



*Phelantar's Guide*  
to  
*Book of Minor Races part 2*  
for  
*The 13th Age Roleplaying Game*



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## *Introduction*

When doing research for this and the previous Book of Minor Races, I was really astonished at how many races that fantasy gaming has accumulated over the years. I think all of us who have been playing games like D&D for while are aware, on some level, of the fact that there are a lot of racial options, but it's not until you really look at what's out there that you realised how many there really are. Everybody knows about the "standard" races like elves and dwarves and half-orcs, but there are many many more which rarely get much spotlight time. Sometimes there's a really good reason for that, such as a race being tied to a specific setting really strongly and don't export well to other settings. Sometimes there aren't really good reasons for these otherwise interesting options being ignored or discarded.

With the Book of Races projects, I want to give players more choice to go beyond the usual. In some cases, I'm just adding popular races that don't have an "official" version. With these, I'm attempting to maintain the feel that they have in other systems while making it fit in with 13th Age standards and mechanics. Some might argue that doing a direct conversion would both be easier and better, but I feel that it's quite the opposite since other fantasy games have different mechanics and suppositions on how races should work.

When I'm not adding well known or popular races, I'm trying to add some of the more fun or unique races to the 13th Age repertoire. Races that people might not immediately consider when they're thinking about fantasy gaming. How many people are going to walk into a game and be disappointed that grippli or pixies aren't included? Not many, let's be honest. But if you've added them to the game and given them everything they need to play one, including some notes on their culture and behavior, how many people might decide to give them a try? Probably a fair few. Not everybody is going to look at these more obscure or different races and immediately jump for them, but I think it's worth doing for those people who will.

There's a better reason to add new races as well, whether they're popular or obscure or weird. Although most people tend to feel that races are a player-oriented thing in an RPG, and they are, they're also something that can be useful or inspirational for a GM as well. Maybe a GM sees a grippli and inspired to have their culture take a big part in an adventure, even if none of the characters are grippli themselves. Perhaps a GM sees the dhampir and thinks that they'll be a really badass, but tragic, villain for the players to face. The GM's choice of races to feature or add to the game world can sometimes dramatically change that world in ways that aren't immediately apparent to either the players or the GMs themselves. The offhand mention of a minotaur blacksmith might capture a player's imagination and lead to that minotaur being an important NPC throughout the campaign which then leads the GM to exploring what minotaurs are like in the setting, which can lead to a unique experience for everybody at the table.

With that in mind, I hope players and GMs alike find the races contained within to be useful, interesting, or fun.

## *Dhampir*

+2 Con OR +2 Cha

Choose one of the following two Racial Powers:

**Path of the Sun** - Once per battle, when a nearby ally is hit by an attack, you may immediately reduce that damage by 1d4 per level as an immediate interrupt.

*Champion Tier Feat* - Increase the damage decreased to 1d8 per level

*Champion Tier Feat* - The ally who was attacked increases their defenses by +1 until the end of their next turn.

**Path of the Moon** - Once per battle, when you hit with an attack, you may spend a recovery as a free action.

*Champion Tier Feat* - The recovery is now free

*Champion Tier Feat* - When you roll a recovery with this power, add an additional die.

You may also make an immediate saving throw against any one ongoing effect.

Dhampir are rare beings who are often tormented by their dual nature as being the offspring of a living mother and undead father. Although most stories and legends indicate that dhampir are born of humans and vampires, the reality is that other undead can also father a child and other races like elves and tieflings can give birth to them. Vampire offspring are the most commonly known because they are most likely to survive into adulthood and have the chance to live a normal life. Offspring of ghouls or wights often take on too many of the traits of their father and either die in childhood or are killed by fearful townsfolk.

Even those dhampir who are comparatively normal often deal with a great deal of prejudice from those who know their origin. Even those who keep that secret often find that their unusual parent leads them down dark paths. Some say that the dark energies of the undead have tainted their soul from birth, others claim that dhampir just use that as an excuse to do whatever they like. However, some dhampir actively fight back against this perception. Many dhampir become adventurers and strive hard to become heroes to fight the stigma of their birth and almost all of them find a particular hatred for the undead creature that brought them into being. Some of the greatest vampire hunters throughout history have been dhampir.

**Twilight Crystal (Adventurer Tier wondrous item)** - This reddish-orange crystal the size of an apple is an unremarkable piece of quartz that has been etched with magical glyphs and capped in a special form of silver. Once treated, it becomes capable of drawing light into itself and later releasing it. It diminishes torchlight to that of a candle and even bright daylight to that of an overcast day for about 25 feet. When the command is spoken, it releases the light gained for that same distance for the same amount of time that it was exposed to the original light.

## *Grippli*

+2 Dex OR +2 Wis

Choose one of the following Racial Powers:

**Leaper** - When the Escalation Die is odd, as a move action, you may move to any nearby location that you can see. No disengage check is necessary and this move ignores all dangerous or impassable terrain.

*Champion Tier feat* - When you hit with a melee attack after using Leaper, the target is Stunned (save ends).

*Champion Tier feat* - When using Leaper, you can make a basic or at-will ranged attack mid-move.

**Toxic Skin** - Once per battle, an enemy who hits you with a melee attack takes ongoing poison damage equal to 5x your level. A normal (11+) save ends this effect.

*Champion Tier feat* - The save against Toxic Skin is now 16+

*Champion Tier feat* - Toxic Skin may now be used twice per battle.

Grippli are a frog-like people who live in swamps, lakes, and other freshwater locales. With a statue like halflings or gnomes, grippli are a reclusive people who are typically found as hunter-gatherer tribes far away from civilization or other peoples. They are deadly enemies of bullywugs and lizardmen who often share the same favored environments. When not faced with these foes, grippli are often peaceful, polite, and curious, happy to take in travelers to trade for metal goods which are rare in their territories.

Grippli found outside their hidden communities are almost exclusively adventurers, though the occasional trader can be found as well. Although rarely seen, they tend to be remembered for many years due to their polite and curious natures. Adventuring grippli are quick to attempt peaceful solutions for problems, but those who push their luck find that they are tremendously dangerous foes in combat.

**Jade Rapier (Melee Weapon)** - +1 to attacks and damage rolls per tier. A grippli whose name has long been lost to history was known for this weapon, with which he punctured his foes as much with his wit as with the point. He even was said to have ended a budding civil war with his eloquent words and the occasional stabbing. The weapon is made of a mysterious green stone which is as light and hard as steel and holds an edge even better than obsidian. Those who use this weapon may add their Cha modifier to their damage once per battle (2x mod at Champion Tier, 3x mod at Epic tier). If the player says a witty or insulting one-liner as they use this power (as judged by the table), the attack crits on a 19+. *Quirk*: Can't resist an opportunity to make a witty or sarcastic remark.

## *Majunn*

+2 Wis OR +2 Cha

Choose one of the following Racial Powers:

**Whirlwind** - Once per battle, as a standard action, make the following attack against all engaged enemies. Str/Con/Dex + Level vs PD. On hit, deal 1d4 damage per level. This may be either fire or thunder damage (chosen at character creation).

*Champion Tier feat* - Half of the damage from Whirlwind becomes ongoing (save ends)

*Champion Tier feat* - All targets hit by Whirlwind immediately pop free and take additional damage equal to 3x your level.

**Wings of Flame** - Once per battle, as a move action, you may fly to any nearby location that you can see. No disengage check is necessary and any enemies engaged with you when you begin this move take fire damage equal to 3x your level.

*Champion Tier feat* - If you engage any enemies after your movement, they also take the fire damage.

*Champion Tier feat* - Wings of Flame may be used twice per battle.

Majunn are the descendents of air and fire spirits which once resided on the elemental planes. It's said that they rebelled against their servitude to the elemental lords of these places and were exiled to corporeal bodies on the material plane. Whether or not it's true, they still retain some vestiges of the elemental spirits they once were. Majunn appear largely human, but with several differences. Their skin tends to be blue or red-tinged and their eyes faintly glow the same color as their skin. Majunn with blue skin are always platinum blonde, while red tinged majunn always have coal-black hair. The most striking mark is that majunn have wings of wind, fire, and smoke that they can conjure into existence with a thought. These wings are largely incorporeal, but some majunn have managed to use them to fly for short distances and others can turn them into a whirling vortex of elemental energies.

Majunn are known to be polite, but distant. They are more comfortable by themselves or in small groups than they are in larger towns or cities. They form tight bonds with small groups of people and are fiercely loyal and protective of those within that circle. Adventurer and explorer majunn aren't uncommon as the lifestyle suits them well and their abilities are very handy for the dangers they often face.

**Brimstone Cloak (Cloak, Recharge 16+)** - +1 to PD per tier. This cloak flows and moves as though it's made of smoke, but protects like any other well made cloak. When a command word is uttered, the wearer becomes like smoke themselves. As an immediate interrupt when targeted by an attack against AC or PD, you become insubstantial and the attack automatically misses. This does not work against Force or Thunder damage. *Quirk:*

## Minotaur

+2 Str or +2 Int

Choose one of the following Racial Powers:

**Goring Charge** - Once per battle, after moving, add an additional die of damage when you hit with a melee attack.

*Champion Tier feat* - If you hit with Goring Charge, deal your level x5 in ongoing damage to the target. A normal (11+) saving throw ends this effect.

*Champion Tier feat* - If you hit with Goring Charge, you may immediately move the target to a nearby location of your choice. If this is a dangerous location (a cliff, a bonfire, pool of acid), the target may make a normal (11+) saving throw to avoid the danger.

**Curse of the Maze** - Once per battle, you may make the following attack. Wis/Int/Cha+Level vs MD. On a hit, the target takes 1d4 psychic damage per level and is Stunned (save ends).

*Champion Tier feat* - After the target saves versus Stunned, they are Confused until the end of their next turn.

*Champion Tier feat* - The damage done by this attack increases to 1d6 per level.

Minotaurs claim that their legends speak of a time when there were none of their people and the first minotaur was created by the gods to guard a great labyrinth and protect an impossible treasure. The legends of other races agree with this in broad strokes, but disagree on several key points. Key points which are best not brought up within the hearing of most minotaurs, as those differences do not paint minotaurs in the best of light. Regardless of their origins, minotaurs are a people known to be highly intelligent, physically powerful, and reclusive.

Standing more than 7 feet tall and broad across the shoulders and chest, minotaurs are an intimidating presence even before considering the horns on their head. This has led to a number of incidents with other races over the ages and ultimately has led to most minotaurs being withdrawn from the rest of civilization and even somewhat xenophobic. Many minotaurs found outside their small isolated communities are exiles who failed to fit into their strict matriarchal society. Some of these exiles live as adventurers, but many also live as merchants or craftsmen like blacksmiths.

**Horn of Determination (Wondrous item, Recharge 11+)** - In ancient days, this sounding horn was made from those taken from minotaurs, but that is rarely the case in recent ages. Instead, now the horns are capped in gold and carved with maze-like decorations. These horns, when blown, allow all allies who hear it to immediately roll a saving throw against an ongoing effect and gain +1 to MD for the rest of battle. Allies may only gain the bonus to MD once per full rest and the saving throw is limited to once per battle. .

## *Nixie*

+2 Dex OR +2 Cha

*Nixies gain both of the following racial powers.*

**Fey Charm** - Once per full rest up, make the following attack: Charisma + Level vs MD. On a hit, the target is Charmed as per the Wizard/Bard spell. This is subject to the same HP limitations as the Charm spell and lasts a number of rounds/minutes equal to the Nixie's level.

*Champion Tier feat* - Fey Charm may be used twice per full rest

*Champion Tier feat* - Fey Charm may be used as though you are one level higher.

**Aquatic Master** - Nixies may breathe underwater normally and are not hampered by normal, non-magical water obstacles. They may move underwater freely with no skill check required. In addition, while fighting in water or against enemies which originate in water, Nixies gain a +2 to all attack rolls.

Nixies, sometimes called elf-dragons (which they don't like) or sea elves (which is both inaccurate and insulting), are small fey creatures which superficially resemble elves that have been combined with some draconic traits. Nixies have a long tail similar to that of a copper or brass dragon and scales along their shoulders, hands, and feet. The scales range in color from bright red to blue to deep green and the nixie's hair is almost always the same color as their scales. Their skin color is almost always very pale and appears tinged with blue or green.

Nixies are friendly and welcoming, but not particularly comfortable around people who live on land all year around. Nixie communities are often set up so that half of any village or home is underwater and they favor out of the way and hard to reach coasts or islands to keep them better protected from dangers like sahuagin and kraken. Although they prefer not to spend too much time around land-dwellers, they are still open to trade with them and a number of nixies travel inland every year to procure interesting or useful materials to bring back to their home village. Some of these nixies end up spending more time away from their home towns than they do within it and these nixies often end up as adventurers. These adventurers are both celebrated and thought of as strange by the rest of their kin.

**Turtle Hunter Spear (Melee Weapon, 16+ recharge)** - +1 to attacks and damage per tier. This long spear seems to be made from cobbled together materials, including driftwood, sharkskin wraps, and a long coral "blade", but it has been infused with subtle and powerful magic that makes it more dangerous than it appears. Nixie use these to hunt and kill dragon turtles and other dangerous creatures that come too close to their homes. When the command word is invoked, the weapon shears through shell, stone, steel, or wood like it was paper. When you use this power, your next melee attack targets PD instead of AC. *Quirk:* Needs to bathe or swim as often as possible.

## Satyr/Faun

+2 Con OR +2 Cha

Choose one of the following Racial Powers:

**Witty Feint** - Once per battle, as a standard action, make the following attack against one nearby enemy: Wis/Int/Cha + Level vs MD. On hit, choose one of the following effects: The target is Vulnerable to your ally's attacks until the end of your next turn, you gain +2 on your next attack against the target, or you may immediately pop free of the target.

Champion Tier feat - Witty Feint is now a Quick action instead of a Standard action

Champion Tier feat - As part of Witty Feint, you may also choose to increase your damage by 1 die for the next attack against this enemy, move an engaged enemy to a nearby location of your choice (if this is a dangerous place, the target gets a normal save against this effect), or make an immediate saving throw against an ongoing effect.

**Fey Misdirection** - As a quick action, you may invoke this power to force all ranged attacks until the end of your next turn to roll 2d20 and take the lower of the two rolls.

Champion Tier feat - If the attack still hits, you take half damage.

Champion Tier feat - If both of the rolls are a natural 1-5, select a nearby enemy. The attack hits them instead. No additional rolls are required.

Satyrs, which are male, and fauns, which are female, are fey creatures known for their capricious, hedonistic, and often selfish ways. Nearly all satyrs and fauns live in pursuit of pleasure, though not all of them have the same exact definition of what pleasure actually is. For some, it's the best food and drink. Others want to spend time with beautiful and attractive people. Some rare few live for the thrill of action and exploration and these are often found as adventurers.

Satyrs and fauns are both humanoid, with the torso of a human, but a goat's or ram's legs and horns. They rarely found communities of their own and instead find communities of other races that they feel comfortable with. Many live with the elves, but a large number live with humans and some (mostly gastronomes) even live with halflings. Most satyrs and fauns would tell you that they are a race of individuals and that they are no more loyal or interested in another one of their race than they are any other stranger.

**Glamour Flute (Wondrous Item)** - For good or ill, satyrs are associated with pan flutes. Legend says that it is the source of their famous powers of charm and persuasion and an ancient wizard created the glamour flute to emulate this supposed power. Made of light wood, the glamour flute has 3-7 tubes and is enscribed or burned with elven runes symbolizing friendship, charm, and other similar words. Once per full rest up, you may play this flute and receive a +2 to the next Charisma-based roll you make. At Champion Tier this bonus is +4 and at Epic Tier you gain a +6 bonus.



## *Shadowkin*

+2 Dex OR +2 Int

*Choose from one of the following Racial Powers:*

**Shadow Chain** - Make the following attack against a nearby enemy: Str/Con/Dex + Level vs PD. On hit, the enemy is Vulnerable until the end of their next turn and you may immediately move to engage them. This movement does not provoke opportunity attacks.

*Champion Tier feat* - The enemy is also considered Grabbed by your Shadow Chain. So long as you maintain the Grab, you may not move.

*Champion Tier feat* - The Vulnerable effect increases to 17-20 and lasts through the end of battle.

**Dusk Blood** - Once per battle as an immediate reaction when you're hit with an attack, the enemy who hits you is Weakened (save ends).

*Champion Tier feat* - If the attack that hits you also Staggers you, you may hit 1d3 nearby enemies with Dusk Blood. This must include the enemy which hit you.

*Champion Tier feat* - Once per battle, when you hit an enemy which has been Weakened by Dusk Blood, you may immediately spend a recovery.

Long ago, a nation of humans decided to escape a devastating war between competing archwizards by shifting themselves to another plane of existence. Such was the horrors unleashed by the archwizards and their followers that the nobles of the nation knew that merely attempting to flee the land any other way would mean their extinction. A grand ritual was hastily developed and the people of the kingdom piled into the capital city. One of the archwizard's agents managed to corrupt the ritual and instead of teleporting to a temperate and welcoming land unlike their own, they were teleported to a land of cold and darkness. They found a way to survive in the harsh and dangerous land, but were forever changed by the experience.

Eventually, they were able to return to the lands they long ago left behind and quickly became known as an uncompromising and bloody people. Even now, they are often seen as humorless, relentlessly practical, and quick to strike at perceived dangers. Adventuring Shadowkin are often more friendly and social than others, but are still very reserved in comparison to other races. Shadowrun are almost uniformly pale skinned with dark hair and light-colored eyes, but otherwise resemble humans in every respect.

**Eyes of Darkness (Consumable item)** - This potion is made from the the essence of elemental darkness and, when drunk, allows the user to see connections between shadows, then step between them. When used during battle, you may teleport to any nearby location with a shadow that you can see. At Adventurer Tier, you can teleport once, Champion Tier allows two teleports, and Epic Tier allows 3 teleports.

## Wildsoul

+2 to any one score. This may not be the same score as the class bonus.

Choose one of the following Racial Powers:

**Scream of Rage** - Once per battle, make the following attack against one nearby enemy. Highest Ability Score + Level vs PD. On hit, the target takes 1d6 sonic damage per level.

*Champion Tier feat* - This attack now targets 1d3 nearby enemies

*Champion Tier feat* - When you're staggered for the first time each battle, you may use Scream of Rage as an immediate reaction.

**Outburst** - As a quick action you may reduce all of your defenses by 1 and in exchange gain +1 to all attacks and saving throws. In addition you gain a second Move action. All of these effects last until the end of battle. This ability may be used only once per full rest up.

*Champion Tier feat* - When you hit with an attack, you may deal an additional 1d4 damage per level. You also take damage equal to half of this roll.

*Champion Tier feat* - Outburst is now a Recharge (16+) power instead of once per full rest.

When the world was young and gods walked freely amongst their mortal worshippers, wildsouls were normal humans. When gods went to war, the humans who would become wildsouls were caught up in the fighting. Nobody is entirely sure what happened to them during that time, but when the gods left the world to mortals, the wildsouls were changed. Their emotions were all but controllable and they nearly wiped themselves out before an order of philosophers spread a series of mental and physical exercises that helped most of their new race to calm themselves. In the modern day, wildsouls are still known as extremely volatile and feel emotions far more strongly than other races. They can laugh one minute and then scream in anger the next with absolutely no warning or build-up. They control these outbursts of emotion as best as they can, but are still prone to wear their feelings on their sleeve.

Physically, wildsouls are little different than other humans. Their skin is nearly constantly flushed, as if in anger, and appears reddish. They also have difficulty growing hair the way other humans do and are often clean-faced and short-haired. Wildsouls rarely make communities of their own, as their emotional volatility tends to spread rapidly, so they live solitary lives or amongst large human communities.

**Red Rage potion (Champion Tier consumable item)** - This dark red potion smells like sweat and wood ash while tasting of bitter cherries and copper. When drunk, the user feels tremendous power and anger come over them that becomes a terrible tiredness when it wears off. When you drink this potion, spend one recovery. On all melee attack rolls, roll 2d20 and take the higher of the two. After the battle, take a -5 on all skill checks until the next full rest.

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