

BAREBONES FANTASY

Role-playing Game



FLESH & BLOOD

OFFICIAL GAME ACCESSORY

BY JIM
STRYKER

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LICENSING

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F&B is dedicated to my lovely wife, Jennifer.

ABOUT BAREBONES FANTASY™

This game takes advantage of the d00Lite™ system, fast and simple game mechanics created by Dwd Studios. Learn more: <http://dwdstudios.com/barebones>

ABOUT KERANAK KINGDOMS™

The Keranak Kingdoms is a fantasy setting designed for but usable without the BareBones Fantasy roleplaying game. It is a broad brush-stroke fantasy game world designed for you – the GM – to tell a story that involves the player's characters. It gives you tools to build your tale, not frames to box in your imagination. Check out the Keranak Kingdoms setting book for sale where you purchased this product, or read the brief summary of the setting within the pages of the BareBones Fantasy game book.

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BUGBEAR

These large brutish goblins stand seven to eight feet tall. Unlike other goblinoids, they are excessively hairy, with thick dark fur covering their heads, backs, arms and legs. Despite their size, they are quick, silent and graceful.

Skin and hair colors vary widely, with earth tones being most common. Most are brutish killers, but some manage to overcome enough of their evil nature and assimilate into the lower rungs of human society.

Few bugbears give any thought to gods, religion, or the afterlife. From a very young age bugbears are taught that such things are not for them. Hobgoblins tell a story about how goblins sprang forth from the earth where the blood of a giant was spilled. If this is true, then goblins, hobgoblins and bugbears were not created with intent. They were given no grand purpose and they have no gods to love them, nor do they owe anything to anyone but themselves. Many bugbears see this as a license to do as they please, but some see it as a challenge to find relevance in the world. Some become brutal warlords with grand visions of uniting a grand goblin empire, while others seek to find a more personal purpose in the so called civilized lands.

In Far Vandimir humans and elves peaceably brush shoulders with bugbears and hobgoblins every day. Bugbears are also found in the Plains of the Griffon Lords, where they and their orc allies have even established a small city. Many also call the Western Reaches home, where the mad sorcerer kings keep vast mercenary armies.

Player character bugbears have risen above their bestial nature. They may be brutal thugs or altruistic saints because – unlike many goblins – they have a choice. A player character bugbear is likely to be a traveling mercenary, or a lone bugbear on a personal journey to better understand the world and his place in it. Some have accepted human gods, hoping to find some sort of spiritual redemption.

Bugbears prefer the company of other bugbears but get along well with most gnolls, orcs and hobgoblins. They respect ogres and giants for their great strength, but see them as clumsy and dislike most elves who they feel are pretentious. They have a grudging respect for humans who (though they seem weak) often prove to be ferocious fighters.

Naming varies greatly from tribe to tribe, but goblin names are most common. Names like Krug, Urik, Virk and the like. Descriptive names are also common, such as Brokenfang, Bloodymaw, or Redhand.

BUGBEAR CRIME BOSSSES?

GAMEMASTER TIPS

Civilized bugbears make great bodyguards and thugs, but in a city campaign they make great crime lords as well. Some bugbears have a knack for organizing others among the lower rungs of society and may serve as lieutenants in an underworld setting.



- » *Add 5 to starting STR and DEX.*
- » *Sneaky (+10 to checks involving stealth).*
- » *Infravision (12 spaces, sight using heat signatures in the infra-red spectrum when light is not present).*
- » *Savage (-10 to social interactions with civilized races).*
- » *Move 8 spaces.*
- » *Speak goblin and tradespeak. By default bugbears are illiterate.*



CHANGELING

Changelings are a mysterious breed often confused with doppelgangers. They may alter their appearance at will, mimicking almost any humanoid race. Changelings are very secretive; few people are even aware they exist. The truth about their origins remains a mystery, though many scholars suspect their creation began in the Western Reaches where a mad wizard created them to be the ultimate spies.

Changelings infiltrate civilized societies. It's what they do. Though some would assign sinister purpose to this, and conspiracy theories abound, for most changelings nothing could be further from the truth. Like any other race, they simply seek to live and prosper as best they can. A few changelings adopt a single identity and keep it their whole lives. They become productive members of their communities, marry and raise families. Most shed identities like old clothing. They travel frequently, never staying too long in any one place, adopting whatever identity they need to pass unnoticed by those around them.

Changelings have no special ability that lets them detect each other; instead they rely on their extended family ties to keep in touch with one another, as well as a system of signs and codes (see below). Sometimes a changeling drops out of the fold too long and finds itself isolated and cut off from its kin.

Changelings can mate with any humanoid species, (an indication of just how thorough their mimic ability is). Children of mixed parentage have only a 25% chance of being born a changeling, and sometimes this comes as a shock to the non-changeling parent if they are unaware of their mate's true nature.

Changelings have developed an elaborate secret written code to help them communicate with and identify each other, though not all changelings know it. If a player character wishes to know the code they should select Changeling Code as one of their starting languages. This code consists of subtle iconography and odd runes (similar to the hobo signs of the 1930s).

As changelings change identities, they change their names. This can make it difficult to differentiate one changeling from another. Changeling tradition has each changeling choose a "true name" upon their eleventh birthday. The name is always in the form of a palindrome. (i.e. spelled the same forward or backwards.) Examples include Anna, Krivirk, Olavi Valo, Hannah, Kinikinik. Palindromes are also a popular choice when creating an identity. It is often a clue to other changelings that this person is also a changeling.



- » *Mimic (may appear to be a member of any humanoid race and of any gender. This may be used to copy specific individuals. In some cases the GM may allow a WIL check to see through the deception. The actual limitations are up to the GM. In some games, changelings will be able to mimic both halflings and half-giants. In other games, they will be more limited. Check with your GM).*
- » *Natural Deceiver (+20 to checks involving deception and checks involving diplomacy).*
- » *Diplomat (may use Scholar: Diplomat aspect unskilled).*
- » *Adaptive Linguist (-1 DP to learn a new language and speak it like a native).*
- » *Move 8 spaces.*
- » *Speak tradespeak and any two other languages.*



DRAGON-KIN

The dragon-kin are large reptilian humanoids related to dragons. They have thick scaled hides and heavy tails. Some have wings and are capable of flight. Dragon-kin tend to be proud, with a long tradition of honorable combat. Rumors tell of an island to the east ruled by dragon-kin, but the dragon-kin themselves do not speak of it to outsiders.

The dragon-kin trace their lineage to the dragons themselves. They worship no gods, but do pay respect to the great dragons. Dragon-kin come in a variety of colors. The crests and ridges of their heads are each unique, and some have horns. Families are matriarchal, with the females ruling the home, though outside all are equal. Dragon-kin are arrogant and proud and prefer to settle disputed with duels. These are rarely to the death, but can be if neither party yields.

In recent times small groups of dragon-kin have come to the kingdoms. Some seek a chance to test their prowess against the returning giants, others are here to observe the mortal races and learn what they can.

Dragon-kin all come from Caer Urdak, a mountainous island several days east of the Keranak Kingdoms. Hidden behind a wall of mist it is here the grand dragons slumber for centuries at a time. They know that sooner or later the mortal races will discover their home and have decided to learn more of their mortal neighbors, and assess the level of danger they pose.

Dragon-kin society is strictly structured. At the top are the Oathbound, divided into two groups, the Keepers of the Oath and the Defenders of the Oath. The Keepers are the mage-priests who rule dragon-kin. The Defenders are the warrior caste dragon-kin. The Unbound make up the rest of dragon-kin society. Artisans and merchants for the most part, the Unbound shun menial labor. Kobolds and lizard kin fill those rolls on Caer Urdak.

Curiously, the Oathbound do not have families. The eggs are hatched at the hatcheries, and the Oathbound are raised communally. The Unbound are expected to raise their young on their own. This has led to a disconnect between the Oathbound and the Unbound.

Dragon-kin typically have three names. An Oathbound has a caste name, a glory name and a dragon name. The caste name is more of a title, usually Keeper or Defender. A glory name is something descriptive such as Grimfang, Pyros, or Flametongue. The dragon name is the most personal name such as Margog, Thraxius, Hephesinax, Osimandius or Velantra. The Unbound do not have a caste name, instead they have a family name such as Brightscale, Goldclaw, Redwing, Stone, or Zypher.

Dragon-kin see all other races as lesser beings, to be tolerated at best. When they must associate with non-dragon-kin, they prefer kobolds and lizard-kin. Elves and dwarves have earned some respect as well. The dragon-kin respect the high culture and the grand architecture of these races. They dislike the giant races that they see as a threat, and the mantis-men who are just creepy in their view.



- » *Add 10 to starting STR.*
- » *Bite – 1D+1 damage, (use Warrior melee score).*
- » *Claw – 1D damage, (use Warrior melee score).*
- » *Breath Weapon – usage 1/encounter, range 0 (line 4) resist DEX, effect 3D fire damage.*
- » *Tail slap – resist DEX (prone), effect 1D damage and knocked prone.*
- » *Choose one: Armored Hide (DR 4) or Wings (fly 10 spaces in open terrain).*
- » *Move 8 spaces.*
- » *Speak draconic and tradespeak.*



DWARF

Dwarves are stout folk with a preference for the mountains, both above and below the surface. They are among the hardest workers of the kingdoms, with the patience and skill to build amazing stone structures. Karis-mar is the patron deity of dwarves.

Dwarves have varying appearances and cultures, depending on which kingdom (oft called “underkingdom”) they call home. In the Keranak Kingdoms, there are three such underkingdoms:

Dul’Gath Dwarves – These dwarves have long, reddish, beards (often braided) and green eyes. Their skin tone is pale. They are known to dress in plaids and stripes (sometimes at the same time). They call themselves the Gathi. They live in great stone spires cut from the mountains themselves. They are miners of copper, tin, and other utility metals, and herd sheep and other livestock on the mountainside. See Keranak Kingdoms setting book, page 6.

Dul’Urich Dwarves – These dwarves have dark hair and beards kept short (though youth often have topknots), and have brown to black eyes. They often wear neutral colors of grays, browns, and greens. They call themselves the Urichi. Their sprawling underground cities are fortresses and battlements, protecting the surface world from the beings of shadow and darkness which live below the mountains. Their lands are great crossroads protected by The Watch, their elite police and military force. See Keranak Kingdoms setting book, page 6.

Shielding Dwarves – These are stout, hairless, dwarves with stone cold blue eyes. Their skin is a stony dark color. Serious and stoic, they call themselves Shieldfellows. Unlike their brothers of Dul’Gath and Dul’Urich, the Shielding Dwarves do not mine or herd. They fight. They help keep the lands safe from the unspeakable horrors below the Shielding Wall. See Keranak Kingdoms setting book, page 19.



- » *Add 10 to starting STR.*
- » *Add 5 to starting body points (this is in addition to the BP added by the dwarf's increased STR score).*
- » *Infravision (12 spaces, sight using heat signatures in the infra-red spectrum when light is not present).*
- » *Dwarf Resilience (+10 resist poison and magic).*
- » *Move 6 spaces.*
- » *Speaks dwarfish and tradespeak.*

ELF (DARK)

There is a story told among elven scholars about a great elven heroine, Lothreanne, who hunted giants in the days before the Gods of mortals drove them away. Lothreanne was so successful that eventually she was sought out by Kragenmoor Earthshaker, the largest and most powerful of the giants. Eventually, after a battle lasting many days, Lothreanne slew Kragenmoor, but in the process became tainted by the wicked giant's foul blood. Lothreanne sickened, and after days of suffering, died and was given a hero's funeral.

The Dark Elves tell a different story. Dark elf legend tells how Lothreanne, tainted by the giant's blood, and in agony, was driven away by the elves she fought to save. Her skin blackened, her hair bleached of all color, sought refuge deep underground. In time she recovered her strength and found that the giant's blood had changed her more than she realized. She founded the race of Dark Elves and vowed one day to return to the surface.

Dark elves call themselves the Lost, a reference to their losing their high elf heritage. It is also a reminder of their struggle to regain that which has been taken from them.

Most dark elves live in vast underground cities, far below where even the dwarves go. In recent times a group of dark elves have returned to the surface, claiming the Lost Elven Clave as their own. They see themselves as the vanguard of a larger dark elven return to the surface. These dark elves are a mix of fanatical followers of Lothreanne, bent on conquering the surface world, and political exiles and malcontents, seeking to flee the tyranny of their kin.

DARK ELF GEAR

GAMEMASTER TIPS

Quarts glasses (Cost 200gp)
+20 resistance to blinding attacks, protects eyes from bright light. -20 to visual and ranged combat greater than 10 spaces.

Bone goggles (Cost 50gp)
+20 resistance to blinding attacks, protects eyes from bright light. -20 to all vision based checks and combat.

Dark elves worship Lothreanne, and the priestesses of Lothreanne rule the Lost with an iron fist. Within the church, only females may hold office. Outside of the church males and females are more or less equal, with the strong ruling the weak.

There is more to the story of the origin of the dark elves than either side tells, but there is reason to believe that the ancestors of the dark elves are somehow connected with the ancient ruins dotting the Lost Elven Clave. If so, their claim to the clave would predate the wood elves they displaced.

Dark elves that spend time on the surface often wear dark quarts glasses, or bone goggles with a thin slit, similar to Inuit snow goggles. These impart vision penalties, but allow the dark elf to avoid being fatigued by bright light.



- » *Add 10 to starting DEX.*
- » *Infravision (24 spaces, sight using heat signatures in the infra-red spectrum when light is not present).*
- » *Innate Spellcasting (can perform “low wizardry” aspect of a spellcaster unskilled)*
- » *Natural Spellcaster (can wear chainmail or lighter armor and cast spells without penalty, regardless of STR).*
- » *Magic Resilience (+10 to resist magic spells targeting the dark elf specifically).*
- » *Underground Dweller (considered fatigued by bright light).*
- » *Move 9 spaces.*
- » *Speak elven and tradespeak.*

ELF (HIGH)

The elves of the Keranak Kingdoms are thin and graceful with elegantly pointed ears, almond-shaped eyes with a vague upward tilt, and long dexterous fingers. Yoshimir is the patron deity of these proud people. Elves have appearances which vary by the domain (referred to as a “Clave”) they call home. In the Keranak Kingdoms, there are three such clones, though one of which is technically all but extinct:

Aarimiran High Elves – These elves are tall and broad-shouldered, have light brown to golden hair (usually tied back), and light colored eyes. They call themselves the Anon. See Keranak Kingdoms setting book, page 5.

Emondran High Elves – These elves have metallic-colored hair kept long and wild (never tied nor braided) with unusual eye colors such as amber, pale blue, and emerald. They call themselves the Emon. See Keranak Kingdoms setting book, page 7.

Dark Elves – Mysterious survivors of the destroyed Lost Elven Clave. Dark skin and white hair, usually tied back. Disturbing red-brown eyes. They no longer have a home, and are only seen wandering. They call themselves the Lost, and they were once high elves like the Anon and the Emon. Today, their player character statistics are unlike the high elf – see the dark elf in this book, page 10. For additional information about the Lost, see the Keranak Kingdoms setting book, page 15.

ELF ARROWS

GAMEMASTER TIPS

Elves create special arrow and spear tips used for fighting unarmored enemies. They use these while hunting in their forest homes, or while defending their lands against lightly armored and unarmored enemies. About half an elf ranger’s quiver would be filled with Elf Arrows. These arrows normally aren’t for sale.

Elf Arrows are built of lighter steel which folds over itself when it hits an enemy, wrapping around bone and causing massive tissue damage. Double any DR against these lightened tips, but add +2 to any damage which gets past DR.

Half-elf: A half-elf is the product of one human and one elven parent, seldom embraced by either of its parent’s cultures. They are popular in works of fiction, and represent a chance for players to play an interesting character.

To create a half-elf character, use the MOV and languages of the elf parentage, then roll for each aspect listed in the human and elf race list. There is a 50% chance of exhibiting each aspect. A half-elf’s appearance is a mix of his parent’s traits. Therefore, it is entirely possible to have some, none, or all of the special aspects/abilities listed for each race.



- » *Add 10 to starting LOG.*
- » *Darkvision (12 spaces, allows normal sight in low-light, as long as a single star is present in the sky).*
- » *Natural Spellcaster (can wear any armor and cast spells without penalty, regardless of STR).*
- » *Elf Resilience (+10 resist charm spells).*
- » *Move 9 spaces.*
- » *Speaks elven and tradespeak.*



ELF (WOOD)

Wood elves are not as magically talented as their high elf brethren, but they have a fierce reputation as warriors and scouts. Wood elves tend to live in secluded forest settings, often near high elf lands. Shorter than high elves, wood elves average only about five feet in height. Their skin runs from pale white to deep brown. They almost always have dark hair, with greens and browns being most common. By ancient tradition any wood elf born with red hair is taken to Wylde and left with the Qualthi (see Keranak Kingdoms pg. 22) who raise them to be shamans.

Before they were displaced, the wood elves called themselves Hini en' i' anar (meaning “children of the sun”) but now refer to themselves as Hini en' i' sul (meaning “children of the wind”).

Wood elves are nomadic, moving their camps every few days. Children are raised by the community as a whole, and a young wood elf is unlikely to know who their parents are. Wood elves hunt and fish the forests they live in, careful to give thanks to Yoshimir for each meal.

With the exception of dark elves, wood elves are the most anti-social of the elves. They tend to avoid contact with most other races and distrust outsiders. The clans avoid conflict with outsiders whenever possible, but are quite dangerous when cornered or riled. They are easily the most martial minded of the elves. From an early age, they are trained with bow and sword, and they go armed everywhere.

They pay homage to Yoshimir, goddess of nature and of elves, and have many celebrations in her honor. The two most important are High Solstice, celebrating the Winter Solstice, and Shadowfall, when they remember their Lost Elven Clave.

More than most elves, the wood elves hate dark elves, for it was their clave the dark elves conquered when they returned to the surface. The two largest tribes live in the Aarimira clave, while a smaller tribe resides in Both.

Wood elf names tend to follow high-elf conventions, but often have nature presented in them as well. Names such as Malda Lasse (meaning Gold leaf), Laire Cartel (Summer rose), and Hrive Sul (Winter wind) are typical. Wood elves will sometimes use the tradespeak translation of their name when travelling with non-elves, though this is not always the case.

Wood elves feel a little betrayed by the high-elves, who, in their view stood by and did nothing while the dark elves invaded. They dislike dwarves, goblins, orcs and gnolls and have mixed feelings where most other races are concerned. They do seem to get on well with halflings, sprites and gnomes, all who seem to share the wood elf love for nature.

Player character wood elves are likely young elves caught up in wanderlust. Since losing their home clave to the dark elves, many young wood elves spend time wandering, learning more about the world.



- » *Add 10 to starting DEX.*
- » *Cultural Training (+10 to hit with longbows and longswords)*
- » *Climber (+20 to checks involving climbing trees).*
- » *Darkvision (12 spaces, allows normal sight in low-light, as long as a single star is present in the sky).*
- » *Elf Resilience (+10 to resist charm spells).*
- » *Move 9 spaces.*
- » *Speak elven and tradespeak.*

GNOLL

Few humanoids have a reputation as foul as the gnoll. Gnolls stand six to seven feet tall, often weighing as much as three hundred pounds. They resemble hyena-headed humanoids. Their skin tends to be dark, with lighter, spotted fur covering their arms, backs, legs and head. A typical gnoll can live as long as sixty years, though few live to old age. Violence is a part of every gnoll's life and most die before turning thirty.

Most gnoll societies are savage and brutal, with the strong bullying the weak. Some gnolls have been known to hire themselves out as mercenaries, working for anyone willing to pay for their services. These gnolls have learned to behave, and like bugbears, manage to live on the fringes of civilization. Some legends tell of a time when gnolls were more civilized. Player character gnolls are a throwback to that time. Though not as savage, they are still cunning and can be quite ruthless. It has also happened where gnolls have been raised by non-gnolls and have developed an even temperament. Gnoll player characters most likely come from Far Vandimir or the Western Reaches where gnolls are tolerated and more widely accepted.

The more savage gnolls worship the same strange gods the giants worship, but others have managed to free themselves of these vile cults. Few gnolls of the Western Reaches bother to acknowledge any gods, thinking all gods are mad, but in Far Vandimir, many have adopted the religion practiced there. Gnolls often work for slavers, helping to track down escaped slaves.

When not ruled by one of their mad cults, gnolls tend to form around family groups ruled by a matriarch. The weak are culled early, and gnolls quickly become acclimated to death and violence. They do not grieve over the loss of friends or loved and don't understand why the other races do. This acceptance of death is very prominent in gnoll culture. Gnolls tend to be selfish, greedy and quite cunning. Cowardice is neither a fault nor a virtue for a gnoll, who value personal survival above all other concerns. Risks are carefully weighed against the potential reward.

A gnoll will get along with anyone, as long as there is something to be gained for the gnoll. Gnolls respect strength and cunning and have no particular prejudice against any particular race. "All are equal in death" is a common gnoll saying.

It is also worth pointing out that the gnolls of Far Vandimir hate their savage brethren and the mad gods they follow, having adopted the Vandimir gods as their own. These gnolls are much closer to humans in their temperament and demeanor.

Gnoll names tend to be difficult for non-gnolls to pronounce. As such, most gnolls who spend time with non-gnolls adopt a non-gnoll name to make things easier.



- » *Add 10 to starting STR.*
- » *Survivalist (+10 to checks involving survival and tracking).*
- » *Ferocious (+10 with favored weapon. Must practice with a weapon for one full day to make it a favored weapon. Only one weapon may be favored at a time).*
- » *Savage (-10 to social interactions with civilized races).*
- » *Move 8 spaces.*
- » *Speak gnoll and tradespeak. By default gnolls are illiterate.*



GNOME

These diminutive fey stand three to four feet tall, are often bearded and are usually (though not always) of a bright and sunny disposition. Gnomes have a reputation as talented artisans, clever tricksters, insane inventors and eclectic scholars. Gnomes often live in small conclaves alongside elves and humans or in small warren communities hidden deep in the forests. They have no cities of their own, preferring small hillside villages. Gnomish homes are often built into hills, trees, or the giant mushrooms that grow in Both.

Gnomes come in a variety of colors, ranging from pale white to deep brown, though more exotic colors such as blue and green are not unheard of.

Gnomes often pay homage to Yoshimir, Karis-mar and Jenek, but in a more casual way. Gnomish worship services are always held out of doors and are more of a social gathering rather than any formal sort of worship.

Gnomes are generally very friendly and highly social, though exceptions exist. They have a long tradition of storytelling, love illusion magic, and recently they have developed a love of inventing. Gnomish clock-makers build the finest clocks in all the kingdoms, and they have taken to building elaborate clockwork creations. Every spring the gnomes of the Keranak Province hold a clockwork festival in Baytown, much to the consternation of the locals. Gnomes from all over the kingdoms arrive to show their latest clockwork creations. The competition is fierce, with rampant accusations of sabotage among the losers.


Gnomes can expect to live two to three hundred years, barring accident, disease or injury. They enjoy the company of elves, humans and halflings, who gnomes see as basically happy, and they also get along well with sprites, who share the gnomish love of clever pranks. Dwarves are seen as too dour and serious to be much fun. Gnomes and kobolds share an intense mutual dislike of each other.

While most gnomes never travel far from their homes, some gnomes do become compulsive travelers. Gnomish stories often feature travelling gnomes who live by their wits, and have great adventures. These travelling gnomes rarely stay any one place long, and their curiosity compels them to see what's around the next bend, or over the next hill.

When naming their young, gnomes are fond of alliteration. Names like Abby Addlewraith, Harvard Hillclimber, Londo Landgrabber are excellent examples.



- » *Add 10 to starting LOG.*
- » *Expert Illusionist (targets receive -10 penalty to see through gnomish illusions).*
- » *Tinker (+10 to build new things, or, if using the Artificer skill, gain +10 to skill checks).*
- » *Crafter (+10 to one mundane craft skill; cobbler, jeweler, tailor, cook, or other crafts allowed by the GM).*
- » *Animal Trainer (+10 to training and handling small animals; dogs, cats, birds, mice or other animals allowed by the GM).*
- » *Move 6 spaces.*
- » *Speak gnomish and tradespeak.*



GOBLIN

The lowest of the low in goblin society, though player character goblins are a cut above. Smarter and braver than most of their kind, player character goblins have adapted to civilization. They still face discrimination and abuse, but overall they are better treated among society than among goblin kind. Goblin slaves are sold openly in Far Vandimir, and every now and again having a goblin servant becomes fashionable among the Keranak Nobility.

Savage goblins are among the most devout followers of the mad gods once worshiped by the giants. They believe that the goblin race was created when blood from a giant spilled on the soil. Goblins who break away, or who are born and raised in more civilized lands still tend to be very devout, though they follow the local religions of the region.

Many goblins find work on sailing ships as they take up less space, and consume fewer rations. Still, an experienced captain will make sure that goblins never outnumber non-goblin crew. Mutinies among all goblin crews are common.

Goblin social life is best described as chaotic. Clans are usually organized around family groups, but bitter infighting among siblings often leads to clans splitting into multiple clans. Numbers are important to goblins and they breed rapidly. With a lifespan of only about 30 years, goblins mature rapidly, reaching adult hood by age five. Young goblins are often hyperactive and find it difficult to sit still. They usually grow out of this phase by the time they are ten, should they live so long. A small percentage of goblins seem to live an excessively long time. These goblins tend to be leaders. They are more cunning and clever than typical goblins and make excellent player characters.

Goblins tend to associate primarily with other goblins, hobgoblins and bugbears. They particularly dislike dwarves and kobolds, and are not much better disposed towards other races.

They favor simple guttural names like Gurk, Flic, Urgoth and Chapnik and clan names tend to be animalistic- Wolfclaw, Beartooth, Badgerskin and the like.

Most civilized cities have laws prohibiting goblins from wandering unaccompanied by a keeper, so player character goblins would be well advised to remain close to the player character group at all times.



- » *Add 10 to starting DEX.*
- » *Infravision (12 spaces, sight using heat signatures in the infra-red spectrum when light is not present).*
- » *Underground Dweller (+10 to checks involving underground survival).*
- » *Sneaky (+10 to any check involving stealth).*
- » *Savage (-10 to social interactions with civilized races).*
- » *Move 6 spaces.*
- » *Speak goblin and tradespeak. By default goblins are illiterate.*



HALFLING

Smaller even than the dwarves of the kingdoms are the halflings. Their appearances vary slightly from culture to culture, but they all look like wizened young humans in one way or another. They are often underestimated, have large hearts and quick fingers. Jenek and Obedon are the patron deities of halflings. Halflings have appearances which vary by the country (called “Warren”) from which they hail. In the Keranak Kingdoms, there are three such warrens, possibly a fourth which has been lost to history.

Nethe Halflings – The Isle of Netherak once had a large halfling warren overrun by lizardmen long ago. Those who survived did so aboard boats, fleeing as refugees to other lands. They are darker of skin, hair, and eyes than the others of their kind, and are rarely seen anymore. They call themselves Nethelings. See Keranak Kingdoms setting book, page 11.

Lor Halflings – These halflings live atop the hills, not within them. They live in very small hamlets, each prideful over its own flavor of Lorwine. They have wavy dark hair, thin bodies, and long hairy feet. They call themselves Lorlings. See Keranak Kingdoms setting book, page 14.

Rue Halflings – These halflings dwell in vast under-hill warrens miles long. They have short curly hair, plump bellies, and large hands and feet. They tend not to adventure much, but sometimes tire of harvesting ever-glow moss and get involved in things. They call themselves Ruelings. See Keranak Kingdoms setting book, page 17.

Vale Halflings – The Vale of Shadow has many native shadow stalkers which were likely once halflings of a long lost warren. Although this race is long lost, some ancient texts refer to the shadow stalkers of this dark land Valelings. See Keranak Kingdoms setting book, page 21.



- » *Add 10 to starting DEX.*
- » *Luck (each encounter, re-roll one failed check).*
- » *Footpad (+10 any checks to hide or sneak).*
- » *Move 7 spaces.*
- » *Speaks halfling and tradespeak.*

HALF-GIANT

T rue giants are monolithic, the largest some 80 feet tall, but they are not the only giants walking the land. True giants are mad immortals, touched with insanity beyond anyone's understanding. They taint anything they come in contact with. This makes true giants unsuitable as player characters. Smaller giants are more firmly rooted in this world, and lack the taint of their titanic progenitors. These smaller giants are usually referred to as half-giants.

Player character half-giants stand about 8-10 feet tall; this is small as giants go, but a manageable size for a player character. Such giants are normally agents for true giants (sometimes called titans), but many abandoned their masters, and some have even turned on them.

In the Keranak Kingdoms half-giants can still be found living in the Highland Valley, or in high mountainous regions away from civilization. They tend to be loners, but sometimes form small communities. One such community has managed to set aside their traditional enmity with the dwarves of Dul'Urich and now assists with maintaining the treacherous mountain paths. The Order of the Rose has objected strongly to this alliance, but has so far done nothing to stop it.

Most half-giants tend to be solitary, or live in small clans. They have very few traditions in common with others; however each clan has a few traditions unique to it. True giants worship strange and utterly alien gods, and many of half-giants do as well. Others have given up the worship of gods altogether, or adopted new (sometimes made-up) gods.

Given the poor reputation giants have, player character half-giants will have to be on their best behavior while in civilized lands. More than any other race in this book; a half-giant is likely to attract the attention of a mob of angry villagers at the first sign of trouble. They will also be closely watched by the Order of the Rose.

Despite the fear most commoners have of giants, there are enough stories of "friendly giants" that, with a little effort, a half-giant should be fine, so long as they watch where they step. Children seem especially fascinated with friendly giants.

With the exception of Dul'Urich, dwarves and half-giants do not generally get along. Half-giants also dislike sprites, however, for some unfathomable reason, sprites seem to adore half-giants. Half-giants do appear to get along with ogres, bugbears and gnolls quite splendidly.

While the majority of half-giants appear to be large humans, there are many who do not. Some have animal heads, tusks, horns, or are just incredibly misshapen. These offshoots are sometimes called trolls, cyclops or fomorians. These physical abnormalities do not grant them any additional advantages or disadvantages.

- » *Add 15 to starting STR.*
- » *Hardy (+10 to STR resistance checks).*
- » *Slow (always disadvantaged for DEX resistance checks).*
- » *Huge (equipment purchased after character generation cost double).*
- » *Evil Reputation (-10 on all social interactions with smaller races, +10 to intimidate).*
- » *Move 11 spaces.*
- » *Speak giant and tradespeak.*





HOBGOBLIN

Hobgoblins are the most civilized of the goblin kin and adapt easily to human society, though they do not fully integrate. Hobgoblin bodyguards can command top pay in some cities. Player character hobgoblins likely originate from a region where humans and hobgoblins coexist more or less peacefully. Hobgoblin bodyguards are a common sight in Far Vandimir and are among the most civilized.

Hobgoblins stand around six feet tall and are covered with a rough toad-like skin. They tend to be lean and muscular, though this is not always the case. Green and grey skin tones are most common, but reddish black and bluish black occur with some frequency. They live about as long as humans.

Like most goblin kind, evil hobgoblin tribes are almost always run by mad priests of the elder gods worshiped by giants. Without this influence, hobgoblins become more pragmatic. Tribes tend to be organized with a clear hierarchy, something uncommon in other goblin societies. Within the tribe, law and order prevail and deviance is dealt with harshly. Lone hobgoblins are often criminals, political exiles, or others deemed deviant in some way or another. Most player character hobgoblins would fall into one of these categories.

Most tribes are semi-nomadic hunter/gatherers. Some more permanent villages exist, usually centered next to old ruins important to the tribe for one reason or another. Travelers passing through hobgoblin territory best move quickly, most tribes don't tolerate outsiders.

Hobgoblins emphasize the importance of the group over the individual. Individuals are expected to make sacrifices for the betterment of the tribe. Conformity and tradition are motivating factors for most hobgoblins. All hobgoblins are expected to fight for the tribe and are given military training from an early age. This blind obedience to authority, and strict martial upbringing, makes hobgoblins ideal soldiers.

Hobgoblins do not, as a rule, keep slaves, though they often sell prisoners into slavery. Sometimes as punishment for a crime hobgoblins will sell one of their own into slavery. Once sold, the hobgoblin is branded on the forehead and forever exiled from hobgoblin society.

Hobgoblins tend to respect bugbears and orcs, and to a lesser extent gnolls. They dislike elves and gnomes and despise sprites. The hobgoblins of the north fear the Lilithii, who have humiliated them time and again. They tell tales of flying devil-women that spit poison and eat bugbear babies.



- » *Add 10 to starting STR.*
- » *Infravision (12 spaces, sight using heat signatures in the infra-red spectrum when light is not present).*
- » *Martial Training (-5 from minimum STR requirements for armor and weapons).*
- » *Savage (-10 to social interactions with civilized races).*
- » *Move 8 spaces.*
- » *Speaks goblin and tradespeak.*

HUMAN

The humans of the land are many and vary in appearance greatly. They are the most prevalent of the settled races of the kingdoms. They were chosen by the gods to wear the Ruling Crown. This fact took some getting used to by the leaders of the other races. Serena is the patron deity of humans, though she tends to leave them alone most of the time. Human appearance and beliefs vary so dramatically they're difficult to enumerate, but some generalities can be made:

Northland Humans – The humans who dwell in the frosty north in the Highland Valley and neighboring provinces have a similar look and culture. They have dark hair, olive complexions, and heavy-lidded, narrow, dark eyes. They believe in pantheons different from the rest of the kingdoms, and speak tradespeak with a strong accent. A hardy lot, they survive harsh winters through harsher toil and have chapped skin and calloused hands to prove it.

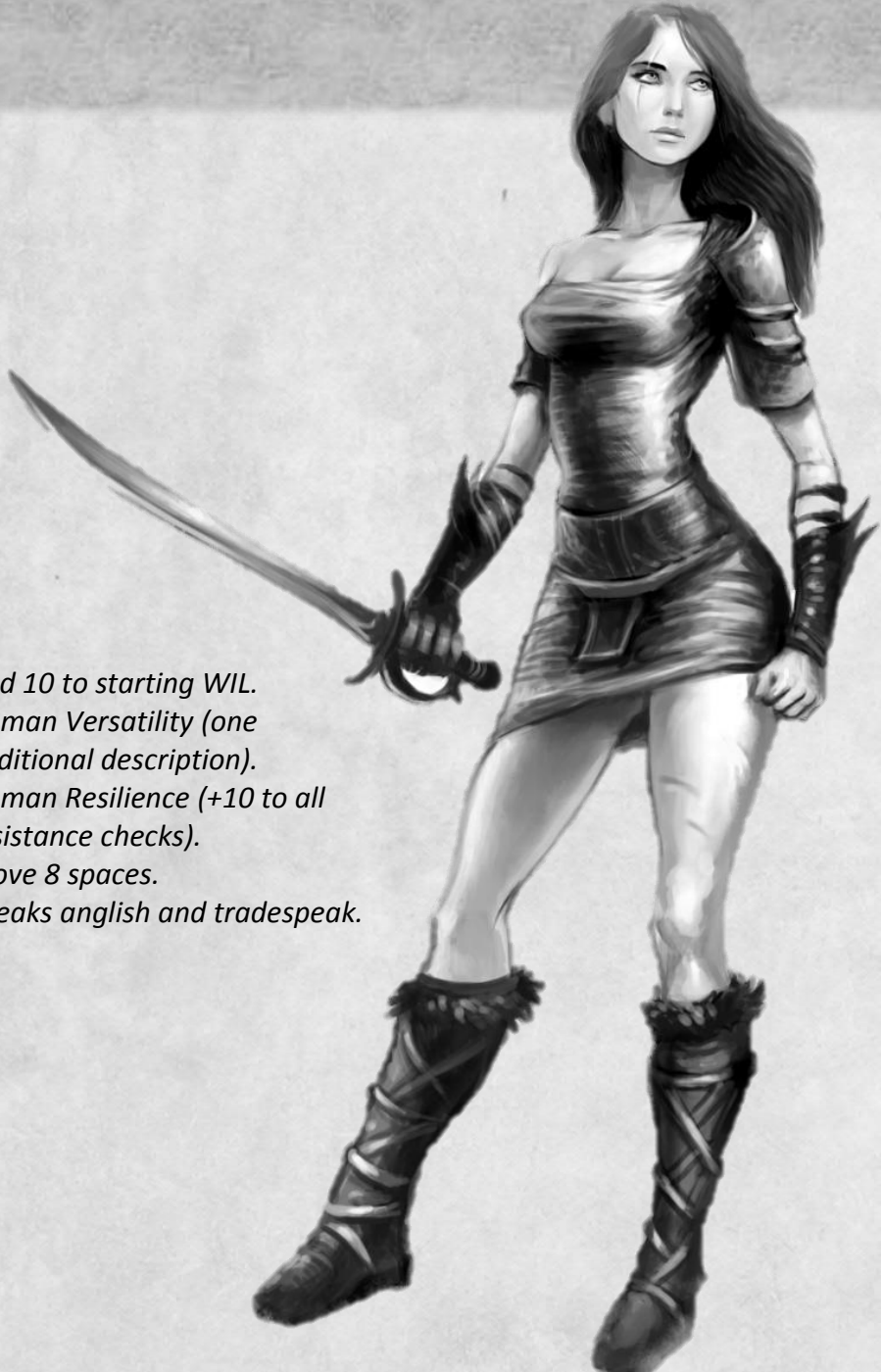
Midland Humans – The humans of the middle kingdoms of the Western Reaches, Laridian Wastes, the islanders of the Sea of Stones, and all surrounding provinces have a similar look and culture. Their skin is often tanned and their hair one of many brown shades (often shoulder-length). Their eyes are typically brown or green but exceptions exist.

Southland Humans – The humans of the southern part of the main land mass all have a similar look and culture. These lands include the Reinaris Barony, Stavengaard Province, Keranak Province, and surrounding lands. They are pale of skin, light of hair and eyes (with red hair not uncommon). They are artistic and creative, which is demonstrated by their architecture, fashion, and cunning on a battlefield. They are commonly farmers and hard workers, though their nobility tends to be a bit too civil (pampered) for such hard work.

WHY ALL THE HALF BREEDS?

GAMEMASTER TIPS

Why is it that so many races seem able to reproduce with humans, but cannot reproduce with other races? Surely the kingdoms have their share of half-elves, half-orcs, half-ogres, and more. But why are they always half human? Perhaps it is a testimony to the “human versatility” described by the text, or perhaps there is something more magical at work? Did the gods create humanity for a purpose? Is there a destiny that awaits the kingdoms, a homogenized single species with a human base? The very notion of this would insult purists of other species, and might even trigger a defensive war to protect their cultures. Creative GMs could embrace this theory and use it to help form a story arc where humans become the targets of a war, against a unified force of the other races of the land.

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- » *Add 10 to starting WIL.*
 - » *Human Versatility (one additional description).*
 - » *Human Resilience (+10 to all resistance checks).*
 - » *Move 8 spaces.*
 - » *Speaks english and tradespeak.*

KOBOLD

These small reptilian humanoids believe themselves to be related to dragons, who they worship as gods. Xenophobic to the extreme, most kobolds refuse to associate with non-reptilians, though there are exceptions. Master trap makers and miners, kobolds who are able to get over their racial xenophobia can find lucrative employment among those willing to tolerate them.

Standing three to four feet tall and rarely weighing more than sixty pounds they are covered with reptilian scales. Coloring varies, with reds and blacks being the most common, though blue, white and green are also common. They typically live 60 years.

Kobolds value family and society above all other matters. For a kobold, nothing is more important than belonging. Exile is seen as the worst punishment a kobold can endure, and few exiled kobolds live long. Those that do, usually do so by joining another kobold clan, or another group entirely. Kobolds have willingly sold themselves into slavery just to belong to something.

Kobolds tend to distrust warm-blooded races, but seem to particularly hate goblins and gnomes. Kobold legends are filled with stories of brave kobold clans who outwit goblins and gnomes. As an interesting note, kobolds rarely venerate individual heroes. Instead certain tribes have reached “hero” status. Stories about the Sleekscale tribe and about the Blacktongue are common throughout kobold society, though no such

clans exist today. Kobolds worship dragons, and are in awe of the dragon-kin, whom they look upon as angels. They get along fine with lizard kin, and other reptilian races.

USES FOR KOBOLDS

GAMEMASTER TIPS

Kobolds can make excellent adversaries or compelling player characters. They are not simply evil little monsters, but neither are they entirely misunderstood underdogs. Played right, they can present moral challenges to a party of heroes as well as a martial challenge. These grey areas can pose a unique challenge to a group used to clear-cut good and evil. Kobold player characters should strive to highlight these ideals as well; they can be both craven cowards, and brave heroes, greedy and cunning, even noble and selfless.

When treated with respect, kobolds can learn to live with other races, but it isn’t always easy. As a race they seem to have a chip on their shoulder and are always trying to prove themselves equal to the larger races. Their stonework rivals that of the dwarves, their greatest artificers are equal to any gnome, and their finest spellcasters would impress even an elf. Sadly, they get little respect from the other races, due in a large part to their distrusting nature.

Kobolds live primarily underground, but can be found almost anywhere. The orc word for kobold translates as “lizard-rat”, which is as apt a description as any.



- » *Add +10 to starting DEX.*
- » *Natural Climber (+10 to checks involving climbing).*
- » *Sneak Thief (+10 to checks involving stealth or security systems).*
- » *Infravision (12 spaces, sight using heat signatures in the infra-red spectrum when light is not present).*
- » *Savage (-10 to social interactions with civilized races).*
- » *Move 6 spaces.*
- » *Speak draconic and tradespeak.*

LILITHII

The lilithii are a race of winged humanoids. Most lilithii are born wingless and are identical to humans in all respects (wingless lilithii are treated as normal humans, substituting the lilithii language for english). Winged males have feathery wings and are very rare while winged females have bat-like wings and are the more common of the winged lilithii. Lilithii live high in remote mountainous regions and have little if any contact with outsiders.

The main lilithii city is called Abadon, and its location is a closely guarded secret. Ruled by nobility comprised of winged females, it is a city on the decline. A few hundred years ago the lilithii began giving birth to non-winged children. Only about half the children born to winged lilithii have wings, and children of wingless lilithii are always wingless. Winged males are the rarest, and as such are often kept virtual prisoner by their mates.

Ketherix Sha is the High Queen of Abadon and also the high priestess of the lilithii goddess Anaxis. It is possible that Anaxis is Naxis of the Seven Faces, one of the mad gods worshiped by giants. The high queen of the lilithii is an evil and ruthless sorceress who has used dark and forbidden magic to extend her unnatural life. Under her cruel leadership the lilithii have suffered horribly, yet none have been able to oppose her. She plays the various factions active in her city against each other with skill and cunning. Assassinations are common and mutual distrust keeps her enemies at bay.

Of late there has been a growing movement to overthrow the high queen. It is still small, and very secretive, for fear of the high queen's secret police. Dark elven emissaries operate openly in Abadon, making it likely that an alliance exists between the two races.

All lilithii lay eggs, even those without wings. These eggs incubate for seventeen weeks before hatching. Children are precious to lilithii, even the wingless, and family bonds are strong. Every child is taught to read and write and education is held in high regard. The University of Abadon, though only open to lilithii, is one of the finest in the kingdoms, even if it is almost unknown outside of lilithii lands.

LILITHII AS GRIFFON LORDS?

GAMEMASTER TIPS

Lilithii make an excellent choice for the griffon lords. It would make sense that the wingless lilithii would still wish to fly and to do so they raise and ride griffons. Other races might not even be aware of the connection between the griffon lords and the lilithii. Or the griffon lords could be ancestral enemies of the lilithii, locked in a war over regency of the sky. It's up to you.



- » *Flight (24 spaces in open terrain. Wings make armor awkward. Lilithii may not fly while wearing armor heavier than studded leather).*
- » *Talented (select a second skill to begin at level 1).*
- » *Move 8 spaces (fly 24).*
- » *Speak lilithii and tradespeak.*

LIZARD-KIN

Lizard kin (also known as “lizard men” or “reptile men”) villages can most often be found in the marshlands or along rivers. Some lizard kin have adapted to life in the dry badlands as well. Player character lizard kin have left their village and their clan for some reason, and now seek their fortune among the more civilized races.

Tribes of lizard kin vary widely. Some are primitive to the point of being neolithic, while other tribes have easily adapted and adopted the technologies of the other races. Regardless of the level of development, there are a few things common to all lizard kin cultures.

Tribes are formed around family ties, with the eldest tribal folk ruling the younger. Respect for elders and respect for tradition are always emphasized. Lizard kin venerate their ancestors and the great spirits. Sometimes a follower of the mad gods usurps control of a tribe, but this is not as common as many believe.

Lizard kin hatcheries are fiercely guarded, and any outsider who stumbles upon one will likely be killed by overzealous guardians. Fortunately these nesting areas tend to be far from civilized land and in areas of the swamp almost inaccessible except by lizard kin.

Large tribes of lizard kin are believed to live in jungles of Ravensreach. Contact with these tribes has proven difficult as most are hostile towards outsiders. At least one tribe, known as the Kathshee Suu (the People of the Black Rock), seems to be friendly, having rescued a group of explorers from the city of Basalt, an overgrown ruin somewhere deep within the jungle.

Many lizard kin see the other races as food, and this has made peace difficult, as is evidence by the lizard men of the Isle of Netharak. In the southern half of the Keranak Province the Srashak tribe has made an uneasy peace with the people of Keranak. Though tensions remain, some trade is possible and outsiders caught uninvited in Srashak lands may simply be escorted off, rather than killed outright. (See Rosethorn Marsh, Keranak Kingdoms, pg 36).

Warfare between tribes is common enough that most lizard kin distrust other lizard kin tribes as much as they distrust outsiders. Sometimes one tribe will completely wipe out another tribe; any survivors are forced to fend for themselves. Such a survivor would make an excellent choice for a player character.

In the Laridian Wastes desert dwelling reptile men are close relatives to the lizard kin. They are the mortal enemies of the mantis men who live there, each seeing the other as an important food source. These reptile men are less likely to be initially hostile so long as there are no mantis men present. They cannot compete with the superior numbers of the mantis men, and need forged steel and superior weaponry to combat their ancient foes.



- » *Add 10 to starting STR or DEX.*
- » *Aquatic (+10 to any checks involving swimming, can hold breath for 20 minutes).*
- » *Slow metabolism (survive twice as long as humans without water or food).*
- » *Natural Armor (DR2. Does not stack with other armor).*
- » *Bite – 1D+1 damage, (use Warrior melee score).*
- » *Claw – 1D damage, (use Warrior melee score).*
- » *Savage (-10 to social interactions with civilized races).*
- » *Move 8 spaces (swim 8).*
- » *Speak lizardkin and tradespeak. By default lizard-kin are illiterate.*

LIVING CONSTRUCT

Powerful wizards have been building golems and animated constructs for centuries. However, these creations were always almost mindless, and unable to act without specific instructions. Then about thirty years ago, from the Western Reaches the first truly self-aware constructs began to appear.

Forged for war, these living golems were created to be guardians, soldiers and assassins. The secret to their construction, as well as who is making them, is a well-guarded secret. Sold in secret to those with the need, and the coin, they may be found all over the kingdoms in service to the wealthy and the power mad. Living constructs are unable to turn on their masters, making them unswervingly loyal and trustworthy. However, should the master die, or by decree free their servant, the living construct suddenly gains free will. Their memories of their servitude become clouded during this rebirth, so much so that the living construct may lose all memory of that period entirely.

As a race, living constructs have no society, no traditions, or even any real history to draw upon. Each is a blank slate free to choose its own destiny.

New living constructs continue to appear, but with less frequency and in smaller numbers. No one is sure why this is.

Player character living constructs have somehow gained their freedom, the details of which are left to the player and GM.

No two living constructs look exactly the same, though all appear to be a mixture of clockwork and living wood. Player characters are free to use their imaginations when describing their characters, though they should not gain any additional benefit from an unusual form. A centaur shaped living construct is as fast as one that is bipedal and can carry about the same weight.

Living constructs are unlikely to be enchanter, spellcasters or clerics, though nothing prevents them from acquiring these skills.

UPGRADES

GAMEMASTER TIPS

An enchanter may enchant a living construct in the same way that they enchant a piece of equipment. Likewise an artificer may alter a living construct as if altering a contraption. A blacksmith could add additional armor, such an upgrade would require no special rolls, but would cost twice what the equivalent armor costs normally and would require a full day to fit and mount.



- » *Living Construct need not eat, drink, sleep or breathe and are immune to fatigue, disease and poison.*
- » *Repair (do not heal naturally, but may be repaired. Repairs require time, materials, and access to tools and accessories. Magical healing works normally).*
- » *Armored Body (DR 5, may not wear armor, but may upgrade their natural armor. Typically this requires an enchanter or artificer. Simple armor upgrades cost double. Must have adequate STR. To upgrade to DR 6, (equivalent to scale mail, would cost 250gp and would require a 70 STR)*
- » *Unarmed 1D+1 damage.*
- » *Move 7 spaces.*
- » *Speak the language of its creator and tradespeak.*

MANTIS MEN

Mantis men are six-legged insect folk. When standing fully erect on their hind legs, they stand up to six feet tall, though they are thin and rarely weigh more than 90 pounds. Mantis men do bear a striking resemblance to mantises, though unlike the praying mantis they are social insects. Tribal life centers around the queen. Contrary to what some ill-informed scholars think, the queen mantis is of limited intelligence. Its sole purpose is to produce more mantis men. Drones, workers and warriors make up the rest of mantis men society. Like the queen, drones are of limited intellect. They eat, procreate, and are then often eaten by the queen. Workers and warriors are intelligent and form the bulk of mantis man society.

Mantis men have no religion, or any concept of an afterlife. They do not practice magic and player character mantis men may not begin with levels in Cleric, Enchanter or Spellcaster, except with GM permission. They may pick up these skills once they have left their hive and had an opportunity to learn them.

Mantis man life centers around the hive/tribe and what they call the Nik'ta. The Nik'ta is the sense of purpose and belonging each member of the tribe/hive instinctively feels. Sometimes a mantis man warrior loses its Nik'ta. Once they lose their place in the hive/tribe, the hive/tribe loses the sense that the mantis warrior belongs, and they drive it out. There is no word for this, nor is there ever a sense of loss felt by the hive/tribe. It simply is as if the mantis warrior was never part of the whole. Usually the mantis warrior dies soon after, but some of them live, learn to adapt, and leave to seek Nik'ta someplace else.

Life can be tough for a hiveless warrior, but they are intelligent enough to adapt should they desire. Their best hope is to find other hiveless mantis men, or a group of non-mantis men to join. This can be difficult because mantis men are physically unable to speak other languages, though they can learn to read and understand them.

They also lack most basic social skills, and have no concept of money or reciprocity, or manners for that matter. Social interactions with other races are a minefield of faux pas and awkward misunderstandings.

Mantis men are found in the Laridian Wastes and the Jungles of Ravenreach. They are known to eat lizard kin eggs, and as such are hated by them.



- » *Warrior Standing (must select Warrior as Primary skill).*
- » *Bite – 1D+1 damage, (use Warrior melee score).*
- » *Claw – 1D damage, (use Warrior melee score).*
- » *Natural Armor (DR 2. Does not stack with other armor).*
- » *Multi-limbed (six limbs allow the center-set to be used as an extra set of hands, or legs. They still suffer multi-action penalties as normal).*
- » *Leap (STR/10 spaces).*
- » *Climber (+10 any checks involving climbing).*
- » *Move 7 (10 spaces using four legs).*
- » *Speak mantid only, however mantis men understand tradespeak. By default mantis men are illiterate.*

OGRE

Smaller cousin to giants and trolls, ogres stand about eight feet tall. Coloration varies greatly; tan, green, black, yellow, blue and grey ogres have all been seen. Most are rather hirsute, covered with thick dark hair, but bald ogres are not uncommon either. Most are lazy and dull-witted, but a few are surprisingly smart and cunning. Some ogres even become powerful spell casters. Ogres can live for hundreds of years and never stop growing. NPC ogres can be as tall as twelve or thirteen feet. Player character ogres are still young and only about seven or eight feet tall.

Contrary to popular myth, ogres, on average, are as smart as humans. But as a species they tend to be loners and few ogres receive anything resembling an education. Exceptions exist and many an unwary adventurer has fallen victim to an intelligent ogre learned in the ways of magic. Ogre mages can become quite powerful and are among the most dangerous foes one can encounter.

In the Highland Valley orphaned ogres are sometimes found by nomads who sometimes take them in. These foundlings, though difficult to raise, are often worth the trouble when the clan encounters a giant. Having an ogre fight on your side greatly increases everyone's odds of survival. Some think it odd that so many orphaned ogres are found this way, but so far no one has looked for an explanation.

Evil ogres often worship the mad gods the giants worship, while the less evil half-ogres rarely worry about gods at all.

Ogre clans are a rare thing, as most ogres despise each other. Mating is often bloody and violent with the pair separating soon after. Children are driven away from the mother as soon as they can fend for themselves (around 12 years of age) and an ogre can live upwards of six hundred years. Naming varies widely and some ogres never choose a name.

Ogres sometimes associate with smaller races, particularly with humans, orcs and bugbears.

Though they may eat almost anything, ogres are particularly fond of fresh meat. They have a well-earned reputation for capturing and eating unlucky travelers.

HALF-OGRES

GAMEMASTER TIPS

A player who wants to play a half-ogre (vile offspring of a human and an ogre) can do so using the same guidelines as shown here for ogres. Half-ogres are of a comparable size but a bit less grotesque in appearance than their ogre parent, but are generally riddled with the same stuff of chaos.



- » *Add 10 to starting STR.*
- » *Poor Vision (-10 to ranged combat).*
- » *Scent Tracker (+10 to checks involving tracking by scent).*
- » *Savage (-10 to social interactions with civilized races).*
- » *Huge (equipment purchased after character generation cost double).*
- » *Iron Stomach (immune to ingested poisons. May eat anything organic, no matter how rotten or spoiled).*
- » *Move 10 spaces.*
- » *Speak giant and tradespeak.*

ORC

Orcs have a long history of violence against humans, elves, dwarves, and pretty much anyone else they have encountered. Still, it is possible for a player character orc to integrate into civilization. Like other savage species they will be regulated to the lower rungs of any civilized society, but often for an enterprising orc, it's a better deal than they would get among their own kind.

Orcs have their own set of gods, unrelated to the gods commonly worshiped in the kingdoms or the gods of the giants. In fact, the gods of one orcish tribe rarely match those of another tribe, and all have unique and often conflicting stories of their origins.

Orc height ranges from 5.5 to 6.5 feet tall. They are broad and bulky with skin tones ranging from yellow, to red, to black and to green. The nomadic yellow orcs of the Laridian Wastes have been known to trade with other races, so long as their traditions are honored and travelers do not profane the sacred oasis. The red orcs of the Western Reaches, though prolific raiders, travel to Far Vandimir every spring to trade for horses. Both are excellent choices for a player character orc. The orcish lifespan is only about sixty years, but few orcs live beyond forty. Most die of violence long before age slows them down. Old orcs are treated with a mix of awe and pity. It is a sad thing for an orc to live past his prime.

Among the orcs, honor and bravery are synonymous. Cowardice is despised, and courage is the only virtue worth possessing. Duels are common, and often to the death. It is the same for both male and female orcs. Children are raised by the parents and the tribe together, educated in orc traditions and customs.

HALF-ORCS

GAMEMASTER TIPS

Half orcs are the grotesque offspring of a human female and an orc male. This is not typically a consensual coupling, and the offspring is oft mistreated, unloved, or even hated. There is no culture lining up to raise a half-orc. Players may opt to play half-orc characters. Use the same rules as if the character were a full orc, but you have more complex role-playing opportunities ahead of you and more back-story challenges.

Orc tribes can be as small as a single family or number in the thousands. Clans are ruled by the strongest. They embrace violence and despise weakness. Orcs do not fear death. Orcs also have a long history of rallying around powerful warlords, often to the lament of the Griffon Lords who time and again find themselves the target of would-be conquerors leading orc armies.

Orc names tend to be harsh and grand sounding, often with a fearsome epithet, such as Krugnaar the Elfslayer, or Gruumin the Bonecrusher.

Orcs raised by humans are much less violent, but still possess some of that inner fire that drives orcs to violence.



- » *Add 10 to starting STR.*
- » *Melee Training (+10 to melee attacks).*
- » *Infravision (12 spaces, sight using heat signatures in the infra-red spectrum when light is not present).*
- » *Savage (-10 to social interactions with civilized races).*
- » *Move 7 spaces.*
- » *Speak orcish and tradespeak.*

SPRITE

Close kin to pixies, sprites are slightly larger and more adventuresome than their diminutive kin. Bold and playful to an extreme, sprites stand a mere 24" tall. They come in a wide variety of hair and skin colors and have large dragonfly-like wings. They are creatures of magic and all are spellcasters of at least minimal ability. The forests of Both are known to contain a large number of sprites, though small communities are found throughout all of the elven claves.

Though they may profess belief in the gods, sprites are very rarely devout, as such devotion generally exceeds their limited attention span. Sprites love to play, drink, eat, tell stories, sing and have a good time.

Sprites do not have families in the sense most mortals think of. They have communities and often adopt "brothers" and "sisters," but they do not breed in quite the same way as other species. Sprites, quite literally, pop into existence. Certain fairy rings, for some unknown reason, capture and store magical energy. When enough has accumulated, it begins to attract fey wisps. Wisps are fey spirits that are too weak on their own to manifest fully in our realm. A wisp that encounters a fully charged fairy circle can use that energy to manifest a physical body. As creatures of magic they are far stronger than their size would indicate, but still somewhat weaker than most larger races. When a sprite dies, it returns to its wisp form and vanishes. Eventually it may find another fairy circle, or it may return to the fey realms.

Note: At character creation, a sprite may not use its free skill to raise Spellcasting to level 2.

INVISIBILITY TO MORTALS

GAMEMASTER TIPS

The invisibility power of a Sprite refers to "mortals." What is meant by mortal?

That's left intentionally vague, and up to the GM. Elves and other fey, the undead, magical beings, and spell casters using Wizard eye are not subject to the penalty. However, being spotted by these beings does not negate the Sprite's invisibility the way being spotted by a mortal does.



- » -20 from starting STR.
- » Quick (+10 to starting DEX).
- » Flight (12 spaces).
- » Magical Fortitude (+20 to STR resistance checks).
- » Invisibility to Mortals (+50 to checks involving stealth. Mortals attempting to spot the sprite do so at -50%. Once spotted by a mortal the sprite becomes visible to all and may not become invisible again while being watched. A sprite is automatically spotted by anyone she attacks).
- » Small (sprite weapons cause half damage. Sprite enchanters can still make magical armors, but it is the magic, and not the armor itself, providing protection).
- » Magically (begin with Spellcaster Level 1. This need not be your primary or secondary skill).
- » Move 4 spaces (fly 12).
- » Speak elvish and tradespeak.



TIGERFOLK

Tigerfolk resemble humanoid tigers, standing slightly taller than the average human and weighing some 200 -230 pounds. They are covered in black and orange striped fur, have large teeth and retractable claws. They are carnivorous, mate for life, and are fiercely proud. Tigerfolk can expect to live around eighty to ninety years, putting them on par with humans.

Native to their distant jungle kingdoms, the tigerfolk have a long tradition of traveling the lands before returning home to settle down. Proud and arrogant, most tigerfolk see the other races as inferior and worthy of contempt. A player character tigerfolk hopefully has a more enlightened view.

Tigerfolk follow their own gods, though they seem to be very similar to the human gods. Some scholars have speculated that they may be the same gods, just with differing names. Most tigerfolk find this claim to be blasphemous.

TIGERFOLK INVASION

GAMEMASTER TIPS

A tigerfolk invasion could make for an exciting, long term campaign. In such a campaign Tigerfolk would establish a colony on the coast of Ravenreach and from there would cross to the southern shore of the Aarimira Clave. Taking the elves by surprise, the tigerfolk will be able to establish a beachhead for further incursions into the Kingdoms. The Reinaris Barony could also be a likely target of an initial invasion.

Tigerfolk lives are in many ways similar to humans. They have cities, towns and villages much the same as found in human lands. Tigerfolk have an advanced culture on par with any found in the kingdoms. Their art and philosophy reflect a very sophisticated culture. Their homeland, Rajeet, lies far to the south east. They are accomplished sailors and are entering an age of global exploration and expansion. Tigerfolk sailors have established a small enclave on the shores of the Ravenreach jungle, but have yet to make formal contact with the people of the Keranak Kingdoms.

Rajeet is roughly the same size as the Keranak Kingdoms, though slightly more tropical. The Caliphate of Rajeet has united the continent under his rule, and now seeks to expand his influence, either by military might or through guile and diplomacy.



- » Choose one: +10 to starting DEX, LOG or STR.
- » Bite – 1D+1 damage, (use Warrior melee score).
- » Claw – 1D+1 damage, (use Warrior melee score).
- » Leap (STR/10 spaces with a running start, half the distance flat-footed).
- » Sneaky (+10 to checks involving stealth).
- » Climber (+10 to checks involving climbing).
- » Move 9 spaces.
- » Speak tigerian and tradespeak.



WEREFOLK

Descended from pure blooded lycanthropes, werewolf have inherited part of their ancestor's bestial nature. For the most part, werewolf appear human, it is only when shifting that their bestial nature is clearly apparent. Werewolves are rarely found in urban areas, preferring to live on the borders of civilization. Nomadic tribes of werewolf live in the Highland Valley region where they will not be molested by humans who often mistake them for true lycanthropes.

Werewolf worship Beoth and Jenek, though Tomayah is often included in their ceremonies. Most werewolf are very superstitious and seek comfort in their faith.

Werewolf life revolves around the hunt, family and faith. Though not strict carnivores, werewolf do not farm. Most live as hunter-gatherers, though some permanent settlements have formed. These werewolf villages raise livestock as a means of support and trade with the traveling werewolf clans. Werewolf can be very territorial and fighting is common. Fights between werewolf are rarely to the death, or even serious injury. There is no shame in submitting to a stronger werewolf and tradition dictates that the submission be accepted by the victor.

Most werewolf seem to emulate wolves when they shift, though some emulate panthers or bears (choose one). Rumors of other werewolf breeds that emulate bats, birds or other animals have never been verified.

Within the kingdoms, werewolf are often confused with werewolves. Though related, they are a separate species, and they cannot pass their "curse" through their bite. Still there are some who hunt them, thinking them evil. The Silver Arrow is an order of knights once affiliated with the Order of the Rose, whose mission was to hunt down lycanthropes. For decades the order allowed them to hunt the werewolf, thinking them to be true lycanthropes. Officially the order had disbanded the Silver Arrow and forbidden the hunting of the werewolf, but rumors persist that the Silver Arrow did not disband, and instead have gone underground to continue their war.

Werewolf face a constant struggle between their bestial nature and their human nature. For werewolf, this struggle is what defines them. Their beast is a raging inferno of animal instinct and primal urges and is balanced against their reason, self-control and intellect. They struggle to be more than animals, yet retain that primal self.

Most tribes limit contact with outsiders, as they are often misunderstood.



- » *Shift (+10 to STR, DEX, and +1 to MOV while shifting. Shifting lasts one encounter. Afterward the werewolf is fatigued until he has had a short 30 minutes rest. A werewolf may not shift while fatigued).*
- » *Bite – 1D+1 damage, (while in shift form, use Warrior melee score).*
- » *Claw – 1D+1 damage, (while in shift form, use Warrior melee score).*
- » *Natural Tracker (+10 to checks involving tracking).*
- » *Move 8 spaces.*
- » *Speak english and tradespeak.*



APPENDIX

FOR THE PLAYER

Putting together a fun, playable character is the core ingredient to playing in a successful RPG. It is not intended that every race presented here be a major player in your campaign, or even exist in your game world. If you like one of the races here, and your GM allows it, your next step is to figure out where you are from and how you fit into the game world, and (more importantly) your group of adventurers. It's your job to play a character that fits into the game and adds to everyone's enjoyment. Dezzert Dezrik might be a bad ass dark elf ranger, but nothing will kill a campaign quicker than your PC killing all the guards at the high elf village because he didn't want to surrender his magic swords. Even an anti-hero needs to fit in to what is essentially a shared social experience.

The races presented in this book that also appear as “creatures” in other publications have statistics which intentionally vary from their monstrous equivalents. This is to help them become a more viable PC race. If you believe it unfair your character lacks an ability listed for the equivalent creature, remember that your character has skills whereas those creatures cannot.

FOR THE GM

Nothing says you have to allow every race in this book. Feel free to pick, choose, and alter what you are willing to include in your game. If you allow players to play anything and everything, you could end up with some pretty bizarre and unlikely bands of adventurers. If that's okay with you, go for it. Remember, it is important to reasonably accommodate any races you do allow. If you allow a player to play an ogre, don't have the villagers form angry mobs with pitchforks and rakes every time he or she walks into town. Even if you have to suspend disbelief a little more than usual, try to let unusual PCs fit in as much as reasonably possible. It will enhance play for everyone involved. You should work with your players and help them decide where they come from, and why they are adventuring with the party. Don't be afraid to get creative. Also don't think you have to fit everything on the map. It's a big world out there and there is no reason the character cannot be from “somewhere else” beyond the Keranak Kingdoms.



NATURE AND SELF-WILL

PCs, regardless of race, are always assumed to have self-will, even if they are of a race that by nature does not. It can be an interesting challenge for a player to play against type. A kindly gnoll or gentle ogre would find all manner of interesting and challenging role play opportunities. PCs should be encouraged to take and play descriptors that emphasize these differences from their kin.

NATURAL WEAPONS AND MULTIPLE LIMBS

Some races presented here have natural weapons, or multiple limbs. These do not grant any extra free attacks. A Mantis man could carry four swords, and even attack with all four, but the normal multi-action penalties apply.

NEW SKILL

ARTIFICER

Artificers are inventors, builders and engineers. They are capable of building fantastic clockwork contraptions and strange mechanical devices.

Score: Half LOG, +10 per artificer level. Cannot be used unskilled.

- » **Build/Repair Contraption** – Artificers may build clockwork contraptions. These devices walk the line between science and magic. Building a contraption works much like making an enchanted object and is arbitrated by the GM (see below).
- » **Identify/Alter Device** – It isn't always necessary to reinvent the wheel. When encountering a contraption for the first time, the artificer may be able to identify the device's primary function. This takes 1D minutes if it isn't plainly obvious. An artificer may alter existing contraptions at half the cost and half the time of designing a contraption from scratch.
- » **Jury Rig** – Once per level of artificer the character may kit-bash a one-shot contraption from parts on hand. These one-shot inventions can mimic any minor or moderate effect a similar level spellcaster could produce. It takes 1D minutes and requires tools. The GM is the final arbiter of what can and cannot be built.

- » **Technobable** – This skill may be used to confuse or distract listeners. Not useable in combat, it is useful to bluff or distract anyone who would engage the artificer in conversation. If used successfully, the listener is allowed a WIL resistance check with a penalty of -10 per artificer level, or with the listener's unmodified artificer skill if they possess it. If failed, they will sit transfixed with their attention fully on the speaker. This lasts one turn per artificer level, at which point the listener gives up trying to understand the speaker. Example: Victor has an artificer score of 70% with a level 3 artificer skill. He attempts to distract a guard while his companions sneak past. He strikes up a conversation with the guard (succeeds in his roll) and explains how his new contraption functions. After 3 rounds, the guard shakes it off; unaware he was held transfixed.

CONTRAPTIONS

Contraptions follow the rules for making magic items. Use the magic item creation rules found in the BareBones Fantasy core rulebook, page 35, to assign a point value to the design. It takes that many days to design and build the contraption. At the end of that time, make an artificer skill check. It costs 100gp per point in materials, half of which are lost if the skill check fails. Weaknesses and special ingredients should be tailored to fit the feel of the skill. Contraptions need not be large, but they should have that clockwork feel to them.

Examples:

An amulet of protection is not appropriate, but a galvanized long-coat with copper plating (DR 3, +30 to resistance checks) would work making it an 8 point item; two moderate effects [3 points each] and is wearable [2 points]. It has a weakness (loud and clunky, -30 stealth.) This item requires 800GP, eight days to design and build and the GM stipulates that a rare sap from trees found in the Ravenreach jungle is needed to make a proper insulator for the coat's lining.

Dr. Volt wants to build a clockwork companion. This self-mobile device is capable of following simple commands, though not combat. The idea is to have an assistant to help Dr. Volt keep his lab clean. This is a minor effect (+1), portable with some effort (+1). The GM adds the stipulation that the device needs to be wound up once per day. It will cost 200gp and take two days to build.

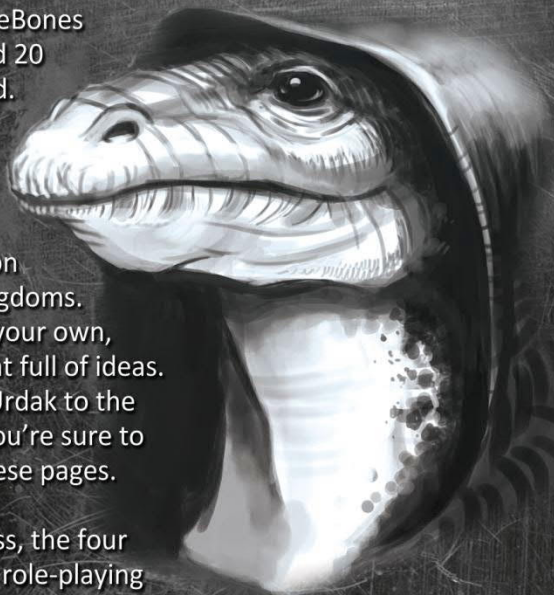
FLESH & BLOOD

OFFICIAL GAME ACCESSORY

BY JIM
STRYKER

In this official supplement to the BareBones Fantasy role-playing game, you'll find 20 playable character races fully defined. Beautifully illustrated and ready to drop into an existing campaign setting. If you're playing in the Keranak Kingdoms, you're in luck; each race is given cultural information on how and where it fits into the kingdoms. If you're a GM running kingdoms of your own, you'll still find this a useful supplement full of ideas. From the proud dragon-kin of Caer Urdak to the enigmatic tigerfolk of Ravenreach, you're sure to find a place for all you find within these pages.

Included for the sake of completeness, the four core races of the BareBones Fantasy role-playing game are also repeated here, with expanded information from the Keranak Kingdoms setting book. This truly becomes a one-stop shopping place for players to choose their character's races while making their heroes.



Races by Jim Stryker, illustrations by Craig Brasco, brought to you by Dwd Studios.



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