departed Tasslehoff, no kender has ever tried to "borrow" anything from the Last Heroes Tomb.

The spoon is a potent weapon against the undead (according to the kender). Once a day this item allows a kender (and only a kender) to turn as if he was a cleric of the same character level. Kender who have levels of cleric (or any other class with the Turn Undead ability)



## MAGIC ITEMS

turn undead as if their total character level was two levels higher.

*Caster Level:* 12th; *Craft Wondrous Item, consecrate, halt undead*, creator must be at least a 12th-level cleric; *Cost to Create:* 51,840 gp.

### Longreacher

Balif is among one of the most legendary figures in kender history. According to most kender, he is the father of their race, as well as the first and only kender to command the Silvanesti armies and befriend the first Speaker of the Silvanesti elves. Balif's heroic actions in the First Dragon War are known throughout Krynn. The elves, particularly the Silvanesti, however, don't appreciate the kender using one of their own legendary figures as one of their own. The supposition that Balif could be a kender is absurd and infuriating to the elves. However, the kender happily ignore this fact, and continue to tell their legends. Balif supposedly wielded a magical sword that made up for his stature.

The sword is only about two feet long, and is decorated with fancy gems. The sword was said to actually extend outward to slay Balif's enemies. Longreacher is a short sword of renown, giving it a magical bonus of +4. Against dragons, Longreacher does double damage. When attacking Longreacher doubles the reach of the wielder if they are small size or less.

*Caster Level:* 12th; *Prerequisites* Craft Magic Arms and Armour, *enlarge, summon monster I*; *Market Price* 72,310 gp; *Cost to Create* 36,155 gp + 2,892 XP.

## Magical Knick-Knacks

Magic is not a plaything, and magic is especially not wasted on frivolous games and useless toys. But every novice wizard can not expect to start creating a Staff of Magius on the first day of class. Like all individuals in training they begin small and work their way toward greater items. It is general practice to destroy these items after completion, but on occasion a kender will find that these items have fallen into their pouch quite by accident.

These knick-knacks come in all shapes and sizes and have a variety of minor magical abilities. You can use the table below to create your own magical knick-knacks. All effects are usually temporary or negligible in game terms. To use an item really depends on what it is. For example, a Spatula of Eagle Sight might require you to gaze into the reflection in the Spatula, or a Hat

### Magical Knick-Knacks

Item Type	Magical Function
01-02 Spoon	01-02 Embarrassing Sounds
03-04 Fork	03-04 Spectral Colors
05-06 Knife	05-06 Invisibility
07-08 Spatula	07-08 Random Levitation
09-10 Mug	09-10 Sneezing
11-12 Cup	11-12 Protection
13-14 Scarf	13-14 Fiery Hair
15-16 Cap	15-16 Chicken Eggs
17-18 Salt shaker	17-18 Spiting
19-20 Dagger	19-20 Truth
21-22 Thimble	21-22 Mud Puddles
23-24 Ring	23-24 Diplomacy
25-26 Bracelet	25-26 Jumping
27-28 Necklace	27-28 Secrets
29-30 Socks	29-30 Teleportation
31-32 Handkerchief	31-32 Duplication
33-34 Gloves	33-34 Static Shock
35-36 Stone	35-36 Growth
37-38 Chess Piece	37-38 Continuous Talking
39-40 Coin	39-40 Visions
41-42 Girdle	41-42 Music
43-44 Cloak	43-44 Smelling
45-46 Robes	45-46 Water Breathing
47-48 Slippers	47-48 Goldfish
49-50 Dice	49-50 Specific Invisibility
51-52 Pearl	51-52 Oozing
53-54 Crystal	53-54 The Eagle
55-56 Figurine	55-56 Questions
57-58 Hairpin	57-58 Flowers
59-60 Flute	59-60 Screaming
61-62 Drum	61-62 Old Cheese
63-64 Shaker Stick	63-64 Sleepiness
65-66 Feather	65-66 Intimidation
67-68 Quill	67-68 Crazy Legs
69-70 Vial	69-70 Direction Sense
71-72 Parchment	71-72 Nightmares
73-74 Bead	73-74 Glowing
75-76 Wooden Block	75-76 Sugar
77-78 Card	77-78 Rain Protection
79-80 Pouch	79-80 Whistles
81-82 Chicken Bone	81-82 Animal Sounds
83-84 Wooden Penguin	83-84 Comfort
85-86 Needle	85-86 Water Boiling
87-88 Small Mirror	87-88 Moonlight
89-90 Finger Bone	89-90 Honesty
91-92 Steel Ball	91-92 Food Creation
93-94 Hammer	93-94 Wellness
95-96 Glass Eye	95-96 Turning
97-98 Small Glass Orb	97-98 DM Choice
99-00 Crystal Spider	99-00 Player Choice



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of Glowing will only glow when worn. The exact details will have to be created by the player or DM.

To create a magical knick-knack roll percentiles twice, once for the item type and a second time for the magical function. Put the two results from the adjacent table together to create the new item. Refer to the descriptions of the magical function on the next page to help you determine how your magical knick-knack works.

### Magical Functions

#### Animal Sounds

This item imitates one animal sound and makes that sound upon command. DM determines what sound it makes.

#### Chicken Eggs

This item will magically produce one chick egg a day.

#### Comfort

While in possession of this item the owner is not uncomfortable in temperature as low as 50 degrees Fahrenheit and as high as 100 degrees Fahrenheit. It does not provide protection any kind of protection.

#### Continuous Talking

While in possession of this item the owner is forced to talk continuously. It does not interfere with eating or sleeping. A Will save of DC 10 must be made once a day to avoid its affects. If the user removes the item from their person the effect stops.

#### Crazy Legs

When holding or wearing this item the owner appears to have legs that wobble and shift. This magical effect does not affect their ability to walk or run.

#### Direction Sense

While holding this item the owner is able to determine up from down.

#### Diplomacy

When the item is held or worn by the owner and is in plain site of the person they are speaking to the owner gains a +2 to Diplomacy skills.

#### DM Choice

The DM chooses one from this list.

#### Duplication

This item can duplicate itself up to 1d10 times once a day. (In the case of a magical coin the coin is a copper piece).

#### Embarrassing Sounds

This item emits an embarrassing sound at inappropriate times. It does not have to be held or used to be activated. The particular sound is left up to the DM.

#### Fiery Hair

Using this item makes the owner's hair appear to be on fire.

#### Flowers

This item can create daisies upon command.

#### Food Creation

This item creates enough food for one person once a day.

#### Glowing

This item has a soft magical glow.

#### Goldfish

This item creates one live gold fish a day.

#### Growth

When commanded this item can grow to twice it's normal size.

#### Healing

Once a day this item can be used to heal 1d8 points of damage.

#### Intimidation

This item bestows a +2 to Intimidation skill attempts if held or worn in plain site while trying to intimidate someone.

#### Invisibility

Upon command this item can turn itself invisible for five minutes.

#### Jumping

Once a day when the command word is spoken this item can repeatedly jump a few inches in the air by itself for up to 5 minutes.

#### Moonlight

Upon command this item shines a pale light equal to the light of a full moon.

#### Mud Puddles

Once a day this item can be used to make a mud puddle up to two feet in diameter.

#### Music

Once a day this item plays music by itself when the command word is given. It plays for up to ten minutes.

#### Nightmares

While in possession of this item the owner suffers from nightmares while sleeping.

#### Old Cheese

This item smells like old cheese.

#### Oozing

When the command word is spoken this item exudes a clear ooze.

#### Player Choice

The Player chooses one from this list.

#### Protection

This item provides +1 to AC while in use.

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### Questions

When in possession of this item the owner can only speak in questions. There is no save from this.

### Rain Protection

While using the item the owner stays warm and dry in normal rain.

### Random Levitation

When in possession of this item the user will randomly levitate up to 6 inches off the ground. When levitation occurs is totally up to the DM.

### Remembering

This item makes a person remember to return anything they borrowed so they don't walk off with it.

### Screaming

While in possession of this item the owner can only scream while speaking.

### Secrets

When this item is held the owner can hear whispering voices. They appear to be whispering important secrets, but no amount of listening can uncover what is being said.

### Sleepiness

While holding this item it makes the owner drowsy.

### Smelling

While using this item you have the scent feat from the Monster Manual.

### Sneezing

When the command word is spoken the person holding the item is forced to sneeze once with no save.

### Specific Invisibility

This item can turn the owner invisible, but only under one condition. The terms of the condition are to be set by the DM. (For example, while the owner's eyes are shut, or the owner is standing still on one leg, or clucking loudly like a chicken.)

### Spectral Colors

This item can change its own color. Simply holding it and concentrating on the specific color will cause the color change.

### Spitting

The owner in possession of this item can spit in random colors. The choice of the colors is entirely random and not controlled by the user.

### Static Shock

Once a day this item can deliver a mild static shock, such as when you rub your feet with socks on a cold day and touch someone.

### Sugar

While using this item anything eaten tastes like sugar.

### Teleportation

Then this item is used it randomly teleports the owner to a new location. It will not teleport them into any

direct harm (like hundreds of feet above the earth or into solid rock) but it could land them in front of a dragon. The location of the teleport is up to the DM.

### The Eagle

Using this item gives you eagle sight once a day for 5 minutes.

### Truth

Once a day the owner of this item is forced to speak the truth about how they feel about someone while they are talking with them.

### Turning

This item allows a user to turn as a cleric of the same level. If it is used by a cleric they turn as two levels higher.

### Visions

This item allows the owner to see him or herself five minutes in the past.

### Water Breathing

Once a user has had ten minutes of water breathing while using this item.

### Water Boiling

Placing this item in a water makes the water boil. It can heat up one gallon of water for every minute it is left in there to a maximum of 5 gallons of water.

### Whistles

Upon command this item makes a whistle like a steam pot, starting off slow but building up to a loud shriek for 5 minutes. This only works once a day.

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Sean Macdonald — Kipper Snifferdoo

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