

Kono'ana are a semi-nomadic, seafaring people that populate the islands around the southern side of Cardriss. Their language, Kono'a, can be heard in ports on both the eastern and western coast, though they rarely venture onto the mainland themselves. Their skin is duskieer than Vitolians (but certainly not as dark as the Mbala) and it is often decorated with black geometric tattoos. They have brown hair and eyes that range from bright green to dark blue. Their clothing, which they tend to wear less of than most cultures, is primarily made of woven palm fronds, though they also make some textiles from coconut husks and other natural fibers. Sizable groups and established settlements may have a smith who knows how to mine, smelt, and work metals but Kono'ana tend to use little of it. Most of the armor they make uses leather and magically treated wood or shells.

Most of the islands they inhabit are not well suited for agriculture, and they are primarily hunter-gatherers, though they do plant gardens when they find an island they plan to stay on for a while. Due to this lifestyle, they highly value skilled individuals. Their lifestyle also prevents them from keeping libraries and any knowledge or techniques they wish to preserve must be passed down orally, or practically, from one generation to the next. They are able warriors when conflicts confront them, but they prefer to avoid battles when they can. The ocean is a big place with many islands; if one is already inhabited by unfriendly people or deadly wildlife the simplest solution is to just sail to another one. The maddening reality of this, for foreigners, is that it can be virtually impossible to know where any given group of Kono'ana is at any given time. There are, however, a few exceptions to this tendency. Several large islands are home to stable populations ruled by a High Chieftain, and the people who go out from there return periodically to trade with their tribesmen.

Most Prevalent Alignment: Chaotic Good

Class Considerations: Classes that require formal education--like wizards and magi, or clerics--are very rare among the Kono'ana, and their roles in society are typically filled by sorcerers and oracles, or sometimes witches and shamans. Rangers and slayers are common, as are rogues and other classes or archetypes that combine hunting abilities and skills in survival and seamanship.