



*Phelantar's Book of Minor Races*  
for  
*The 13th Age Roleplaying Game*



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## Kobold

+2 Dex OR +2 Wis

Choose one of the following Racial Powers:

**Shifty** - Once per battle when engaged by an enemy, make a normal (11+) saving throw as an immediate interrupt. On a success, you may make a melee basic attack and then pop free of the enemy. On a failure, you may still pop free.

*Champion Tier Feat* - Instead of a melee basic attack, you may now use an at-will or flexible attack with a +2 bonus to the roll.

*Champion Tier Feat* - You may use this power twice per battle.

**Trap Master** - Once per battle, you may make the following attack as an immediate interrupt. Level + Dex/Wis (higher of the two) versus Physical Defense. On a hit, you deal 1d4 damage per character level and you must describe how you've quickly arranged for the enemy to fall into a trap or obstacle of your devising. This attack does not deal miss damage.

*Champion Tier Feat* - On a hit, the enemy suffers a status effect (save ends) of your choosing from this list: Stuck, Hampered, or Vulnerable.

*Champion Tier Feat* - Your trap now does d6 damage per level and you may choose one of the following damage types: Fire, Acid, Lightning, Poison.

**Trap Stick (Adventurer Tier Wondrous Item)** - This looks like a wooden stick with glass beads and shiny bits of metal attached. And it is. But this kobold-crafted item has been (probably accidentally) infused with magic related to traps. Bearers gain a +2 to Background checks to find or craft traps as the stick provides some accidental insight or component.

Some would consider these small lizard men to be little better than vermin such as rats or cockroaches and in many cases it's hard to argue otherwise. They often sweep over an area, infesting ruined and abandoned buildings or caves, stealing food, and generally causing havoc. Adventurers and mercenaries are frequently hired to drive them off or kill them. On occasion, however, a kobold breaks free from their tribe or clutch and breaks out on their own. These are frequently exiles, but sometimes they are exceptionally talented or intelligent individuals who want more from their life. Since kobolds are rarely welcome in ordinary society, they frequently turn to adventuring and other high risk, but high reward pursuits.

Kobolds are usually 3-4 feet tall and weigh between 40 and 50 pounds on average. They are covered with rough, but thin, scales that have a wide range of colors similar to true dragons. Kobolds are often more clever and nimble than typically given credit for, though anybody who has been on the end of one of their many traps knows better.



## Goliath

+2 Str OR +2 Con

Choose one of the following Racial Powers:

**Stone's Endurance** - Once per battle, as a quick action, your character gains resistance 12+ to damage until the end of your next turn. In addition, you gain a +2 bonus to saving throws vs all ongoing effects while the resistance effect is active.

*Champion Tier Feat* - The resistance effect is now 16+

*Champion Tier Feat* - The resistance effect now applies for two turns instead of one.

**Mountain's Resilience** - Once per battle when an enemy targets your Mental Defense with an attack, they must roll 2d20s and take the lower of the two. If they still hit, gain a +1 to your MD for the rest of the battle.

*Champion Tier Feat* - The MD bonus increases to +2 and applies whether the attack hits or misses.

*Champion Tier Feat* - You may use this power against attacks that target Physical Defense in addition to Mental Defense.

**Strength of Earth (Adventurer Tier belt)** - This belt appears to be made of rock and metal, but is as supple as leather. Increase your recoveries by 1. Once per full rest, you may automatically succeed at any Strength based Background check of DC 25 or lower. *Quirk:* Constantly flex your muscles for onlookers.

Goliaths, sometimes called half-giants, claim that they are the descendents of the titans whose power rivaled that of the gods when the world was young. Given that the average goliath is six and a half feet tall and weighs around 300 pounds, most people don't argue the point. At least not to their face. Despite their immense stature and toughness, goliaths are known to be a calm, patient, and industrious people. It's only when their ire is roused that their size and strength comes into play.

Goliaths are most comfortable among their own kind, but their affinity for earth and the way they value hard work means that they get along well with dwarves. Otherwise, they live in isolated hill or mountain villages that have infrequent contact with the outside world. Adventuring goliaths usually do so not out of the desire for wealth or glory or excitement, but to gain life experience and knowledge that will benefit them when they pick a home to settle down in to raise a family or take up a craft.



## Xephi

+2 Dex OR +2 Cha

Choose one of the following Racial Powers:

**Burst of Speed** - Once per battle, as a free action, gain a second move action. In addition, any disengage checks used during the same turn you use Burst of Speed are easy (6+) rolls.

*Champion Tier Feat* - You can now run along the walls and ceiling when using Burst of Speed. You cannot be intercepted and avoid any environmental hazards on the floor. You also automatically end the Stuck condition.

*Champion Tier Feat* - After moving with Burst of Speed, deal an additional 1d4 damage per level upon hitting with a melee attack.

**Mind Over Body** - Once per battle, you may choose to take 2 damage per level (4 per level at Champion Tier, 6 per level at Epic Tier) and, in exchange, gain an equal amount to your next damage roll.

*Champion Tier Feat* - Gain a +1 per level to your attack roll and the bonus to your damage roll increases by 2 per level.

*Champion Tier Feat* - You may use this power twice per battle.

**Djore of Recall (One-use item)** - This small purple crystal has been infused with a magic that manipulates time in a very limited and specific way, allowing the user to recreate earlier actions. Mechanically, using the Djore of Recall gives 1 additional use of an encounter, daily, or a per-day power. Cost is 200 gp per tier.

Xephi are people rarely encountered, but easily remembered. Not so much because of their physical appearance, but because of their carefree and jovial attitudes. Xephi celebrate beauty and art in all forms and that tends to leave an impression for years when one passes through a town. Xephi keep to themselves, living in towns and villages that are generally isolated from much of the outside world. Other peoples are welcome to visit and even trade at these towns, but few outsiders settle down there. On the other end of the coin, few xephi settle in places other than those where their people already reside.

Xephi travelers, while uncommon, aren't unheard of. Many xephi will venture into the outside world for a year or two to experience art and culture that they can't at home and bring it back with them. Adventuring xephi are more rare and often are focused on the unique experiences contained within the lifestyle, seeking thrills and excitement along with seeing environments, items, and creatures that few people see with their own eyes.



## Changeling

+2 Cha or +2 Wis

**Shape Change** - A changeling may alter their face and voice to appear as another humanoid creature. They also may alter their height and weight, but this is more constrained (about 4 inches and 25 pounds in either direction). Their attributes, clothing, and equipment do not change. Gain a +2 bonus to Background rolls made to deceive people with the disguise. Any ability which sees through illusions sees through this effect.

*Champion Tier Feat* - Your disguise or imitation is so good that you can more easily fake the skills associated with it. You gain a temporary 3 point background to represent this. This background can be used in conjunction with the bonus to deceive people with the disguise.

**Changeling Trick** - Once per battle, as a quick action, you use your shape changing powers to trick your opponent into opening a gap in their defense. Gain a +1 to your attack roll against 1 enemy (+2 at Champion Tier, +3 at Epic Tier).

*Champion Tier Feat* - You may use this ability twice per battle

*Champion Tier Feat* - If you hit with this attack, the enemy is Dazed until the end of your next turn.

**Transformative Armor (Adventurer Tier armor)** - +1 to AC per tier. As a free action, the wearer of this armor can completely change the appearance of this armor. The actual protection doesn't change, only the appearance. *Quirk*: Likes changing hairstyles and showing off their sense of fashion (even if they don't have one).

Changelings are descended from creatures known as doppelgangers, who had unparalleled shapechanging powers. After generations of breeding with other races, changelings came into being as their own distinct race. They lack the full range of self-shaping powers that doppelgangers have, but can still transmute themselves to an astonishing degree. In their natural form, changelings are humanoids between 5 and 6 feet tall with slim builds. They have white skin and completely white hair. Their eyes are wide, with no iris and greatly enlarged pupils.

Changelings are social chameleons and can be found in almost every part of society. Most, aside from their shapechanging powers, are no different than anybody else. They want to raise families, have a successful business, travel and experience new things, and so on. However, because of their capability for deception, many societies do not look favorably on changelings. Ironically, this forces changelings to hide their true nature and lie to their friends, neighbors, and sometimes even family. Adventuring changelings are usually those who don't want to fit in with society, at least not yet, and want to relish in the fun and excitement of assuming new identities and seeing the world.



## *Beastblooded*

+2 Con

**Animal Aspect** - Beastblooded characters must pick an animal aspect from the list below. This gives them a unique power as well as a permanent secondary bonus. Each power can be used a number of times per full rest equal to your Con modifier +1.

*Adventurer Tier Feat* - You may use your Animal Aspect power 1 additional time per full rest.

*Champion Tier Feat* - Chose a second Animal Aspect. You gain the power and secondary bonus. You may only use one aspect power per round.

**Swiftrunner** - +1 to PD (+2 at Champion Tier, +3 at Epic Tier). By taking on this aspect, you may take two move actions. You gain a +2 bonus to disengage checks and cannot be intercepted while using these move actions.

*Champion Tier Feat* - On a turn you use this power, you may avoid obstacles, traps, and dangerous terrain where you move with a normal (11+) saving throw, even if those things usually cannot be avoided.

**Razorfang** - +1 to attack rolls (+2 at Champion Tier, +3 at Epic Tier). Take on this aspect after you have rolled an attack but before you have done damage. Increase your critical range by 2 for this attack (i.e. a typical attack now crits on an 18-20).

*Champion Tier Feat* - Critical range increases by an additional 1.

**Shieldskin** - +1 to AC (+2 at Champion Tier, +3 at Epic Tier). As an immediate interrupt you can use this power to take half damage from an enemy hit. Secondary effects (ongoing damage, status effects) occur as normal.

*Champion Tier Feat* - Using this power negates secondary effects of the hit (ongoing damage, status effects). In addition, as a quick action you can use this power to immediately end one status effect on you.

**Longclaw** - +1 to damage rolls (+2 at Champion Tier, +3 at Epic Tier). Use this power before making an attack roll. If you hit with your attack, deal 1d6 per level additional damage. If you miss, deal 1d4 per level in addition to your miss damage.

*Champion Tier Feat* - You may reroll any 1s on your damage dice from this power.

**Pouch of Animal Sense (Adventurer Tier wondrous item)** - When you breathe deep from this leather pouch full of exotic herbs and oils, you take on the senses of a wild animal for one hour. During that time, you gain a +2 bonus to background rolls for things like foraging for food, following a trail, avoiding an ambush, and so on. The effect is not limited to wilderness or rural environments and may be used once per full rest up.



Scholars have a number of theories as to the origins of the Beastblooded people, with the most popular one being one where lycanthropes of all shapes and stripes who had mastered their transformations began to breed with humans and half-elves until they became a distinct species of their own. Other scholars suggest that Beastblooded came into being as a magical experiment perpetrated by deranged wizards or druids, which is the scholarly way of saying “I don’t like the other ideas, but don’t have a good one of my own”.

Beastblooded themselves generally don’t care. Most Beastblooded have a very pragmatic and practical outlook on life and that doesn’t include dwelling on a history that doesn’t really affect their day to day lives. Physically, Beastblooded are wildly varied in height, as much as humans, and range from under 4 feet tall to well over 7 feet. They do not often have thin or skinny builds, leaning towards bulky and heavysset body types. Skin color leans towards darker tones and even pale skinned Beastblooded tend to tan very well. Hair is almost universally dark, either brown or black, though redheads and blondes are not impossible. Beastblooded would be almost indistinguishable from humans if it weren’t for their elf-like ears, very thick fingernails, and prominent fangs.

There are a number of stereotypes about Beastblooded based on the animal aspects they can take. Swiftrunners are said to be impatient and have trouble staying still for long. Shieldskins are often thought to be stoic to the point of immobility and inability to speak. Longclaws are thought to be raving berserkers who can barely control their bloodlust. The reality is that animal aspect doesn’t have such an overwhelming influence on a Beastblooded’s mentality. Swiftrunners might, taken as a whole, be more impatient than others but not to the extent one might think from the stories.

On the other hand, the animal aspect does have a large influence on the physicality of the individual Beastblooded. Nearly all Shieldskins have thick and rough skin covered in coarse hair. In comparison, nearly every Swiftrunner has a relatively light build and lighter body hair. These traits typically increase in prominence as a Beastblooded ages or if they call on their aspect often.

Beastblooded usually live in or near wilderness environments, but some few can be found in larger towns and cities. Their connection with the wild and animals just means they’re usually more comfortable away from civilization. Beastblooded adventurers and mercenaries are common as the wandering nomadic lifestyle suits them well.



## Pixie

+2 Int or +2 Wis

**Flighty** - All pixies gain a +2 to rolls to disengage due to their small size and wings.

*Choose one of the following Racial Powers.*

**Fey Lights** - Pixies may cast the Dancing Lights and Ghost Sound spells (per the sorcerer and wizard, respectively) at will as a standard action. Once per battle, as a quick action, you may make the following attack against 1 enemy. Highest of Int/Wis/Cha versus Mental Defense. On hit, the target is Dazed until the end of the pixie's next turn.

*Champion Tier Feat* - On hit, the target is now Confused instead of Dazed.

*Champion Tier Feat* - The power now affects 1d3 enemies.

**Greater Invisibility** - As a quick action, a pixie may turn invisible. They may not be targeted any any attack, be intercepted, or detected in any way, though they may still be subject to ongoing status effects or get beneficial effects. This invisibility lasts until the end of the pixie's next turn or until they attack.

*Champion Tier Feat* - Attacks made from invisibility deal an additional 4d6 damage (6d6 at Epic Tier)

*Champion Tier Feat* - You may now use this power as an immediate interrupt.

**Pixie Dust (One-use item)** - The joke is that you have to grind up a whole pixie to get a jar full of dust. Pixies like to stab people who make the joke. In reality, only the tiny scales and dander from the wings are necessary. Pixie dust allows the character who uses it to fly for the rest of battle, gaining a +2 to disengage checks and avoiding dangerous or difficult terrains.

Pixies like to think of themselves as amazingly entertaining and wildly enchanting balls of fey magic and culture. Most people find them somewhat annoying, like hyperactive flying children who have a hard time being quiet for more than 3 seconds at a time. Even the most wise or intelligent pixie has a tendency to be overbearing with their enthusiasm and energy. Although they can be extremely grating, pixies are usually friendly and open people and they attempt to tone down their antics while around people they know who don't appreciate it.

Pixies are usually 1-2 feet tall and weigh between 30-35 pounds. Their hair and clothing are as wild as their personalities, with a huge variety of styles and colors being found among them. Pixies are naturally curious sorts and most adventuring pixies do so because an almost pathological need to know more about anything and everything.



### Draugr

+2 Con or +2 Wis

**Living Death** - Choose another race. Your draugr is considered a living member of that race as well as an Undead creature for purposes of roleplaying, items, feats, etc.

*Choose one of the following Racial Powers:*

**Determination in Death** - Once per battle, in your first turn after being staggered, you gain an additional Standard action.

*Champion Tier Feat* - When you Rally using the additional action from this power, you treat it as having the Strong Recovery feat. If you already have this feat, you may reroll an additional die.

*Champion Tier Feat* - If you use the additional action from this power to attack the enemy who staggered you, gain a +4 to the attack roll and deal an additional 4d8 damage, hit or miss. A group of mooks counts as one enemy for purposes of this power.

**Reaper of Souls** - Once per battle, when an enemy is staggered or half of a group of mooks is killed, you may heal 1d4 damage per level (2d4 at Champion Tier, 4d4 at Epic Tier) as a free action.

*Champion Tier Feat* - The dice used for healing are now d6s.

*Champion Tier Feat* - When you heal using this power, you may immediately make a saving throw against any effect upon you that allows a save.

**Skull Crown (Adventurer Tier helmet)** - This crown is made of dark steel, silver, and the carved bones of an unidentifiable creature. Add +1 to your MD. Once per full rest up, make an attack with Int/Wis/Cha vs MD against one nearby undead enemy. On hit, the enemy is Confused (save ends).

Draugr are unusual divinely created creatures. The soul of a dead creature is scrubbed of most of the memories of their life and given a new, living, body. Nobody knows exactly why the gods do this, though many suspect that the new draugr are given tasks that are secret even to them until the time is right. Until then, most draugr work as adventurers or mercenaries since they have few memories or ties to people or places and working in small close-knit groups helps establish strong connections.

In many ways, Draugr appear to be normal members of their race. The key difference is that their skin is quite pale, their eyes are an unusual light blue, and they seem to radiate an aura of cold. Something about their demeanor and presence tends to unsettle those around them, though few people can explain why they feel that way.



## Wildlings

+2 Dex or +2 Str

Choose one of the following Racial Powers:

**Aura of Thorns** - Once per battle, when hit by an enemy attack, as an immediate interrupt you deal half that damage back to the enemy (rounded up)

*Champion Tier Feat* - The damage the enemy takes is now equal to the amount they dealt.

*Champion Tier Feat* - Half the damage becomes ongoing poison damage (save ends).

**Creeping Vines** - Once per battle, make the following attack as a quick action against 1 nearby enemy: Str/Dex/Con vs PD. On hit, the enemy is Stuck and takes 1d4 ongoing damage per character level. Save against each effect separately.

*Champion Tier Feat* - You may now attack 1d3 nearby enemies with this power

*Champion Tier Feat* - Enemies who are Stuck are also considered Vulnerable

**Arrow/Bolt/Stone of Thorns (One-use magical ammunition)** - This ammunition bursts into spiky thorns while in flight, tearing and ripping the body of any unfortunate who is hit. Expand crit range by 1. The turn after you hit with this ammunition, deal additional damage equal to your level x2 to the enemy you hit.

Unlike many tales of deranged wizards creating new living creatures, the tales of a wizard creating the wildlings seems to actually have some truth to them according to the wildlings themselves. From their tales, passed down for generations, an insane elven wizard needed living and intelligent guardians for his demesne, but he needed something which needed less attention in terms of food and shelter. Kidnapping elves and half-elves from a nearby village, he fused his captives with the essence of dryads and treants to create what would end up becoming wildlings. Wildlings escaped the wizard individually or in small groups for several hundred years, but only after the wizard died did they become truly free to find their own place in the world.

Wildlings appear to be elves whose bodies are made out of plant materials. Their skin ranges from brown to grey to green and their hair appears to be made up of fine vines. Their eyes are jewel-like, as though made of amber, and are usually golden in color though deep green or blue aren't unheard of. Wildlings live almost exclusively in forests and natural environments and are often found in elf villages and towns, sharing the same space and culture. Wandering wildlings are very rare and are often young ones who have heard fantastic tales of the outside world and want to see it with their own eyes. Accumulating wealth is not often part of their adventuring goals, but new knowledge and skills that they can return home with is far more valuable.



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