

Iron Kingdoms Races

The primary intelligent races in the Iron Kingdoms are humans, dwarves, goblins, elves, ogrun and trollkin. Humans are by far the most numerous, with many different subraces. Goblins include gobbers, which have mostly assimilated into human culture, and the more warlike bogrins. The best known elves are Iosans; their cousins the Nyss, the “winter elves,” live far in the north.

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Bogrin (Goblin)

Region: Everywhere.

Abilities: Dex +2, Int -2, Cha -2.

Racial Modifiers: +1 on saves vs. poison; small size; base speed 20 ft; chameleonlike camouflage (+1 to +4 Hide, depending on amount of skin covered); low-light vision; no penalties for temperatures between 0 and 110 degrees F.

Automatic Class Skills: Craft (alchemy), Hide (+2 if already a class skill).

Skill Bonuses: +2 Craft (alchemy), +2 Climb, +2 Move Silently; -2 Bluff, -2 Diplomacy.

Favored Class: Rogue.

Automatic Languages: Cygnaran (spoken), Molgur (goblin dialect) or native human language.

Bonus Languages: Cygnaran (written), Khadoran, Ordic.

Reputation: Nomadic, warlike, vicious.

Typical Appearance: Three and a half feet tall, wiry and strong, with mottled, hairless, smooth, greenish-gray skin that subtly changes color to match the surroundings. Wide-set eyes, large pointed ears, large feet, quick hands, and a wide mouth with very sharp teeth.

Caspian/Sulese (Human)

Region: South (especially Cygnar and the Protectorate of Menoth).

Abilities: Wis +2, Cha +2, Dex -2.

Racial Bonuses: +1 starting feat, +1 skill rank per level (+4 at 1st level).

Automatic Class Skill: Sense Motive (+2 if already a class skill).

Skill Bonuses: +2 Diplomacy, +2 Knowledge (religion).

Automatic Language: Cygnaran.

Bonus Languages: Caspian, Khadoran (Sulese only), Khurzic (Sulese only), Llaelese, Ordic.

Reputation: Religious, artistic; Caspian: progressive; Sulese: zealous.

Typical Appearance: Dark hair, thin; Caspian: Pale skin, well dressed; Sulese: darkly tanned and weathered skin, simply dressed.

Dwarf

Region: North (especially Rhul).

Abilities: Con +2, Cha -2.

Racial Modifiers: +2 on saves vs. poison, spells and spell-like effects; +1 attack vs. goblins and trolls; +4 dodge bonus vs. large and huge trolls; base speed 20 ft; no speed penalty for armor or encumbrance; medium size; darkvision (60 ft.); oathbound if lawful alignment; +4 to resist being tripped or bull rushed

Skill Bonuses: +2 Appraise and Craft related to stone and metal items; +2 Search to notice unusual stonework.

Favored Class: Fighter.

Automatic Languages: Cygnaran (spoken), Rhulic or native human language.

Bonus Languages: Cygnaran (written), Dol-Rhul, Khadoran, Llaelese.

Reputation: Stalwart, honorable, proud, religious.

Typical Appearance: Four and a half feet tall, very thick build and facial structure, often clean-shaven or with a carefully-trimmed beard, well-crafted, hardy clothing with clan-specific style and markings.

Gobber (Goblin)

Region: Everywhere.

Abilities: Dex +2, Str -2.

Racial Modifiers: +1 on saves vs. poison; small size; base speed 20 ft.; chameleonlike camouflage (+1 to +4 Hide, depending on amount of skin covered); low-light vision.

Automatic Class Skills: Craft (alchemy), Hide (+2 if already a class skill).

Skill Bonuses: +2 Craft (alchemy), +2 Escape Artist, +2 Move Silently.

Favored Class: Rogue.

Automatic Languages: Cygnaran (spoken), Molgur (goblin dialect) or native human language.

Bonus Languages: Cygnaran (written), Khadoran, Ordic.

Reputation: Adaptable, innovative, skilled.

Typical Appearance: Three feet tall, wiry and strong, with mottled, hairless, smooth, greenish-gray skin that subtly changes color to match the surroundings. Wide-set eyes, large pointed ears, large feet, quick hands, and a wide mouth with many teeth. Gobbers usually wear working clothes.

Idrian (Human)

Region: South (especially the Bloodstone Marches).

Abilities: Dex +2, Int -2.

Racial Bonuses: +1 starting feat, +1 skill rank per level (+4 at 1st level).

Automatic Class Skill: Ride (+2 if already a class skill).

Skill Bonuses: +2 Balance, +2 Move Silently.

Automatic Languages: Cygnaran (Sulese dialect, spoken), Idrian dialect.

Bonus Languages: Caspian, Cygnaran (written), Khadoran, Khurzic, Molgur.

Reputation: Traditional, exotic, primitive.

Typical Appearance: Almond-shaped eyes, dark brown to olive skin, weathered and simple clothing; women wear bright make-up and heavy ear ornaments.

Iosan (Elf)

Region: North (especially Ios).

Abilities: Dex +2, Con -2.

Racial Modifiers: Detect secret doors; +2 to notice magical scrying; +2 save vs. magical scrying; +2 save vs. enchantment spells or effects; low-light vision; immune to magic sleep effects; spellcasters receive Spell Focus (divination) as a bonus feat.

Skill Bonuses: +2 Listen; +2 Search; +2 Spot.

Bonus Feat: Martial Weapon Proficiency (longsword, short sword, longbow, shortbow).

Favored Class: Wizard.

Automatic Languages: Cygnaran (spoken), Shyr or native human language.

Bonus Languages: Cygnaran (written), Llaeese.

Reputation: Skillful, mournful, secretive, ruthlessly isolationist.

Typical Appearance: Thin, fine-featured, clean-cut, elegantly dressed.

Khard (Human)

Region: North (especially Khador).

Abilities: Str +2, Int -2.

Racial Bonuses: +1 starting feat, +1 skill rank per level (+4 at 1st level).

Automatic Class Skill: Ride (+2 if already a class skill).

Skill Bonuses: +2 Handle Animal, +2 Intimidate.

Automatic Languages: Cygnaran (spoken), Khadoran (spoken).

Bonus Languages: Cygnaran (written), Khadoran (written), Khurzic, Ordic.

Reputation: Proud, patriotic, warlike.

Typical Appearance: Tall and powerful, dark-haired and dark-eyed, often wearing thick coats and high fur hats.

Kossite (Human)

Region: North (especially Khador).

Abilities: Con +2, Int -2, Cha -2.

Racial Bonuses: +1 starting feat, +1 skill rank per level (+4 at 1st level).

Automatic Class Skill: Survival (+2 if already a class skill).

Skill Bonuses: +2 Climb, +2 Craft (any wood-related).

Automatic Languages: Cygnaran (spoken), Khadoran (spoken).

Bonus Languages: Cygnaran (written), Khadoran (written), Khurzic, Ordic.

Reputation: Reclusive, isolationist.

Typical Appearance: Tall and powerful, simply dressed.

Midlunder (Human)

Region: Central (especially Cygnar).

Abilities: No adjustment.

Racial Bonuses: +1 starting feat, +1 skill rank per level (+4 at 1st level).

Save Bonus: +1 Fortitude.

Automatic Class Skill: Knowledge (history) (+2 if already a class skill).

Skill Bonuses: +2 Craft (blacksmith), +2 Gather Information.

Automatic Languages: Cygnaran.

Bonus Languages: Caspian, Khadoran, Llaeese, Ordic, Rhulic (spoken), Rhulic (written).

Reputation: Stern, no-nonsense, stubborn.

Typical Appearance: Fair-haired, rugged, practically dressed, with a wide range of skin tone and body type.

Morridane (Human)

Region: Central (especially Tordor).

Abilities: Dex +2, Cha -2.

Racial Bonuses: +1 starting feat, +1 skill rank per level (+4 at 1st level).

Automatic Class Skill: Survival (+2 if already a class skill).

Skill Bonuses: +2 Climb, +2 Hide.

Automatic Languages: Cygnaran, Khadoran (spoken).

Bonus Languages: Caspian, Khadoran (written), Khurzic, Llaeese, Ordic.

Reputation: Secretive, suspicious, reclusive, ruthless.

Typical Appearance: Short, wiry, bandy-legged, grimy.

Nyss (Elf)

Region: Far north.

Abilities: Dex +2, Wis -2.

Racial Modifiers: +2 save vs. enchantment spells or effects; +4 save vs. cold-based spell attacks; -2 save vs. heat-based spell attacks; immune to magic sleep effects; no penalty for cold up to 40 degrees below normal; vulnerable to heat by 20 degrees more than normal if wearing armor heavier than studded leather.

Automatic Class Skill: Survival (+2 if already a class skill).

Skill Bonuses: +2 Hide, +2 Listen, +2 Spot; -2 Bluff, Diplomacy and Gather Information with non-Nyss (-4 with Iosan elves).

Bonus Feats: Martial Weapon Proficiency (longbow), Exotic Weapon Proficiency (Nyss claymore).

Favored Class: Ranger.

Automatic Languages: Aeric (spoken) or native human language.

Bonus Languages: Aeric (written, clerics and sorcerers only), Cygnaran (spoken), Khadoran (spoken), Shyr (spoken).

Reputation: Reclusive, nomadic, secretive, ruthlessly isolationist.

Typical Appearance: Tall, thin, pale skin, jet black or very fair hair worn long, cold blue or violet eyes, intricately tattooed, dressed in furs and elkskin.

Ogrun

Region: Everywhere.

Abilities: Str +4, Int -2, Wis -2.

Racial Modifiers: +2 natural AC bonus; large size; base speed 40 ft; Oath of Fealty; +1 bonus hit die at 1st level; +1 level adjustment.

Automatic Class Skill: Intimidate (+2 if already a class skill).

Skill Bonuses: +2 Craft (any metalworking), +2 Intimidate.

Bonus Feat: Martial Weapon Proficiency (any one pole arm, usually halberd or Ogrun warcleaver).

Favored Class: Barbarian.

Automatic Languages: Cygnaran (spoken) or Rhulic (spoken, if from Rhul), Molgur (Molgur-og dialect, spoken) or native human language.

Bonus Languages: Cygnaran (written), Khadoran, Molgur (written), Rhulic (written).

Reputation: Loyal, spiritual, individualistic, dangerous.

Typical Appearance: Eight feet tall, 400 to 450 lbs, dark leathery skin, thick features, protruding brow and jaw, jutting lower incisors like small tusks, wiry black hair, simply dressed.

Ryn (Human)

Region: North (especially Llael).

Abilities: Cha +2, Wis -2.

Racial Bonuses: +1 starting feat, +1 skill rank per level (+4 at 1st level).

Automatic Class Skill: Diplomacy (+2 if already a class skill).

Skill Bonuses: +2 Bluff, +2 Sense Motive.

Automatic Languages: Cygnaran (spoken), Llaeese.

Bonus Languages: Caspian, Cygnaran (written), Khadoran, Rhulic (spoken), Shyr (spoken, requires 2 ranks).

Reputation: Charming, arrogant, cavalier.

Typical Appearance: Slim, fashionably dressed.

Scharde (Human)

Region: South (especially Cryx).

Abilities: Con +2, Cha -2.

Racial Bonuses: +1 starting feat, +1 skill rank per level (+4 at 1st level).

Automatic Class Skill: Intimidate (+2 if already a class skill).

Skill Bonuses: +2 Bluff, +2 Profession (sailor), +2 Swim.

Automatic Languages: Cygnaran (spoken), Molgur (spoken).

Bonus Languages: Cygnaran (written), Khadoran, Molgur (written), Ordic.

Reputation: Callous, vicious, piratical.

Typical Appearance: Ritual scarring and piercing, often with bone, sharpened teeth, blackened nails, dark clothing.

Skirov (Human)

Region: North (especially Khador).

Abilities: Con +2, Int -2.

Racial Bonuses: +1 starting feat, +1 skill rank per level (+4 at 1st level).

Automatic Class Skill: Knowledge (religion) (+2 if already a class skill).

Skill Bonuses: +2 Spot, +2 Survival.

Automatic Languages: Cygnaran (spoken), Khadoran (spoken).

Bonus Languages: Cygnaran (written), Khadoran (written), Khurzic (spoken), Rhulic (spoken), Urnyak.

Reputation: Barbaric, zealous.

Typical Appearance: Thickset; most men wear thick mustaches or beards; pale skin with strange scars or tattoos.

Thurian (Human)

Region: Central (especially Cygnar).

Abilities: Int +2, Wis -2.

Racial Bonuses: +1 starting feat, +1 skill rank per level (+4 at 1st level).

Automatic Class Skill: Bluff (+2 if already a class skill).

Skill Bonuses: +2 Diplomacy, +2 Spellcraft.

Automatic Languages: Cygnaran, Ordic (spoken).

Bonus Languages: Caspian, Khadoran, Khurzic, Llaeese, Ordic (written).

Reputation: Confident, quick-witted, undisciplined.

Typical Appearance: Tall, fair-haired, ruddy skin, well dressed.

Tordoran (Human)

Region: Central (especially Tordor).

Abilities: No adjustment.

Racial Bonuses: +1 starting feat, +1 skill rank per level (+4 at 1st level).

Save Bonus: +1 Will.

Automatic Class Skill: Balance (+2 if already a class skill).

Skill Bonuses: +2 Profession (sailor), +2 Use Rope.

Automatic Languages: Cygnaran (spoken), Ordic.

Bonus Languages: Cygnaran (written), High Tordoris, Khadoran, Llaeese.

Reputation: Proud, adventurous.

Typical Appearance: Dark hair, olive skin, finely dressed if wealthy.

Trollkin

Region: Everywhere (but mainly north).

Abilities: Str +2, Con +4, Dex -2, Cha -2; trollkin sorcerers: Con +4, Cha +2, Dex -2.

Racial Modifiers: poison resistance (-4 damage and ability damage); +4 save vs. poison (+8 Fort save vs. poison that does not inflict ability damage); +2 save vs. disease; darkvision 30 ft; improved healing (twice normal; three times normal if feasting; can regenerate lost limbs); damage reduction vs. nonlethal damage equal to Con modifier; +1 level adjustment.

Favored Class: Fighter.

Automatic Languages: Cygnaran (spoken), Molgur (Molgur-trul dialect, spoken) or native human language.

Bonus Languages: Cygnaran (written), Khadoran, Molgur (written), Rhulic (written).

Reputation: Skillful, musical, aloof.

Typical Appearance: Seven feet tall, 300 to 350 pounds (trollkin sorcerers are a foot shorter); thick, freckled skin colored pale grey with touches of blue and green; stark white eyes; large, tree-fingered hands and three-toed feet; spiny head and neck protrusions; sonorous voices. Dress usually includes a skillfully-woven tribal tartan sash about the waist or shoulder.

Umbrean (Human)

Region: North (especially Khador).

Abilities: Str +2, Cha -2.

Racial Bonuses: +1 starting feat, +1 skill rank per level (+4 at 1st level).

Automatic Class Skill: Knowledge (history) (+2 if already a class skill).

Skill Bonuses: Ride +2, Spot +2.

Automatic Languages: Cygnaran (spoken), Khadoran (spoken), Llaeese.

Bonus Languages: Cygnaran (written), Khadoran (written), Khurzic, Rhulic (spoken).

Reputation: Proud, transient, aggressive.

Typical Appearance: Long, thick dark hair and beard; square-built and weathered.