

SUP2

BLOOD & TREASURE

Races of Lore

BY TANNER YEA



12 NEW RACES FOR BLOOD & TREASURE AND OTHER OLD SCHOOL FANTASY
ROLEPLAYING GAMES

BLOOD & TREASURE

RACES OF LORE

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INTRODUCTION

Besides classes, races are what really help set apart different characters. It differentiates them not only on physical abilities, but with flavor, personality and color. A part containing a half-elemental, a dwarf and a Cthulhuoid creature is, in my opinion, more interesting than one composed of only humans and half-elves.

What follows are 12 fully-fledged races for your *Blood & Treasure* or similar old-school fantasy game. Some, like the primals and taninim, are based on classic or new races from the world's most popular fantasy roleplaying game. Others, like the tuloids and the gaunts, are entirely original but are based on some familiar characters. You can pick-and-choose the races you want to include in your campaign, or just throw them in as a giant free-for-all. Either way, I hope you can find something suitable to every player's palette.

Remember to keep in mind that attributes cannot fall below 3 or rise above 18 during character creation, with modifiers included.

PRIMALS

Primals share the same lot as Aasimars and Tieflings in that they have a planar creature as an ancestor. However, Primals descend from creatures who dwell on the various elemental planes. They are divided in to four types: Pyrons, Aerons, Geons and Hydrons. Primals look similar to humans, but they have traits similar to their parental element. For example, Pyrons may have hair that flickers and is as warm as a fire, while the skin of a Geon may be rough, dusty and dark as granite. Primal personalities also generally revolve around their elements; Pyrons are very emotional while Geons are more stoic.

All primals are medium-size creatures with a base speed of 30 feet.

All primals get a +2 bonus to their saves against attacks or environmental effects that correspond to the primal's element.

After that, bonuses depend on the sub-type of primal.

AGE, WEIGHT AND HEIGHT OF RACES

RACE	HEIGHT	WEIGHT
Primals	5'0" to 6'4"	50 lbs. to 300 lbs.
Welgs	5'2" to 5'7"	140 lbs. to 220 lbs.
Taninim	10'0" to 11'4"	300 lbs. to 430 lbs.
Ferals	4'8" to 5'4"	80 lbs. to 120 lbs.
Gaunts	6'3" to 8'2"	130 lbs. to 160 lbs.
Tengus	4'5" to 5'6"	60 lbs. to 100 lbs.
Lynx	5'8" to 6'1"	100 lbs. to 180 lbs.
Tuloids	5'4" to 5'9"	120 lbs. to 200 lbs.
Yukons	9'10" to 10'3"	350 lbs. to 500 lbs.
Skits	2'9" to 3'10"	20 lbs. to 40 lbs.
Trinoks	5'3" to 6'0"	80 lbs. to 100 lbs.
Spriggans	4'9" to 6'2"	70 lbs. to 150 lbs.

RACE	START AGE	COLUMN A	COLUMN B	COLUMN C	OLD AGE	MAX AGE
Primals	15+	1d4	1d6	2d6	70	130
Welgs	50+	2d6	4d6	6d6	200	450
Taninim	30+	1d6	1d8	2d8	100	220
Ferals	15+	1d4	1d6	2d8	50	100
Gaunts	70+	2d6	3d6	4d10	400	None
Tengus	10+	1d6	1d8	1d10	45	80
Lynx	20+	1d4	2d6	3d10	65	90
Tuloids	30+	2d6	4d6	4d10	240	400
Skits	5+	1d4	2d4	2d6	30	60
Yukons	20+	1d4	1d6	3d4	60	110
Trinoks	5+	1d4	1d6	2d4	40	70
Spriggans	70+	2d6	2d10	4d8	320	500

Note: If you are using *Psionics of Lore*, Wilders fall under Column A, Warminds and Soulknives under Column B, and Psions under Column C.

Pyrons are smart but very brash. They gain a +1 bonus to their Intelligence score and a -1 penalty to their Charisma score. They can also cast *pyrotechnics* once per day.

Geons are strong and hardy, but somewhat dull, both in wit and charm. They gain a +1 bonus to their Strength and Constitution scores and a -1 penalty to their Wisdom and Charisma scores. They can also cast *pass without trace* once per day.

Hydrons are as resilient as the sea, but very distant to most people. They gain a +1 bonus to their Constitution score and a -1 penalty to their Charisma score. They can also swim at a speed of 40 feet per round and can cast *water breathing* once per day.

Aerons are elegant and intelligent, but are very vapid and aloof. They gain a +1 bonus to their Dexterity and Intelligence scores and a -1 penalty to their Wisdom and Charisma scores. They can also cast *levitate* once per day.

Primals speak Common and the elemental language of their ancestors. They can learn almost any other language.

Primals can multi-class as fighter/sorcerers, duelist/sorcerers and sorcerer/thieves.

WELGS

Welgs are planar creatures from the various planes of neutrality. Serving as caretakers of the multiverse, these crystalline creatures try to create balance in everything. Welgs are humanoid, but they have many crystal-like features; their bodies are multi-faceted, their faces are sharp and angular, and their eyes flicker and shine like gemstones. Their bodies are the colors of precious gems like sapphires, rubies and garnets. Their hair often looks like large crystals, either stuck straight up or cascading like a chandelier. Welgs don't give birth, but simply rise out of the ground of their native planes. Welgs can appear as either male or female, but they have no true genders.

Welgs are medium-size creatures with a base speed of 30 feet.

Welgs are wise but strange looking. They gain a +1 bonus to their Wisdom score and a -1 penalty to their Charisma score.

Welgs can read the inherent meaning of most carvings and etchings by simply feeling them, giving them a knack for deciphering codes.

The welg's strange bodies allow them to refract dangerous attacks and energies. They can cast Resist Energy once per day.

Welgs speak Common and Welg, The may speak Celestial, Infernal, Earth Elemental and Dwarf.

Welgs can multi-class as fighter/thieves, fighter/clerics and fighter/sorcerers. If you are using Psionics of Lore, they can multiclass as fighter/psions, psion/clerics and psion/thieves.

TANNIM

Tanimim (singular Tanin) have a direct ancestor with a dragon; one that disguised itself as a human and mated with a human father or mother. Tanimim appear as humanoid dragons, with draconic heads and bodies covered in thick scales. They are colored after their draconic parent, so green, blue, red, silver and black taninim are all regular sights. They stand on two legs, and they have a small tail and vestigial wings. Their heads are lined with things such as spikes, fins or horns. Tanimim are extremely large, powerful and intelligent.

Tanimim are large-sized creatures with a base speed of 30 feet. Their size gives them a tactical advantage against medium creatures and gives them the ability to wield heavy weapons in one hand, but they must spend double on worn items like armor and clothes.

Tanimim are intelligent and strong but generally clumsy. They have a +1 bonus to their Intelligence and Strength scores but a -2 penalty to their Dexterity score.

The taninim's hard scales give them an inherent +2 bonus to their AC.

Tanimim inherit their parent's dragon breath attack. The attack can be used once a day, and it's released in a 15-ft. cone that does 1d6 + 1/2 level damage. Enemies affected by the attack can make a reflex save for half damage. The breath is either cold, fire, electric or acid, but the type must be chosen at character creation and can never change.

Tanimim speak Common and the language of their dragon parent. They may speak Celestial, Lizardman, Elf, Sylvan and Kobold.

Tanimim can multi-class as fighter/thieves, fighter/clerics and fighter/sorcerers.

FERALS

Ferals are the descendants of lycanthropes mating with humans, though those matings are ancient ancestors; Ferals now breed true. Ferals look like slightly bestial humans; some have fanged teeth, most are very hairy, and some have animalistic eyes. Most have werewolf ancestors, but they can be descended from mostly any variety of lycanthrope. Ferals are usually loud, boisterous and jolly, but that can be very confrontational and violent when combat begins.

Ferals are medium-size creatures with a base speed of 30 feet. They have darkvision to a range of 60 feet.

Ferals are strong, but they can be loud and somewhat annoying. They have a +1 bonus to their Strength score and a -1 penalty to their Charisma score.

Ferals grow up and often dwell in the wilds of the world, giving them a knack for survival.

Ferals cannot turn into beasts, but they can become bestial. Once a day, a feral can go savage. This lets a feral tap into the instinctive focus that his ancestors possessed. While savage, a feral gets a +2 bonus to tracking, survival, swimming and jump skill checks, and he obtains a +2 bonus to all his saves. This lasts for 6 rounds, and afterwards, the feral is fatigued until it rests for an hour. If a feral barbarian

rages and goes savage, he must rest for two hours before overcoming fatigue.

Ferals speak Common. They may speak Goblin, Orc, Ogre, Dwarf and Gnoll.

Ferals can multi-class as barbarian/thieves, barbarian/clerics and barbarian/sorcerers.

GAUNTS

Gaunts are both the forerunners to vampires and residents of the Negative Energy Plane. Tall, lanky, shallow-cheeked and pale, they are completely hairless. Instead, they cover their entire bodies with intricate and meaningful tattoos, even covering their faces and heads with them. Gaunts are elegant and well-spoken, and they look down upon their bestial and evil vampire descendants. Gaunts have reflections in mirrors and they cast shadows, but their shadows are magnitudes darker than other people. Gaunts are also not as powerful as vampires, but they don't need it; they are confident enough in their strength and intelligence to thrive. Gaunts are effectively immortal; they can be killed, but they never die of old age.

Gaunts are medium-size creatures with a base speed of 30 feet. They have darkvision to range of 60 feet.

Gaunts are both wise and smart, but they are weak and frail. They have a +1 bonus to their Wisdom and Intelligence scores and a -2 penalty to their Constitution score.

Gaunts can feed like a vampire, but on a much smaller scale. They can cast Vampiric Touch once per day.

Gaunts speak Common and Gaunt. They may speak Infernal, Naga, Elf and Gnoll.

Gaunts can multi-class as sorcerer/duelists, sorcerer/clerics and sorcerer/thieves.

TENGUS

Tengu are large, humanoid ravens or crows. Their wings have developed hands, though they have retained their ability to fly. Their feathers are smooth and dark as night, their eyes are pitch black and their beaks are sharp and curved. Tengu are rumored to be strange manifestations of shades from the Shadow Planes, and tengu do not agree or disagree with this statement. Tengu are smart and cunning, though very few people actually trust them.

Tengu are medium-size creatures with a base speed of 30 feet. They have darkvision to range of 60 feet.

Tengu are smart, but few trust them. They have a +1 bonus to their Intelligence score and a -1 penalty to their Charisma score.

Tengu can fly. In battle, they can move any direction at their base speed per round, but they cannot physically attack while in flight. Outside of battle, they can fly up to 100 miles a day before they need to rest their wings.

Tengu speak Common and Tengu. They may speak Elf, Sylvan, Infernal and Goblin.

Tengu can multiclass a fighter/clerics, fighter/magic-users and fighter/assassins.

LYNX

The lynx are a race of semi-feline humanoids. They do not look as cat-like as the xeph; they look mostly like humans aside from their angular faces, sharp teeth, feline eyes and slightly pointed ears. Most lynx are generally grumpy and surly, but they keep it to themselves, which keeps their charisma generally intact. They view xeph and smilodars as bestial and savage. The lynx try to exalt themselves to a more mature level, reaching the same social heights as races such as humans or elves.

Lynx are medium-size creatures with a base speed of 30 feet. They have darkvision to a range of 30 feet.

Lynx are agile and smart but lack common sense. They have a +1 bonus to their Dexterity and Intelligence scores and a -2 penalty to their Wisdom score.

Lynx have extremely charming and bewitching voices they can use to distract enemies. They can cast Charm Person once per day, with enemies being able to resist with Will.

Lynx speak Common and Lynx. They may also speak Xeph, Smilodar, Sylvan, Goblin and Manticore.

Lynx can multi-class as fighter/bards, bard/magic-users and bard/clerics.

TULOIDS

Tuloids are strange, aquatic creatures that look like they are related to mind eaters. Rest assured, they are not and in turn are much calmer and sane. They are humanoids, but their heads are in the shape of a bulbous octopus. Large tentacles cover their beaked mouths, their saucer-like eyes sit at the front of their heads, and they breathe through jets on the sides of their faces. Their hands and feet are both

slightly clawed and webbed. Tuloids are wise and kind, but they are very wary of the outside world. Many see them as strange aliens, but they have lived on the planet longer than most other creatures.

Tuloids are medium-size creatures with a base speed of 30 feet. They have darkvision to a range of 60 feet.

Tuloids are wise, but many are unfairly frightened of them. They have a +1 bonus to their Wisdom score and a -1 penalty to their Charisma score.

Tuloids have slight control over the waters they live near. They can cast Control Water one per day.

Tuloids are amphibious creatures, and they are just in home underwater as they are out of it. They can breathe underwater and can swim at a base speed of 40 feet. They also have a knack at swimming.

The drawback is that they must submerge themselves in water for an hour each day, or they become fatigued until they are submerged. Tuloids also have a -2 penalty to their saves when avoiding heat or fire.

Tuloids speak Common and Tuldoid. They may speak Ophidian, Elf, Water Elemental and Lizardman.

Tuloids can multi-class as fighter/druids, fighter/sorcerers and fighter/thieves. If you are using Psionics of Lore, they can multi-class as cleric/warminds, warmind/thieves and warmind/sorcerers.

YUKONS

Yukons are a large race of ape creatures. Dense and burly things, they live in cold, untamed tundras, mountain peaks and arctic climes of the world. They appear much like gorillas, except they are highly intelligent and their fur is snow white. Yukons share a similar personality with dwarves, in that they are a hardworking and stout people who often hold good friends close. They hold nobility and honor in extremely high regard, however.

Yukons are large-size creatures with a base speed of 30 feet. Their size gives them a tactical advantage against medium creatures and gives them the ability to wield heavy weapons in one hand, but they must spend double on worn items like armor and clothes.

Yukons are strong and dense people, but many fear the sheer power they possess. They have a +1 bonus to their Strength and Constitution score and a -2 penalty to their Charisma score.

Yukons spend most of their lives in the cold wastes of the world, giving them a knack for survival.

The native environment of the yukons gives them an advantage in the cold. They are resistant to all cold affects and attacks.

Yukons speak Common and Yukon. They may speak Frost Giant, Water Elemental, Dwarf, Halfling and Ogre.

Yukons can multi-class as fighter/thieves, fighter/clerics and fighter/magic-users.

SKITS

Skits are a small race of cunning humanoid rats. They look almost entirely like rats, but their eyes are much larger and their faces more expressive. Their pelts come in a variety of colors, from dark blacks to pale whites. Their ears are large and their tail is about half as long as their entire body. Skits are opportunistic and resourceful creatures, always looking for ways up, over, in and around. Some see them as thieves, but they would rather be called "exploiters," simply utilizing the faults that are already there. Skits are rapid and quick thinking, speaking quickly and often tripping over their own words.

Skits are small-size creatures with a base speed of 20 feet. They have darkvision to a range of 60 feet.

Skits are very quick but not too powerful. They have a +1 bonus to their Dexterity score and a -1 penalty to their Strength score.

Skits are extremely adept thieves, with even the common skit being a part-time scoundrel. They have a knack for pick pocket.

Skits mostly live underground in burrows, and thus have learned to dig holes to build their cities. They can burrow through soft soil or clay at half their normal pace, making a hole big enough for medium size creatures to crawl through. If they spend twice the time digging, they can create a hole large enough for a medium creature to crouch-walk through and a large creature to crawl through.

Skits speak Common and Skit. They may speak Gnome, Halfling, Kobold, Goblin and Thieves' Cant.

Skits can multi-class as thief/fighters, thief/clerics or thief/magic-users.

TRINOKS

Trinoks are insectile creatures, distant cousins of the hostile fomorians. They look like ants combined with mantises. They have two segmented legs that end in two-toed claws and four segmented arms that end in three-digit hands. Their

eyes are large, compound and amber in color, and their two antennae are both about 2 feet long. Their exoskeletons are usually dusty or dark green, depending on where they live. Trinoks operate on a complicated hive-mind, but no one knows where the trinok queen lives. Most trinoks stress family ties, and they often treat close friends as family.

Trinoks are medium-size creatures with a base speed of 30 feet.

They are a quick but fragile species. They have a +1 bonus to their Dexterity score and a -1 penalty to their Constitution.

Trinoks can communicate telepathically with any other trinok they can see. They can also detect the surface thoughts of someone else once per day, with the target rolling Will to resist.

The four arms of the trinok can make it a devastating foe. If they give up their move, they can attack with their claws, which deal 1d6 damage, as well as their weapon.

Trinoks speak Common and Trinok. They may speak Kobold, Sylvan, Elf, Gnome and Orc.

Trinoks can multi-class as ranger/thieves, ranger/clerics and ranger/magic-users. If you are using Psionics of Lore, they can multi-class as ranger/wildknives, ranger/wilders and ranger/psions.

SPRIGGANS

Spriggans are spritely humanoids who are native to the Positive Energy Plane. Not only are they planar, but they are creatures composed of plants. Only slightly shorter than humans, spriggans are composed of pieces of different plants. Some are made of multitude of leaves, others of millions of flowers and still others made of vines. They do share a few characteristics amongst varieties; their heads are somewhat triangular, their eyes are as gold as yellow beetles, and they lack noses. Spriggans are usually happy folk and they love seeing new wildernesses, plants and animals.

Spriggans are medium-size creatures with a base speed of 30 feet.

Spriggans are very quick and spritely, but their plant forms leave them physically weak. They have a +2 bonus to their Dexterity scores and a -1 penalty to their Constitution and Strength scores.

Spriggans are not only plant-like creatures, but they are inherently connected to all plants. They can cast Plant

Growth once per day, and they can also freely travel through undergrowth like a druid.

Spriggans burn extremely easily and try to avoid flames as often as possible. They are vulnerable to fire.

Spriggans can speak Common and Spriggan. They may speak Sylvan, Celestial, Gnome, Green Dragon, Halfling and Elf.

Spriggans can multi-class as druid/fighters, druid/thieves and druid/sorcerers.

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