

RACES OF EVERNOR I

GNOME, FJURNIAN

Type: Humanoid

Pronounced: (NOHM, FYUR-nee-un)

Singular/Adjectival: Gnome/Gnomish

Plural: Gnomes

Frequency: 3 - Rare

Frilf's Notes:

"These gnomes are like no other gnomes I have ever met. Wild and savage, they dwell almost exclusively in the barbarous wilderness known as Fjurn. They are strong, vigorous and brutal. It's hard to believe these barbaric people are somehow related to myself!"

Background:

This sub-race of gnome has little in common with its more magical cousins. Fierce and powerful, they sweep across the forsaken lands of Fjurn in raging hordes. Few have laughed at the idea of gnomish barbarians after having seen a Fjurnian in action. Indeed, few have lived to tell the tale at all.

Personality:

Often curt to the point of seeming rudeness, the Fjurnian gnome (or "outlanders" as they are known by other gnomish peoples) is the terror of Fjurn. One might marvel at many of the brutal creatures and humanoids of that wilderness land, but none are more impressive than these mighty gnomes.

Their compact size gives Fjurnian gnomes quite an advantage in wartime. Few expect small creatures to be able to unleash damage that, at times, rivals that of an ogre or better, so the element of surprise is there. Their size also enables them to combat the larger denizens of these regions more effectively, as they are harder to hit.

Typically, a Fjurnian gnome values survival above other, more "trivial" pursuits, such as wizardry or academic study. They do not waste much time with trivialities such as gaining more book knowledge or accumulating vast piles of wealth. After all, who in the harsh Fjurnian outlands has time to read? A moment spent reading could very well be the last. If one gathered a horde of gold and gems, how could it be defended? There are no safe hiding places or banks in Fjurn.

Fjurnian gnomes tend to communicate with short sentences punctuated by hand gestures that only they seem to understand. This shorthand version of language serves them well in a place where wasted words are often rewarded with death.

Outlander gnomes have a grim sense of humor that is often only understood by others of the same race.

They value strength, honesty and friendship – for without these qualities there is little hope of survival in Fjurn.

Physical Description:

Fjurnian gnomes look much like common gnomes, but with the following exceptions: Their rugged frames are wider and much more muscular than other gnomes. In fact, if it were not for their obviously gnomish facial features, they could easily be mistaken for dwarves. Fjurnian gnomes weigh 30-50 pounds more than their common gnome relatives. There is no difference in height.

Skin color ranges from ruddy to dark brown because of living out in the harsh sun of their homelands. Outlanders can have hair of any color.

It is not known how long an outlander gnome's natural life span is, as few live long enough to die of old age. However, it can be assumed that, left to live in peace, Fjurnian gnomes could live almost as long as a common gnome.

In their lifetimes, outlanders have 8 to 12 children, but only 2 to 3 of these usually survive childhood. The reproductive cycle of Fjurnian gnomes is identical to that of common gnomes.

Diet:

Standard.

Relations:

Fjurnian gnomes are not well-accepted by other gnomish sub-races and suffer a bit in the realm of diplomacy with them. In fact, many of the common races are slow to accept the outlanders because of their fierce disposition and unpredictable nature. However, many other wilderness races, such as the orusks, the yaal-tensus, cabarans, and even some types of elves tend to accept the outlanders well.

Some Fjurnian gnomes find a niche among the more civilized races of the world and are actively recruited by various kingdoms as mercenary troops – that is if the recruiters come back from Fjurn in one piece. Other outlander gnomes are able to overcome many of their social improprieties and blend in to a city setting and coexist well with others. This process usually takes a period of several decades of adjustment for both parties involved.

Alignment:

On the continuum from law to chaos, Fjurnian gnomes tend toward the side of chaos very strongly. Few, if any are ever of a lawful alignment.

With regard to good and evil, most Fjurnian

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gnomes are neutral, preferring to make their own way. After all, to spend much time helping or hindering others would be a superfluous expenditure of energies better used for survival. PC Fjurnian gnomes may be of any alignment.

Lands:

Fjurnian gnomes control various areas of the enormous wilderness region known as Fjurn on the continent of Eralon. This untamed sub-continent has no formal ruler or any type of recognizable governmental or religious structure. Rather, it is a morass of competing tribes of barbarians of various races whose only authority is physical might.

The lands controlled by various groups often change hands quickly as there is very little time to establish a permanent settlement before another attack is made. Two current areas of Fjurn controlled by the outlander gnomes are Kessmoth and Marinja. Most of the Fjurnian gnome population lives in one or the other of these settlements.

Religion:

The outlanders are generally animists – that is, they worship their ancestors and various forces of nature rather than a particular deity. Many find this a viable way of staying connected to the past, as written records are all but non-existent in Fjurnian gnome settlements. A small number also worship Valdara, but these tend to be a tiny minority of the overall population.

Language:

Fjurnian gnomes speak a broken form of Gnome mixed with bits of Common, Orc, Lissk, and Gnoll. This pidgin is almost impossible to understand

unless someone knows all the languages involved. Even then, a Gather Information or skill check (DC 15) or bardic knowledge roll is required to guess the correct syntax and meaning. Magical translations (via a *tongues* spell, for example) are also possible with no skill check. There is no written language, since the vast majority of outlanders are barbarians.

Names:

Names of Fjurnian gnomes are harsh, short, and blunt-sounding. Since they draw their naming traditions more from their interaction with other savage peoples, many of the typical gnomish naming conventions simply do not exist among them.

F a m i l y :

Axehammer, Bonevest, Crownfist, Ironjaw, Steelclaw, Warraven, Zephyrblade

Male:

Barkul, Garsten, Ghant, Ildok, Kraeguld, Lauruth, Rolkh, Zant

F e m a l e :

Bruna, Dathmae, Greera, Maelva, Teea, Tizla, Zaeda



Adventurers:

Occasionally, during the many raids and battles that scar the landscape of Fjurn, an outlander will decide to make his way into the more civilized

parts of the world and begin a new life. Such is the case of many Fjurnian gnomes who have grown weary of war over the years. These individuals have risked leaving everything they know to begin afresh elsewhere.

Adjustment, however, is not always as easy as it sounds. Of those who migrate to cities and other settled regions of the world, only a few end up living their daily lives there. Most of these displaced outlanders hire on with the city guard, a general's army, or a party of adventurers to pay the bills.

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Fjurnian gnomes make excellent fighters, barbarians, rogues, and rangers. They are less adept at being bards, clerics, monks, paladins or druids, but can do a passable job in these roles. They are ill suited for wizardry or sorcery and only one in 10,000 Fjurnian gnomes will ever contemplate learning the ways of magic.

In the Realms of Evernor:

Not much is known about the lands of Fjurn. As a consequence, not much is known about its peoples, including the Fjurnian gnomes. What is known, however, is that Fjurn is renowned for its harsh living conditions, savage creatures, and large, warring tribes of barbarians.

Fjurnian gnomes were unknown until early 102 TE, when one of their larger warbands swept across the Frosthorn Peaks mountain range to attack the city of Aldryn in Gathmurtyn. Although the raid was unsuccessful, many in the king's guard at the capitol city were slain and great amounts of property damage resulted to the town itself.

Since that time, more has been discovered about this fierce race of gnomes, but not nearly enough. Elyrian, elven, gnome, and human scholars have traveled to Fjurn on many occasions to study the outlanders who dwell there. Few have returned alive. Fewer still have returned with any useful information.

Role Play Tips:

- Fjurnian gnomes are typically blunt and gruff. This does not indicate they are angry, rather that they are unrefined socially.
- Fjurnian gnomes are capable and willing to fight to the death to avenge wrongs done to them, their friends, or families.
- Outlanders value strength and tend to associate with others who are strong. They have little use for the arts or magic.
- Fjurnian gnomes are rather secretive regarding their tribes and the lands of Fjurn. There is no telling who might be a spy for a competing tribe or race, even in the civilized lands.

Adventure Seeds:

- The party hires a Fjurnian gnome to guide them into the wilderness. While in transit, the party is ambushed by his clan.
- PCs are sent by village elders to offer tribute to a local Fjurnian gnome warlord (read "protection money"). Once they arrive, they realize that

their tribute has been stolen during the night or the tribute amount is "insufficient".

RACIAL TRAITS

Fjurnian gnomes are unique. They have only the special abilities presented in this list and nothing more. Therefore, they do not possess many of the abilities granted to the common gnomes.

- +2 Constitution, -2 Intelligence, -2 Charisma: Fjurnian gnomes are strong and durable, but they suffer from a lack of academic training and good social graces.
- Small size: Fjurnian gnomes gain a +1 size bonus to their Armor Class and attack rolls, as well as a +4 bonus to Hide checks based on their size. They can only lift three-quarters of what medium-sized races can lift.
- A Fjurnian gnome's base speed is 20 feet.
- +1 racial bonus to all Will saves. Fjurnian gnomes are a stubborn and determined people.
- Fjurnian gnomes are not magical and do not gain the three cantrips per day as do common and other sub-races of gnomes.
- +1 racial bonus to Listen, Ride, Spot, Use Rope, and Wilderness Lore checks.
- Low-light vision: Fjurnian gnomes can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. They retain the ability to distinguish color and detail under these conditions.
- Automatic languages: Gnome and Common. Bonus languages: Gnoll, Orc, Giant, Goblin, Lissk, Dwarven.
- Favored class: Barbarian. A Fjurnian gnome's barbarian class does not count when determining whether he or she suffers an XP penalty for multiclassing.

NEW FEATS

Intimidating Strike [General]

Prerequisites: Skills: Intimidate - 9 ranks, Feats: Leadership

Benefit: With a successful critical hit in battle, a character with this feat can unsettle the ranks of his foes. All opponents witnessing the attack stand in awe of the Fjurnian gnome's power and must make a Will save (DC

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10 + the character's Base Attack Bonus) or be shaken for 1d4 rounds thereafter.

Normal: Fjurnian gnomes do not possess the ability to inspire fear.

Speed of the Gazelle [General]

Prerequisites: Alignment: any non-lawful, Feats: Run, Special: Must have at least one level in a fighting class (i.e., barbarian, fighter, monk, or ranger).

Benefit: A character with this feat can add +10 feet to his or her movement a number of times per day equal to one plus their levels in barbarian, fighter, monk, or ranger divided by four (round fractions down). For example, a fifth level barbarian could invoke the speed of the gazelle twice per day ($1 + 5/4 = 2$). This ability can be invoked as a free action and lasts a number of rounds equal to three plus the character's current Con Mod.

Normal: All normal movement rates apply.

A PRIME EXAMPLE

ROLKH CROWNFIST

Male Fjurnian Gnome

Barbarian 1 [CR 1]

HD: 1d12+3 (15 hp)

Init: +2

Spd: 30 ft.

AC: 17 (+2 Dex, +1 size, +4 chain shirt armor)

Attacks: +5 Melee (longsword, 1d8+4) or +4 Ranged

Saves: Fort +5, Ref +2, Will +4

AL: Neutral Good

Stats: Str 16, Dex 15, Con 17, Int 12, Wis 12, Cha 9

Languages: Gnome, Common, Gnoll

Skills: Climb 3 (+6), Intimidate 3 (+2), Intuit Direction 3 (+4), Listen 3 (+5), Ride 2 (+5), Swim 2 (+5), Wilderness Lore 4 (+6)

Feats: Iron Will

Fjurnian Gnome Abilities: Low-light vision, +1 to all Will saves

Barbarian Abilities: Fast movement, Rage 1x/day

Possessions: longsword (wielded two-handed), chain shirt armor, clothing of furs and skins.

Background

Rolkh paused for a moment, taking the time to slowly survey the surrounding verdant flatlands of his native Fjurn. A gentle breeze massaged the tall prairie grasses and rustled the leaves of a nearby tree. The other gnomes of the Crownfist tribe exchanged knowing glances. They were preparing an ambush for a small scouting party of vorathis.

In a few short moments, the detachment of troll-

kin came into view. Since their position was upwind of these savage brutes, Rolkh and the others were not in danger of being detected by the vorath's keen sense of smell.

With a mighty war cry that tapped every resource of the young barbarians' lungs, Rolkh and the others with him fell upon the vorathis in a frenzy of battle rage. After a long and arduous battle, Rolkh and his comrades were victorious, but severely wounded. In fact, four of his clan lay dead before them, slain by the powerful blows of the hated trolls. Taking the bodies of their compatriots and heads of their enemies with them, the surviving band made their way back to the village.

Rolkh is crass and violent, even for a Fjurnian gnome. He dresses in bear skins and wears the pelt of a fox as a battle headdress. A long jagged scar runs down his face over his right eye, giving him a grim and feral appearance, despite his young age.

His abilities on the battlefield are superior to many of the others in his clan and, as the son of the chieftain, he is likely to assume a leadership role in the future. Others in the clan would fear this if not for the young Crownfist's inherent good nature, for Rolkh is still young and inexperienced. However, in the lands of Fjurn, where the strong rule and the weak are destroyed, it will ultimately be his ability to lead in battle that will determine the success of the clan in the years to come.

