

## *Barbarians*

### *Race Description*

*A tribal group of primitive humans that look to animals for their teachings in life. Barbarians are full of distrust for outsiders to their ways and tend to stick to their own. The different tribes devote themselves to different animals which they believe provide them with strength and power.*

### *Quirks*

*Tribe First, other clans second. They trust the wild and follow their hearts.*

### *Origins and culture*

*To the common observer there is no difference between Barbarians and Humans. They are physically identical, share the same lifespans, and use the same languages. But the world is not simply physical, and Barbarians are tied so deeply to an ancient and almost vanished magic that there is no separating their physical bodies from the spiritual animal they are bound to.*

*In the days before most magic and gods passed into the Lands Beyond, there were great animal spirits that traveled the lands. As the world changed, some of those spirits left or changed, but some sought to stay a part of the new world that was emerging. These spirits saw the new, mortal races that were rising up, and knew that only in partnership with them could they keep their homes. These spirits found kinship in the tribes of primitive humans who were struggling in their own ways to survive. Spirits struck deals with these tribes, always one spirit coming to terms with one tribe. The animal spirit would be the tribe's guide and mystic guardian, while the tribes would be physical protectors of the spirit's*

*Animus. The deal was symbiotic, and once struck, the tribes became something more than simple wandering humans.*

*Culturally, the Barbarian tribes remain skeptical of civilization, perhaps feeling it as one step too far away from the old world that sustained their guardian spirits. Though they are wanderers, a tribe will often stay within a relatively small area, moving with the seasons to hunt and survive. Though some are known to travel great distances, this is rarely done without a purpose. It is shared duty, and not a code of laws, that binds Barbarian society together. Their first duty is to their own tribe. Their second duty, to the other tribes that share their bonds and missions. For an individual to fail in the first duty is to be exiled from the tribe, cut off from the guidance of the Animus. For a tribe to fail in the second duty is to be cast out from the support of all other tribes.*

*The Barbarian tribes are formed around one of four animal spirits: Bear, Eagle, Wolf, and Stag. There are rumors of secret tribes hidden in the deep forgotten places left in the world. If the four known tribes are suspicious of the outside world, these phantom clans would be even more so.*