Races of Ansalon 5e Conversion
By Timothy Shiflet, “Aelfwyn” on the Forums

What follows is a tool to help you convert the statistics found in the 3e Dragonlance Supplement Races of Ansalon to 5th Edition. I make a lot of references to the Player’s Handbook when I can. Much of what WotC has put together in this edition will translate directly to Dragonlance. Feel free to offer comments and suggestions on how to improve this document. It continues to be a work in progress.

Dwarves
Unless otherwise noted, all dwarves use the racial features for dwarves found on page 20 of the Player’s Handbook.

Hill Dwarf (Dwarf Sub-race)
Hill dwarves use the same racial features for hills dwarves found on page 20 of the Player’s Handbook. Hill dwarves are comprised of the Neidar and Klar clans.

Mountain Dwarf (Dwarf Sub-race)
Mountain dwarves use the same racial features for mountain dwarves found on page 20 of the Player’s Handbook. Mountain dwarves comprise the Hylar and Daewar clans.

Dark Dwarf (Dwarf Sub-race)
Dark dwarves use the following racial features in addition to the Dwarf racial features found in the Player’s Handbook. Dark Dwarves are comprised of three different dwarven clans: Daergar, Theiwar, and Zhakar.

**Ability Score Increase.** You gain a +1 racial bonus to your Dexterity.

**Superior Darkvision.** You have darkvision up to 120 feet.

**Sunlight Sensitivity.** You have disadvantage on attack rolls and wisdom (perception) checks when you, the target of your attack, or whatever you are trying to perceive is in direct sunlight.

**Sneaky.** You gain advantage on Dexterity (Stealth) checks when trying to hide in low-light conditions.

Gully Dwarf
Gully dwarves have the following racial features rather than those for dwarves found in the Player’s Handbook.

**Ability Score Increase.** You receive a +2 bonus to both your Constitution and Dexterity scores and a -4 to your Intelligence score.

**Size.** Gully dwarves average height is between 3 and 4 feet tall. Your size is small.

**Speed.** Your base speed is 25 feet.

**Survival Instinct.** You are driven to survive. Toward that end, you have advantage on all Dexterity (Stealth) checks when you take the Hide action.

**Hardy.** You are resistant to the effects of poison and disease. You have advantage on all Constitution saving throws made to resist these effects.
**Pitiable.** Gully dwarf diplomacy consists of begging, crying, groveling and pleading, and you have honed this ability to a fine art. You have advantage on Charisma (Persuasion) checks made to convince an enemy not to harm you.

**Cowardly.** You have disadvantage on saving throws made to resist the effects of fear.

**Languages.** Common, Gullytalk

**Half-dwarf**
Half-dwarves have the following racial features rather than those for dwarves found in the *Player’s Handbook*.

**Ability Score Increase.** You receive a +2 bonus to your Constitution score and a +1 bonus to two other ability scores of your choice.

**Size.** Half-dwarves are slightly shorter than most humans, but inherit the stockiness of their dwarven parent. Your size is medium.

**Speed.** Your base walking speed is 30 feet.

**Stability.** You have advantage on any saving throws made to avoid being pushed back or knocked prone.

**Dwarven Combat Training.** You have proficiency with the battle-axe, hand-axe, throwing hammer, and warhammer.

**Languages.** You can speak, read, and write Common and Dwarven.

**Elves**
Unless otherwise noted, all elves use the racial features for elves found on page 23 of the *Player’s Handbook*.

**Kagonesti Elf (Elf Sub-race)**
Kagonesti elves use the same racial features for wood elves found on page 24 of the *Player’s Handbook*.

**Qualinesti Elf (Elf Sub-race)**
Qualinesti elves use the same racial features for high elves found on page 23-24 of the *Player’s Handbook*.

**Silvanesti Elf (Elf Subrace)**
Silvanesti elves use the same racial features for high elves found on page 23-24 of the *Player’s Handbook*.

**Dargonesti Elf (Elf Sub-race)**
As a Dargonesti elf, or “deep” elf, you hale from the deepest, darkest parts of Krynn’s oceans, and have adapted to life below the surface. You have the following racial features in addition to the elven features found on page 23 of the *Player’s Handbook*.

**Ability Score Increase.** You gain +1 to your strength score.

**Aquatic.** Dargonesti can breath underwater, have advantage on Strength (Athletics) checks made while swimming, and never have to make Strength (Athletic) checks to move in water.
Alternate Form. You can assume the form of a porpoise as an action a number of times per day equal to your constitution bonus. You regain all uses of this feature upon completing a long rest.

Surface Sensitivity. You have disadvantage on all attacks, saving throws and ability checks if you are out of water for more than 24 hours.

Sea Elf Weapon Training. You are proficient with spears, tridents, and nets.

Dimernesti Elf (Elf Sub-race)
Dimernesti, or “Shoal” elves, inhabit the shallower waters of Krynn’s oceans, rivers, and lakes. Your body is specially suited for life in the shallows. You have the following racial features in addition to the elven features found on page 23 of the Player’s Handbook.

Ability Score Increase. You gain +1 to your strength score.

Aquatic. Dargonesti can breath underwater, have advantage on Strength (Athletics) checks made while swimming, and never have to make Strength (Athletic) checks to move in water.

Alternate Form. You can assume the form of a sea otter as an action a number of times per day equal to your constitution bonus. You regain all uses of this feature upon completing a long rest.

Surface Sensitivity. You have disadvantage on all attacks, saving throws and ability checks if you are out of water for more than 24 hours.

Sea Elf Weapon Training. You are proficient with spears, tridents, and nets.

Half-Elf
Half-elves use the same racial features for half-elves found on page 39 of the Player’s Handbook.

Gnomes
At first glance, it would seem like the Rock Gnome features fit well with Dragonlance’s Tinker gnomes. However, it occurred to me as I was researching gnomes in RoA that the Rock Gnome is designed to represent gnomes from the Forgotten Realms, and they are more akin to “Thinker” gnomes than to Tinker gnomes. Feel free to do what works for your table. This is just my take.

Unless otherwise noted, all gnomes use the racial features for gnomes found on pages 36-37 of the Player’s Handbook.

Tinker Gnome (Gnome Sub-race)
Pounding hammers, whirring machines, and belching steam, these are all music to your ears. You build fantastic machines, and, occasionally, some of them actually work.

Ability Score Increase. Your Constitution score increases by 1.

Guild Affiliation. You are affiliated with a guild of your choice. While there are hundreds or even thousands of guilds, they all fall under one of three major guild categories. Choose one of the following guild categories. You may add your proficiency bonus when working with any of the tool sets in that category. Furthermore, based on the guild category you choose, you may double your proficiency bonus when working with one set of artisan’s tools of your choice.

Craft Guild: Weaver’s tools, Painter’s supplies, Potter’s tools, Leatherworker’s tools, Smith’s tools, Woodcarver's tools
Technical Guild: Carpenter’s tools, Glassblower’s tools, Mason’s tools, Tinker’s tools, Cobbler’s tools

Sage Guild: Alchemist’s supplies, Brewer’s supplies, Calligrapher’s supplies, Cartographer’s tools, Cook’s utensils, Jeweler’s tools

**Life Quest.** You have a life quest that has been handed down to you from previous generations. This life quest informs every major (and even some minor) decisions that you make. As a result of the all-consuming nature of your life quest, it very difficult to disuade you from whatever course of action you have decided upon. Therefore, you add your proficiency bonus on all Wisdom saving throws.

Mad Gnome “Thinker” (Gnome Sub-race)
As a “thinker” gnome, you have forsaken the erratically ordered life of your fellows in Mount Nevermind and have gone your own way. You retain some of your kin’s knack for machines, but your inventions, if you build machines at all, are often more efficiently designed and built on a much smaller scale.

Mad gnomes use the same racial features for Rock Gnomes found on page 37 of the *Player’s Handbook*, except as follows.

*Ability Score Increase.* While you and your fellow gnomes often rub one another the wrong way, you find that you tend to get along with the “bigger” races better than your Tinker cousins. You gain a +1 bonus to your charisma score.

Wild Gnome (Gnome Sub-race)
Wild gnomes use the same racial features for Forest Gnomes found on page 37 of the *Player’s Handbook*.

Half-Gnome
Half-gnomes have the following racial features rather than the gnome racial features found in the *Player’s Handbook*.

*Ability Score Increase.* Your intelligence bonus increases by 2, and two other ability scores of your choice increase by 1.

**Size.** Half-gnomes range between 4 ½ and 5 ½ feet tall. Your size is medium.

**Speed.** Your base walking speed is 30 feet.

**Darkvision.** You can see in dim light up to 60 feet as though it were bright light, and in darkness as though it were dim light.

**Jack-of-all-Trades.** You are proficient in two skills of your choice or one skill and a set of tools of your choice.

**Languages.** You can speak, read, and write Common and Gnomish.

**Goblins**
Goblinkin are comprised of three different races: bugbears, goblins, and hobgoblins.

**Bugbear**
As a bugbear you tend to be more savage than your goblinkin cousins.
**Ability Score Increase.** You gain a +2 to your Strength score and a +1 to your Dexterity score.

**Alignment.** The most savage of the goblinkin, bugbears tend toward chaos.

**Size.** Bugbears can grow as much as seven feet in height. Your size is medium.

**Speed.** You have a land speed of 30 feet.

**Keen Senses.** You can detect an enemy by scent up to 30 feet away. You do not suffer any penalties to attack rolls, even in total darkness. You may also use this ability to track a target creature so long as you have encountered its scent before and it has been no more than one hour since the target creature has passed through the area.

**Surprise Attack.** If you surprise a target creature and hit it during the first round of combat, you deal an additional 2d6 points of damage to that target.

**Languages.** You can speak, read, and write goblin.

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**Goblin**

Not as large or strong as your cousins, you make up for your diminutive size by being quick and nimble. Goblins tend to also favor mounted combat.

**Ability Score Increase.** You receive a +2 bonus to your Dexterity Score and a +1 bonus to your Wisdom score.

**Size.** Goblins average between 3 to 4 feet in height. Your size is small.

**Speed.** Your base speed is 30 feet.

**Darkvision.** You can see in dim light up to 60 feet as though it were bright light, and in darkness as though it were dim light.

**Nimble Escape.** Goblins tend to move quickly, using distraction and evasion tactics they learn as children. You can take the Disengage and Hide actions as bonus actions.

**Mounted Combatant.** You gain proficiency in vehicles (land). You may add your proficiency bonus to Strength and Dexterity ability checks and Saving Throws made to control your mount.

**Languages.** You can speak, read and write Common and Goblin.

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**Hobgoblin**

Bigger and stronger than the goblin, with a stronger martial instinct and more inclined to live in structured societies, your race is often seen as the leader among goblinkin.

**Ability Score Increase.** You gain a +2 bonus to Constitution and a +1 bonus to Wisdom.

**Alignment.** Hobgoblins tend toward evil. However, they also tend to be lawful, as they often build more ordered and structured societies than their goblin and bugbear cousins.

**Size.** Hobgoblins range between 5 ½ and 6 feet in height. Your size is medium.

**Darkvision.** You can see in dim light up to 60 feet as though it were bright light, and in darkness as though it were dim light.
**Martial Advantage.** Once on your turn, you can deal additional damage equal to your Wisdom modifier to a target creature if that creature is within 5 feet of one of your allies and that ally isn’t incapacitated.

**Languages.** You can speak, read, and write Common and Goblin.

**Kender**
Because every party needs a kender. Most of the features for the kender I pulled directly from the last release of the DnD Next Playtest. I added “Insatiable Curiosity” to the True Kender because what’s a kender without lockpicks? A very sad, bored kender. And no one wants to deal with that if they don’t have to.

**True Kender (Halfling Sub-race)**
As a kender, you have the following racial traits in addition to the base halfling features presented on page 28 in the Player’s Handbook.

**Ability Score Increase.** Your Charisma score increases by 1.

**Fearless.** You cannot be frightened. This replaces the Brave halfling feature.

**Insatiable Curiosity.** When a kender comes of age, he or she receives their first set of lockpicks from their parents. In fact, a common saying among kender is that “a lock insults the purpose of a door.” You gain proficiency in thieves’ tools.

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

If you win the contest, the target must use its next action to attack only you. If you are out of range, it must charge at you or, failing that, dash toward you. The target attacks you with disadvantage during this action.

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

**Kender Pockets.** Kender constantly pick things up and pocket them, and then often forget about them. If you find yourself in need of a piece of non-magical equipment, there is a 25 percent chance you have it. Roll a d4. If you roll a 4, you find the item in your pocket, pack, or pouch. If you roll anything else, you don’t have such an item on you, and you can’t search again for the same item until you’ve spent at least one day in a town or city. Rummaging through your pouches, pack, and pockets in this way takes 1 minute. This replaces the Lucky feature in the Player’s Handbook.

**Afflicted Kender (Halfling Subrace)**
Afflicted kender use the Lightfoot racial features found on page 28 of the Player’s Handbook.

**Half-kender (Halfling Subrace)**
Half-kender use the Stout halfling racial features found on page 28 of the Player’s Handbook.

**Minotaurs**
WotC released an Unearthed Arcana article entitled “UA4: Waterborne Adventures” which featured an “unofficial” write-up of the Dragonlance minotaur. Except for raising the initial Strength increase to 2, I felt that version was as good or better than anything I could come up with.

Minotaur
You hale from an honor-bound, warrior society. You have been raised from birth to be battle ready both on land and at sea.

*Ability Score Increase.* Your Strength score increases by 2.

*Conqueror’s Virtue.* From a young age, you focused on one of the three virtues of strength, cunning, or intellect. Your choice of your Strength, Intelligence, or Wisdom score increases by 1 to a maximum of 20.

*Age.* Minotaurs enter adulthood at around the age of 17 and can live up to 150 years.

*Alignment.* Minotaurs believe in a strict code of honor, and thus tend toward law. They are loyal to the death and make implacable enemies, even as their brutal culture and disdain for weakness push them toward evil.

*Size.* Minotaurs typically stand well over 6 feet tall and weigh an average of 300 pounds. Your size is Medium.

*Speed.* Your base walking speed is 30 feet.

*Horns.* You are never unarmed. You are proficient with your horns, which are a melee weapon that deals 1d10 piercing damage. Your horns grant you advantage on all checks made to shove a creature, but not to avoid being shoved yourself.

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

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

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

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

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

Ogres
It will be apparent to most readers that, while the half-ogre and Irda are included, the “fallen” ogre is not. I ran into trouble with this particular creature since they are so big, reaching heights of 9 or 10 feet, they couldn’t very well be called medium creatures. If a player is dead-set on playing an ogre I’d advise referring to the “Elemental Evil Player’s Companion” released by WotC last year. In that free pdf, they presented rules for playing a Goliath. One could reasonably use those rules to play a fallen ogre.

Half-Ogre
Half-Ogres use all of the racial features of the half-orc found in the Player’s Handbook on page 41.

Irda
First-born and the most beautiful of the races, you make even the long-lived elves feel plain by comparison.

**Ability Score Increase.** You gain a +2 bonus to Charisma and a +1 bonus to Intelligence.

**Age.** Irdra are an ancient and long-lived race. They reach maturity at the age of 30 and can live upward of 1000 years or more.

**Alignment.** Irdra often seem aloof and cold. Their society is one of order and a place in which emotional extremes are seen as vulgar. Therefore, Irdra often have lawful natures. Since, they are adept at keeping their passions in check, they tend toward neutrality.

**Size.** Your size is medium.

**Speed.** Your base speed is 30 feet.

**Darkvision.** You can see in dim light up to 60 feet as though it were bright light, and in darkness as though it were dim light.

**Elder Legacy.** You can cast the *prestidigitation* cantrip. At 3rd level, you can cast *sleep* as a 2nd level spell once between long rests. At 5th level, you can cast the *daylight* spell once between long rests. Charisma is your spellcasting ability for these spells.

**Change Shape.** You are able to assume the appearance of any small, medium, or large humanoid. If you are killed while using this feature you revert back to your normal appearance, but severed body parts retain their shape. Any gear worn that can not be carried by the new shape falls to the ground. A *true seeing* spell reveals your true shape.

**Languages.** Common, Kolshet (High Ogre)

### Other Races

**Centaur**
The powerful body of a horse combined with an humanoid torso, makes you a mysterious and formidable foe.

**Ability Score Increase.** You gain a +2 to your Dexterity score and a +1 to your Strength score.

**Alignment.** Not beholden to the ideals of civilization and morality common amongst many of the other races, centaurs tend to favor neutrality.

**Size.** Centaur stand between 7 to 8 feet tall. Your size is Medium.

**Speed.** You have a land speed of 40 feet.

**Charge.** If you move 30 feet or more toward your target creature and hit them with a melee attack on the same turn the target takes an additional 3d6 points of damage.

**Hooves.** As an action you can attack with either your front or rear hooves, which, on a successful hit, inflict 2d6 points of bludgeoning damage to your target.

**Languages.** You can speak, read, and write Common and Sylvan.
**Kyrie**
You are one of the shy and reclusive kyrie, watching the events of the world from your perch on high.

*Ability Score Increase.* You gain a +2 bonus to Dexterity.

*Age.* Kyrie life expectancy is around 120 years, and they reach maturity at the age of 16.

*Alignment.* Kyrie are philosophical and poetic when among friends. In the presence of strangers, however, they become suspicious and distrustful.

*Size.* Kyrie stand 5 to 6 feet tall and weigh an average of 90 pounds

*Speed.* Your base land speed is 30 feet.

*Flight.* You have a flying speed of 50 feet. You can’t be wearing medium or heavy armor to use this feature.

*Hollow Bones.* You are vulnerable to bludgeoning damage.

*Keen Senses.* You have proficiency in the Perception skill.

*Languages.* You can speak, read, and write Common and Auran.

**Phaethon**
You have little in common with the other mortal races. Magic fuels your very existence.

*Ability Score Increase.* You gain a +2 bonus to your Wisdom score.

*Size.* Phaethons stand between 5 and 51/2 feet tall and weigh an average of 120 pounds. Your size is medium.

*Child of the Flame.* You have immunity to fire damage, but are vulnerable to cold damage.

*Darkvision.* You can see in dim light up to 60 feet as though it were bright light, and in darkness as though it were dim light.

*Fiery Wings.* As a bonus action you can manifest a pair of fiery wings. These wings give you a flying speed of 60 feet. Alternatively, you can use them to attack a target for 1d6 points of fire damage. If you are grappled, manifesting these wings damages your opponent. The damage from your wings increases to 2d6 at 6th level, 3d6 at 11th level, and 4d6 at 16th level.

*Languages.* Common, Elven

**Tayfolk**
Twins. Two halves of the same whole. Raistlin could have learned a thing or two from you.

*Ability Score Increase.* Your Charisma score increases by one.

*Size.* Tayfolk range from 5 feet to well over 6 feet in height. Your size is medium.

*Speed.* Your base walking speed is 30 feet.
Darkvision. You can see in dim light up to 60 feet away as if it were bright light, and in darkness as if it were dim light. You can’t discern color in darkness, only shades of grey.

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

Combat Synergy. When both you and your twin are conscious and within one mile of each other you have advantage on initiative rolls and Dexterity saving throws. Additionally, when you take the help action to aid your twin during combat, your twin’s opponent attacks with disadvantage on the first attack of its next turn.

Empathic Bond. You have a strong empathic connection with your twin and know when he or she is hurt, upset, or in danger. This bond extends up to one mile away, and applies to places and items each of you interact with. For example, if your twin is attuned to particular magic item, you are attuned to it as well.

Languages. You can speak, read, and write Tayl, Elven, and Common.

Subrace. Each tayfolk birth results in a set of twins, each with it’s own unique physical characteristics. Choose either Tayling or Taylang as your subrace.

Tayling
You’re the smart one.

Ability Score Increase. Your Wisdom score increases by 2.

Natural Spellcaster. You know the *mage hand* and *spare the dying* cantrips. At third level, you learn to cast the *enhance ability* spell once between long rests. At 5th level, you learn to cast the *enlarge/reduce* spell once in between long rests. Charisma is your spellcasting ability for these spells.

Spell Rage. If your sibling dies you can channel any unused spell slots into bolts of magical lightning. These attacks are made as ranged spell attacks and do 1d10 points of damage per level of the spell slot used to a maximum of 9d10 points of damage. This effect lasts until you die, you are knocked unconscious, or those responsible for your twin’s death are eliminated. Afterward, you experience one level of exhaustion as indicated in Appendix A of the Player’s Handbook.

Taylang
You’re the strong one.

Ability Score Increase. Your Strength score increases by 2.

Primal Ferocity. As an action on your turn, you can fly into a battle rage for one minute. While raging, you gain advantage on all Strength checks and Strength saving throws, and you gain a +2 bonus to damage on melee weapon attacks that use Strength. Additionally, you have resistance against piercing, bludgeoning, and slashing damage. Your rage ends if you are knocked unconscious or end your turn without having attacked anyone. You cannot rage again until you have completed a long rest.

Bestial Rage. If your sibling is killed you fly into a rage that lasts until you are killed, you are knocked unconscious, or those responsible for your twin’s death are eliminated. This rage occurs even if you haven’t taken a long rest since your last rage. Otherwise, it functions exactly the same as your Primal Ferocity trait.

Thanoi
The much feared, but rarely seen, walrus-men of Icereach.

Ability Score Increase. Your Strength score increases by 2 and your Constitution score increases by one.
Size. Thanoi reach heights ranging from 5 ½ feet to 8 feet. Your size is medium.

Speed. You have a walking speed of 30 feet and a swimming speed of 40 feet.

Darkvision. You can see in dim light up to 60 feet away as if it were bright light, and in darkness as if it were dim light. You can’t discern color in darkness, only shades of grey.

Natural Swimmer. You have a swim speed of 40 feet and gain advantage on Athletics checks when swimming. You are also able to hold your breath underwater for up to 30 minutes before needing to make a Constitution save.

Thick Hide. Your thick, rubbery hide gives you a base armor class of 12 and grants you resistance to cold damage.

Tusks. You have a pair tusks that you can use in combat. As an action you can attack with your tusks inflicting 2d4 points of piercing damage on a successful hit.

Languages. You can speak Common and Thanoi.

Ursoi
You are noble and strong. Not much of a talker, though. The Chewbacca of the Dragonlance Campaign Setting.

Ability Score Increase. Your Strength score increases by 3 up to a maximum score of 20.

Size. Ursoi can grow up to 8 feet tall and can weigh up to 800 pounds. Your size is medium.

Speed. Your walking land speed is 30 feet.

Darkvision. You can see in dim light up to 60 feet away as if it were bright light, and in darkness as if it were dim light. You can’t discern color in darkness, only shades of grey.

Claws. You have a set of claws on each hand that you may use in combat. On a successful hit, each claw inflicts 1d6 points of slashing damage.

Primal Spellcaster. Ursoi who adopt a class that grants spell slots may cast spells with verbal components if they have a spellcasting ability score of 13 or higher. Ursoi with a spellcasting ability score below 13 may still cast spells if those spells do not have verbal components.

Languages. You can speak Ursoi. You can understand Common and can learn to understand additional languages, but you cannot speak them.