

WORLD OF KULAN:

RACES OF HARQUAL

By Robert Blezard

THE AVIAN RACES OF HARQUAL

Besides the ee'aar, there are five main winged races on Harqual (not including dragons or half-dragons). Two of these are actually avian races while the others are all monstrous humanoids with wings. Here they are: the aarakocra, the baklath, giant eagles, giant owls, the kha, and the niomus.



*Aarakocra by
Stephan Wood*

THE AARAKOCRA (RACES OF FAERÛN)

While aarakocra can be found throughout the southern lands of the continent, as well as the Great Expanse, only the bird-men of the Far South have good relations with the other races that live nearby. Aarakocra live in the mountain ranges of the Far South from the Carillon Mountains on the Nebral Peninsula to the Halaian Mountains on the Varan Peninsula. They also live throughout the seacliffs of the Rumbling Archipelago. They are known for their finely crafted bone spears and javelins as strong as any metal tipped weapon, which they sell only to their allies. (The weapons are considered to be of masterwork quality.)

The aarakocra of Harqual have always had good relations with kitts, rakasta, lightfoot halflings, seacliff dwarves, and the southern-dwelling elves of the Far South. Most sages believe that Harqual's aarakocra are more benign than others of their kind on other continents due to the small number of humans that live in the southern lands. Humans are known for their need to pen things in and choke off the land, but in the southern lands very little, truly forbidden hunting land exists.

The aarakocra, thus, have had free range of the southern lands for generations. Now, with the arrival of the humans known as the Belin, brought to Harqual by the Transformation, things are changing rapidly on the Nebral Peninsula. While the Belin consider races such as the phanatons and the anaema off-limits due to fear and superstition, they have no such beliefs regarding the aarakocra. Many aarakocra warriors have been put to death for poaching near the cities of the Belin. They do not care that several of their cities now stand on sacred aarakocra hunting grounds.

As a result the aarakocra and the Belin people usually attack each other on sight. The phanatons of the Merewood aren't sure what to do. They have been long time allies of the bird-men, but they worry that if they come to the aid of their winged friends that the Belin people will turn on them. So far, the aarakocra haven't asked for anyone's help. Their proud nature drives them to attempt to intimidate these 'men who would be prey.' Outright war between the two races seems inevitable.

Aarakocra Traits

Aarakocra benefit from a number of racial traits:

- -2 to Strength, +2 to Dexterity. Aarakocra are not as strong as other races, but their hollow bones make them fast in the air.

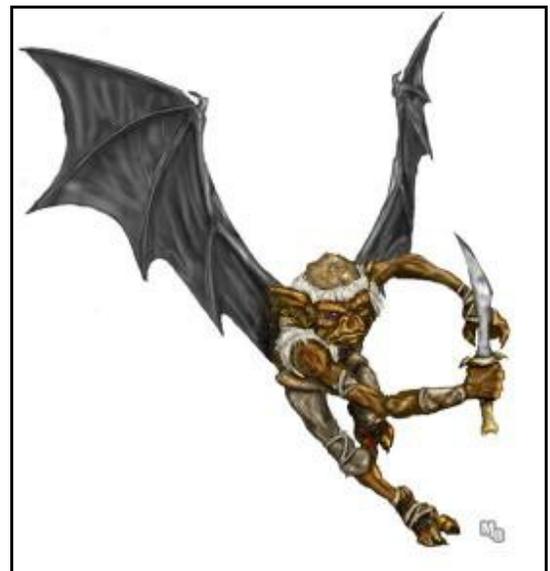
- Medium-size. As Medium-size creatures, aarakocra have no special bonuses or penalties due to their size.
 - Monstrous Humanoid: Aarakocra are monstrous humanoids, and are therefore immune to spells that only affect humanoids, such as *charm person*.
 - Weapon Proficiency: Aarakocra receive the Martial Weapon Proficiency feats for the shortspear, spear, long spear and javelin as bonus feats. Aarakocra cannot fight with manufactured weapons from the ground unless the weapon is designed to enhance its Bite special attack (see below).
 - Speed: Base land speed is 20 feet. Fly speed is 90 feet (average).
 - Darkvision out to 60 feet. Darkvision is black and white only, but it is otherwise like normal sight, and aarakocra can function just fine with no light at all.
 - +1 natural bonus to armor class.
- Natural Attacks: When fighting from the air, aarakocra may attack with two talons and are always treated as being armed when using their natural attacks. They cannot use this attack routine while grounded, however. When grounded, an aarakocra attacks with its beak, dealing 1d3 points of damage on a successful attack.
- Automatic Languages: Auran. Bonus Languages: Dwarven, Elven, Gnome, Halfling, Kitt, Phanaton, Rakasta, and Suar.
 - Favored Class: Fighter. A multiclass aarakocra's fighter class does not count when determining whether he suffers an XP penalty for multiclassing.
 - Level Adjustment: +2

THE BAKLATH

While goblins and hobgoblins are rare on Harqual, these pesky goblinoids are not. In fact, baklath are native to every continent and region of the World Kulan except the Fallenlands. (And now that those lands are open to the rest of the world again, it is only a matter of time before the baklath infest that continent as well.) The baklath appear like normal goblins except that they are slightly slimmer and have black, reptilian wings.

On Harqual, baklath tend to live either amongst whoever will tolerate them or those who subjugate them. Most often the latter is a baklath's only option. Very few communities are willing to accept the flying goblinoids into their lives. Most that do, without malice, usually regret it later. Regardless, baklath can be found in almost every forest and mountain range on Harqual. They are considered pests by the dwarves of the Greystone Mountains and chattel by most evil humanoid tribes (i.e. mountain orcs).

The duergar have been known to use baklath as expendable shock troops against morlocks and any other races that the gray dwarves consider their enemies. One of the few regions to allow the baklath the freedom to live amongst others is the corrupt land of the Ara-Ragik City Alliance. This loose alliance of city-states is known for its decadence and tolerance for



evil humanoids. The baklath of Ara-Ragik have better lives than those living amongst the bugbears of the Sunus Mountains or those trapped in slavery amongst the mountain orcs of the Thunder Mountains.

They live in the wooded lands around Lake Ragik and one tribe of baklath lives in a fortified community known as Löwe Val. This is the largest tribe of baklath on Harqual and its members pay fealty to the City-state of Massalia, which is just south of the baklath stronghold. The baklath of Löwe Val send their children to Massalia to join the city's elite guard or militia depending on the child's strengths and weaknesses. They must do a five-year tour in Massalia's militia before being allowed to return to Löwe Val. In return Löwe Val receives protection from Massalia including citizenship status for every baklath born in the community.

Baklath Traits

Baklath benefit from a number of racial traits:

- -2 to Strength, +4 to Dexterity, +2 to Wisdom, -2 to Charisma.
- Small-sized. As Small creatures, the baklath gain a +1 size bonus to Armor Class, a +1 size bonus on attack rolls, and a +4 size bonus on Hide checks. But they must use smaller weapons than humans use, and their lifting and carrying limits are three-quarters of those of Medium-size characters.
- Monstrous Humanoid: The baklath are monstrous humanoids, and are therefore immune to spells that only affect humanoids, such as *charm person*.
- Speed: Base land speed is 30 feet. Fly speed is 50 feet (perfect).
- Darkvision out to 60 feet. Darkvision is black and white only, but it is otherwise like normal sight, and baklath can function just fine with no light at all.
- Skills: Baklath gain a +4 racial bonus to Move Silently checks. Baklath cavalry (mounted on hippogriffs) gain a +6 bonus to Ride checks and the Mounted Combat feat.
- Automatic Languages: Auran and Goblin. Bonus Languages: Common, Draconic, Dwarven, Giant, Gnome, and Orc.
- Favored Class: Rogue. A multiclass baklath's rogue class does not count when determining whether he suffers an XP penalty for multiclassing.
- Level Adjustment: +2.

THE GIANT EAGLES

Most races on Harqual don't give giant eagles credit for being as intelligent as bipedal races. In reality, giant eagles are as intelligent as other races as well as being wiser than most. They are often allies of the elves of Great Harqual Forest and the dwarves of the Greystone Mountains. However, their greatest allies are the citizens of the Kingdom of Navirosov on Calla Island off the continent's east coast. Navirosov gives full citizenship status to giant eagles and it is the only land to do so.

Giant eagles have the ability to move amongst the other races of Harqual unnoticed. They can change shape (similar to the polymorph arcane spell), a fact that very few races beyond the silver elves and the citizens of Navirosov know. The avians do not show others this ability unless years of trust have been built. Most often they take the form of the race they are trying to blend in with. Most living in the Eastern Shores would be stunned to learn that giant eagles live secretly amongst them as equals.

However, most of these polymorphic avians are loners who are simply fascinated with observing humanoid culture. They rarely get involved in the day-to-day workings of human-based societies living on the edge of civilization pretending to be adepts or druids. More often they live alongside such people as friends and allies.

Giant Eagle Traits

Giant eagles benefit from a number of racial traits:

- +4 to Strength, +2 to Dexterity, +2 to Wisdom. Giant eagles are strong, swift, and wise.
- Large-sized. As Large creatures, giant eagles gain a -1 size penalty to Armor Class, a -1 size penalty on attack rolls, and a -4 size penalty on Hide checks. They cannot use standard manufactured weapons in their natural form, but their lifting and carrying limits are double those of Medium-size characters. If they change shape to either a Small or Medium-sized humanoid then their size adjustments shift to the new size.
- Magical Beast: Giant eagles are magical beasts, and are therefore immune to spells that only affect humanoids, such as *charm person*.
- Speed: Base land speed is 10 feet. Fly speed is 80 feet (average).
- Keen Vision (Ex): Giant eagles have low-light vision that allows them see twice as far as a human can in starlight, moonlight, torchlight, and similar conditions of low illumination. They also have darkvision at a range of 60 feet.
- Racial Hit Dice: A giant eagle begins with four levels of magical beast, which provide 4d10 Hit Dice, a base attack bonus of +4, and base saving throw bonuses of Fort +4, Ref +4, Will +1.
- Racial Skills: A giant eagle's magical beast levels give it skill points equal to $7 \times (2 + \text{Int Modifier, minimum } 1)$. Its class skills are Knowledge (nature), Listen, Sense Motive, Spot, and Survival. Giant eagles have a +4 racial bonus on Spot checks.
- Racial Feats: A giant eagle's magical beast levels give it two feats.
- Evasion (Ex): With a successful Reflex save against an attack that allows a Reflex save for half damage, a giant eagle takes no damage.
- Change Shape (Su): A giant eagle can assume any Small to Large-sized humanoid form, or revert to its own form, as a standard action. In humanoid form, a giant eagle loses its claw and bite attacks (although it often equips itself with weapons and armor instead). A giant eagle remains in one form until it chooses to assume a new one. A change in form cannot be dispelled, but the giant eagle reverts to its natural form when killed. A true seeing spell reveals its natural form.
- +3 natural bonus to armor class.
- Natural Attacks: Giant eagles may attack with two claws (1d6) and bite (1d8) and are always treated as being armed when using their natural attacks in eagle form.
- Automatic Languages: Auran and Common. Bonus Languages: Celestial, Dwarven, Elven, Giant, and Tiani.
- Favored Class: Druid. A multiclass giant eagle's druid class does not count when determining whether he suffers an XP penalty for multiclassing.
- Level Adjustment: +4.

Giant eagles and elves often spend a great deal of time together, and since giant eagles can assume humanoid form, the two races often become more than friends. Romance is commonplace amongst silver elves and giant eagles and there isn't any stigma attached to such dalliances. Rarely do such relationships last, however, but when they do a half-bred child, known as an aellar ("featherborn"), is often the result. These strange children are almost always raised with the elven parent, but they usually have a strong bond with both parents. **Note:** Aellar don't have their giant eagle parent's ability to change shape.

This half-breed PC race is detailed in Green Ronin's *Bastards & Bloodlines: A Guidebook to Half-Breeds* (pg. 15-17).

THE GIANT OWLS

Related to the giant eagles are the wiser giant owls, another shape shifting avian race. Unlike their raptor cousins, giant owls prefer the solitude of the Great Harqual Forest. They have good relations with silver elves and forest elves. They were heartbroken by the defilement of the Knotwood, which was as much their home as the forest elves. They now stand vigil over the remaining forest elves who fled to the Kingdom of the Silver Leaves. Many have began living amongst the forest elves to provide consul to the beleaguered race.

Giant owls are friends to the druids and rangers of Harqual as well. They have a fondness for half-elves but tend to view settled humans as crude and overly civilized. On the other hand they consider most barbarian humans too wild. Most believe that giant owls simply don't like humans not that they have malice towards those they meet. They just prefer the company of elves and other forest-dwellers. While this is true, giant owls have been known to form strong bonds with good-aligned human and/or halfling rangers.

Giant Owl Traits

Giant owls benefit from a number of racial traits:

- +2 to Strength, +2 to Dexterity, +4 to Wisdom. Giant owls are strong, swift, and very wise.
- Large-sized. As Large creatures, giant owls gain a -1 size penalty to Armor Class, a -1 size penalty on attack rolls, and a -4 size penalty on Hide checks. They cannot use standard manufactured weapons in their natural form, but their lifting and carrying limits are double those of Medium-size characters. If they change shape to either a Small or Medium-sized humanoid then their size adjustments shift to the new size.
- Speed: Base land speed is 10 feet. Fly speed is 70 feet (average).
- Superior Keen Vision (Ex): Giant owls have low-light vision that allows them see four times as far as a human can in starlight, moonlight, torchlight, and similar conditions of low illumination. They also have darkvision at a range of 90 feet.
- Racial Hit Dice: A giant owl begins with four levels of magical beast, which provide 4d10 Hit Dice, a base attack bonus of +4, and base saving throw bonuses of Fort +4, Ref +4, Will +1.
- Racial Skills: A giant owl's magical beast levels give it skill points equal to $7 \times (2 + \text{Int Modifier, minimum } 1)$. Its class skills are Knowledge (nature), Listen, Move Silently, and Spot. Giant owls have a +4 racial bonus on Spot checks.
- Racial Feats: A giant owl's magical beast levels give it two feats.
- Change Shape (Su): A giant owl can assume any Small to Large-sized humanoid form, or revert to its own form, as a standard action. In humanoid form, a giant owl loses its claw and bite attacks (although it often equips itself with

weapons and armor instead). A giant owl remains in one form until it chooses to assume a new one. A change in form cannot be dispelled, but the giant owl reverts to its natural form when killed. A true seeing spell reveals its natural form.

- +3 natural bonus to armor class.
- Natural Attacks: Giant owls may attack with two claws (1d6) and bite (1d8) and are always treated as being armed when using their natural attacks in owl form.
- Automatic Languages: Common and Sylvan. Bonus Languages: Auran, Celestial, Dwarven, Elven, and Giant.
- Favored Class: Druid. A multiclass giant owl's druid class does not count when determining whether he suffers an XP penalty for multiclassing.
- Level Adjustment: +4.



THE KHA

The kha are bird-like humanoids that stand about 6-½ feet tall and have wingspans of 10 feet. They are native to the City-state of Tschaja, which was brought to Harqual during The Transformation from a planet the bird-men call Sio. The city is unlike any other city seen on Harqual before. The entire city stands on stilts at the very edge of the coastline in the region known as the Thunder Lands. Around the city is a wall of stilts with no entryways into the city. the stilts look similar to bamboo but are much thicker, and they are as hard as stone. The entire city is an engineering marvel.

When Harqualians ask the kha how they did it, the bird-men insist that they didn't build Tschaja. They simply inherited it from another race so old that they can't remember what that race was called. Next the visitor asks if this forgotten race are the kha's gods. Then the kha explain that before coming to Harqual they had never conceived of the notion of gods. Next the visitor asks that if the kha have no gods, then where does magic come from on Sio. At this point, the kha state that Sio has nothing like magic and that the kha are just learning how to use it.

After this, the conversation usually becomes even harder for Harqualians.

The kha are one of the few races brought to Harqual by the Transformation that are trying to learn as much as they can about this new world. They are instinctively curious, and they love the concepts of gods, magic, and a multitude of unique races, for on Sio they were the only sentient race. Meeting other intelligent races has been a validation of life for them. For while the kha live simple lives with little need for infrastructure, they are natural engineers, sages and mathematicians. This is why they have caught on to the Art of Wizardry so fast. However, they are also great naturalists and many have learned the way of the druids and the rangers.

The kha have made several alliances with the human lands on their border. Both the Barony of Liran and the Free City of Yuln are steadfast allies of the kha, as well as the ee'aar of the Sunus Mountains. These alliances have brought the kha protection from the mountain orcs of the Thunder Mountains and the bugbears of the Sunus Mountains. The kha have just begun to explore the wide-open wastes of the Great Expanse and have had several encounters with the desert elves living there. These encounters have been tense but fruitful for both races as the kha's unique bamboo-like weapons are

coveted by the desert elf tribes. They are lighter than wood, stronger than forged steel, and very resilient. (Plus, they can either cause regular or subdual damage with little effort or training.)

Note, however, that the kha wish a way to return home to Sio and to expose their kin to the wonders they've seen. Yet, all divination attempts by their allies have failed, so far.

Kha Traits

Kha benefit from a number of racial traits:

- -2 to Strength, +2 to Constitution, +4 to Wisdom.
- The kha aren't native to the World of Kulan; therefore, they have the Extraplanar Subtype.
- Medium-sized. As Medium-size creatures, kha have no special bonuses or penalties due to their size. (Use half-orc height and half-elf weight. See the *D&D PHB v.3.5* in Chapter 6: Description.)
- Monstrous Humanoid: The kha are monstrous humanoids, and are therefore immune to spells that only affect humanoids, such as *charm person*.
- Speed: Base land speed is 30 feet. Fly speed is 20 feet (poor).
- Keen Vision (Ex): Kha have low-light vision that allows them see twice as far as a human can in starlight, moonlight, torchlight, and similar conditions of low illumination. They also have darkvision at a range of 60 feet.
- Racial Hit Dice: A kha begins with two levels of monstrous humanoid, which provide 2d8 Hit Dice, a base attack bonus of +2, and base saving throw bonuses of Fort +0, Ref +3, Will +3.
- Racial Skills: A kha's monstrous humanoid levels give it skill points equal to $5 \times (2 + \text{Int Modifier, minimum } 1)$. Its class skills are Heal, Listen, Spot, and Survival.
- Racial Feats: A kha's monstrous humanoid levels give it one feat. A kha receives Weapon Focus (kukri) as a bonus feat.
- Natural Attacks: A kha can attack with its claws (1d6).
- Class Restrictions: The kha come from a world where magic doesn't exist; therefore, they are limited in the types of spellcasting classes they can take. Kha can never become bards, favored souls, hexblades, paladins & knights (or other holy warriors), clerics, or sorcerers. However, they can become druids, elementalists, rangers, and wizards, but Kha characters can only advance to 5th-level in these classes.
- Automatic Languages: Kha. Bonus Languages: Auran, Common, Maviun, Orc, and Sylvan.
- Favored Class: Fighter. A multiclass kha's fighter class does not count when determining whether he suffers an XP penalty for multiclassing.
- Level Adjustment: +0.

THE NIOMUS

The niomus are a winged race native to the City-state of Stonevale in the newly formed Kingdom of Jewels west of the Greystone Mountains. Stonevale sits nestled between the high hills known as the Shining Stones. The city was one of the many cities teleported to Harqual during The Transformation. Of all the Allegorical, the niomus were the fastest to adapt.

The niomus were vital in the formation of the alliance of races, which led to the Kingdom of Jewels. They are also the main voice in favor of not naming a human as King. They pushed for Alithion to be the new land's capital and would

like to see a member of that city's main race, the siarrans, become High King. The siarran city-state already has a king and the niomus believe he is the best choice. The niomus, as a race, are not the ruling type but they definitely don't want to see a human crowned as High King.

Unfortunately, the siarrans do not have as strong a view towards the matter. They would be happy to see their king named High King of the Jewels but believe each city has the right to honor its own traditions.

The niomus secretly wonder if they made a mistake allying with other races and are considering pulling out of the alliance. This would be devastating for the new land as the City-state of Stonevale controls the valley pass through the Shining Stones.

Outsiders believe war is the only possible outcome in the region if the Niomus City secedes or, worse yet, it allies with the Principality of the Shining Stones.

Niomus have all the racial traits listed on page 83 of *L&L Mythic Races* with the following addition:

- Niomus aren't native to the World of Kulan; therefore, they have the Extraplanar Subtype. Niomus also have the Mythic Subtype to denote them as an Allegorical race.

The Allegoricals

Four races collectively known as the Allegoricals were brought to the Lands of Harqual during the time of The Transformation – the anaema, the illonis, the niomus, and the siarrans. They are considered enigmatic and mystical by their very nature and are considered almost fey-like by many that have encountered them. These four races seemed to be linked in some strange manner even though they don't all come from the same Material Plane. Members of these races seem to *know* about each other's race even though they may never have met before.

THE CAT RACES OF HARQUAL

Harqual's racial diversity doesn't end with the demihuman races. Many races called Harqual home long before the barbarian people came across the frozen north from Kanpur, all those eras ago. The gray elves were one, while the rakasta and tabaxi were two others. However, it wasn't until after the followers of Cronn were entrenched in the Northland that the rakasta and the tabaxi began to evolve into races equal to the humans. Eventually, the kitt evolved from the close kinship of the halflings and rakasta of the south, but I'm getting ahead of myself . . .

THE RAKASTA

The rakasta of Harqual are the same as the rakasta of Janardûn or the rakasta of Kanpur. Only the unique simbasta, native to the sub-regions of Kanpur known as the Dark Continent, the Land of Fate, and the Indjiran Peninsula can be considered a different race. However, the rakasta of Harqual are vastly different than the rakasta native to other continents.

What makes Harqual prides different is the schism that exists between the rakasta of the savannas and the rakasta that have become civilized in the urban communities of the Far South. Also, the rakasta of Harqual are limited in the range of territory they inhabit. There aren't any rakasta prides north of the Great Expanse and very few of them would even venture into that desert. The reason for this is unknown but most believe it is due to the alliance forged between Cronn and the cat-god known as the Lord of the rakasta, Rel. Rel is a member of the Pantheon of the North, which confuses outlanders not native to Harqual as the rakasta have no desire to infringe upon the lands of the north.

Rakasta also have a fear of water so very few become sailors and those prides that have had relocated to, say, the Isle of Dread south of Harqual are content to live there. However, most rakasta live a nomadic existence across the savannas of the Far South, trading their wares to their allies: rockwood gnomes, southern-dwelling elves, Torin dwarves, and lightfoot halflings. Rarely, will the savanna rakasta have contact with humans or other humanoid races.

Rakasta culture is unique, somewhat mystical, and concerned primarily with battle and honor. They never betray one of their own unless the rakasta, in question, is an outcast from the society he grew up in. If rakasta do not follow these principles set down by their ancestors, they are branded and cast out of their society and have a -2 penalty to all Charisma based skills when dealing with other rakasta. The rakasta Code of Honor (on Harqual) is based on the following general principles.

- Never betray kin.
- Never kill for the sake of blood-lust or vengeance.



- Never battle a lesser foe if it can be avoided.
- Always honor the dead, even of the enemy.
- Life before death.
- Always defer judgment to the chosen of Rel and Cronn.
- Honor Northerners with good hearts, with friendship.

Rakasta Traits

Rakasta benefit from a number of racial traits:

- +4 to Dexterity, +2 to Wisdom. Rakasta are known for being strong spiritually, as well as being fleet-footed.
- Medium-sized. As Medium-size creatures, rakasta have no special bonuses or penalties due to their size.
- Monstrous Humanoid: Rakasta are monstrous humanoids, and are therefore immune to spells that only affect humanoids, such as *charm person*.
- Speed: Base land speed is 30 ft.
- Darkvision out to 60 feet. Darkvision is black and white only, but it is otherwise like normal sight, and rakasta can function just fine with no light at all.
- Weapon Familiarity: Rakasta treat kasa as martial weapons, rather than exotic weapons.
- Racial Hit Dice: A rakasta begins with two levels of monstrous humanoid, which provide 2d8 Hit Dice, a base attack bonus of +2, and base saving throw bonuses of Fort +3, Ref +3, Will +0.
- Racial Skills: A rakasta's monstrous humanoid levels give it skill points equal to $5 \times (2 + \text{Int Modifier, minimum } 1)$. Its class skills are Balance, Hide, Jump, Listen, Move Silently, and Spot. Rakasta receive a +4 racial bonus to Balance, Hide, and Move Silently checks. *In areas of tall grass or heavy undergrowth, the Hide bonus improves to +12. Rakasta also have a +2 bonus to the Listen skill (which they must still acquire normally).
- Racial Feats: A rakasta's monstrous humanoid levels give it one feat. A rakasta receives Weapon Finesse as a bonus feat.
- Blind-Fight: Rakasta automatically gain the Blind-Fight feat at their 1st character level.
- Cat's Grace (Su): Rakasta have excellent balance and reflexes, taking only half damage from any fall.
- Detect Invisible Foes (Ex): When confronted with invisible creatures, a rakasta receives a +4 bonus to any saving throws made for detection. A rakasta automatically gets a Will saving throw (with the bonus) when an invisible creature approaches within 10 feet and during every round the invisible being remains that close. The rakasta does not automatically know where the invisible creature is, just that it is close by; locating it still requires other clues. Rakasta can also use this ability to detect the presence of ethereal creatures, such as ghosts, phase spiders, or someone wearing plate mail of etherealness. They recognize the difference between things ethereal and those simply invisible but gain no special attack or defense capabilities against ethereal beings.
- Pounce (Ex): If a rakasta leaps upon a foe during the first round of combat, it can make a full attack even if it has already taken a move action.
- Improved Grab (Ex): To use this ability, the rakasta must hit with its claw attacks.
- Scent (Ex): A rakasta can detect approaching enemies, sniff out hidden foes, and track by sense of smell. Range is 30 ft. If upwind, the range increases to 60 ft.; if downwind, it drops to 15 ft.

- Because of their keen senses, rakasta must make an additional Fortitude saving throw (DC 15) against attacks based on sound (such as a banshee's wail or a harpy's song) beyond any save normally required.
Water Penalty: Most rakasta have an inherent fear of the water and suffer a -2 racial penalty to all skill checks and saving throws made while exposed to water deeper than 3 feet.
- +1 natural bonus to armor class.
- Natural Attacks: Rakasta may attack with two claws (1d3) and bite (1d6) and are always treated as being armed when using their natural attacks.
- Automatic Languages: Rakasta. Bonus Languages: Common, Elven, Giant, Gnome, Halfling, Kitt, Orc, and Sylvan.
- Favored Class: Fighter. A multiclass rakasta's fighter class does not count when determining whether he suffers an XP penalty for multiclassing.
- Level Adjustment: +4.



THE TABAXI

While the rakasta developed true sentience during the First Era with the coming of Rel to Kulan, the tabaxi didn't evolve as quickly. Not until Tu was given the power of the divine over the tabaxi (by Mirella) during the Second Era. Tu had been the first of the great tigers to walk upright and dominate his fellow kin. These anthropomorphic tigers became the tabaxi.

Those that remained loyal to Tu were granted true sentience first, and were brought into the Priesthood of Tu. The other tabaxi were eventually brought in to the expanding civilization as the need for a lower caste developed. It is true that not all tabaxi were created equal. (The most notable of these sub-races of tabaxi are known as the Warriors of Tu, a caste of warriors completely loyal to the priests of Tu. Warriors of Tu cannot be priests, however.)

The tabaxi thrived until the Divinity War broke out between the North Gods and Sword Gods. Soon after the Mortals War began, the tabaxi were pulled into the conflict like every other race on the continent. Being neutral in the conflict didn't endear them to anyone, and soon the tabaxi were hard-pressed on all sides. The only thing that saved them was the direct intervention of Tu.

Tu had always been a proud and strong but as the decades past he became convinced that his people were destined to rule all of Harqual. When the Mortals War started, the cat-god had hoped the followers of the Interlopers would destroy each other leaving the tabaxi to rule the continent. And while these followers did slaughter each other, they simply reproduced too fast to die off. Tu saw his people outnumbered and isolated.

He was furious, to say the least. He sent powerful proxies to aid his followers as well as giving a part of his essence to his high priests. Thus, were the first avatar-priests created. The tabaxi soon crushed all those living near the Storm Jungle, expanding farther north and east to challenge the Empire of Swords and the rakasta of the south.

The tabaxi threat did not go unnoticed, however. Cronn, the Lord of the North left the field during the Last Battle on the shores of Lunia to come to Harqual to battle Tu. The two gods fought through the skies of Harqual and later through

the streets of the tabaxi city known as Tattenger. Cronn defeated Tu, and he asked Mirella to banish Tu and his people from Harqual. She agreed, but only for 1,001 years.

The tabaxi quickly became a forgotten race as the Divinity War ended and the Mortals War shifted to become the time of the Black Wars. 1,001 years went slowly for the tabaxi, and Tu brooded in exile taking his anger out on his people. When another tabaxi discovered the spark of divinity, Tu realized he needed to bring his fearful subjects back into the fold. He promised them the world if they fought for him when The Banishment ended.

Then in the blink of a god's eye the 1,001 years ended and the tabaxi took to conquering Harqual once again. In the south every land and kingdom is hard pressed. The Monarchy of Avion has taken the worst of it having lost valuable land and resources to the cat-men.

Tensions continue to be high.

Tabaxi Traits

Tabaxi benefit from a number of racial traits:

- +2 to Strength, +4 to Dexterity, +2 to Constitution, +2 to Wisdom. Tabaxi are muscular, swift, and have excellent endurance. Their devotion to their savage gods gives them a strong sense of spirit, as well.
- Medium-sized. As Medium-size creatures, tabaxi have no special bonuses or penalties due to their size.
- Monstrous Humanoid: Tabaxi are monstrous humanoids, and are therefore immune to spells that only affect humanoids, such as *charm person*.
- Speed: Base land speed is 30 ft. Tabaxi can also climb at a speed of 20 feet.
- Darkvision out to 60 feet. Darkvision is black and white only, but it is otherwise like normal sight, and tabaxi can function just fine with no light at all.
- Racial Hit Dice: A tabaxi begins with two levels of monstrous humanoid, which provide 2d8 Hit Dice, a base attack bonus of +2, and base saving throw bonuses of Fort +3, Ref +3, Will +0.
- Racial Skills: A tabaxi's monstrous humanoid levels give it skill points equal to $5 \times (2 + \text{Int Modifier, minimum } 1)$. Its class skills are Balance, Hide, Listen, Move Silently, Spot, and Swim. Tabaxi receive a +4 racial bonus to Balance, Hide, and Move Silently checks. *In areas of tall grass or heavy undergrowth, the Hide bonus improves to +8.
- Racial Feats: A tabaxi's monstrous humanoid levels gives it one feat. A tabaxi receives Improved Initiative as a bonus feat.
- Pounce (Ex): If a tabaxi leaps upon a foe during the first round of combat, it can make a full attack even if it has already taken a move action.
- Improved Grab (Ex): To use this ability, a tabaxi must hit with a claw or bite attack.
- Scent (Ex): A tabaxi can detect approaching enemies, sniff out hidden foes, and track by sense of smell. Range is 30 ft. If upwind, the range increases to 60 ft.; if downwind, it drops to 15 ft.
- Intolerance: Most tabaxi don't consider themselves racists, but the reality is that tabaxi have an over-inflated view of their race and tend to look down upon others. Tabaxi have a -3 circumstance penalty to all Charisma-based checks when dealing with other races, regardless of the situation. Tabaxi cannot buy off this disadvantage completely, but they may reduce it to -1 by spending 4 skill points any time after gaining 5 character levels.
- +1 natural bonus to armor class.

- Natural Attacks: Tabaxi may attack with two claws (1d6) and bite (1d8) and are always treated as being armed when using their natural attacks.
- Automatic Languages: Tabaxi. Bonus Languages: Common, Elven, Giant, Gnome, Halfling, Kitt, Orc, and Sylvan.
- Favored Class: Cleric. A multiclass tabaxi's cleric class does not count when determining whether he suffers an XP penalty for multiclassing.
- Level Adjustment: +4.

Minor Tabaxi Races

There are, at least, two distinct sub-races of tabaxi living in the Storm Jungle. The first are the well known Warriors of Tu and the second are the lesser know Noble Tabaxi. Rumors abound about a third sub-race of tabaxi that are little more than slaves. If true, then these lesser tabaxi would be the least powerful, physically, of the tabaxi races.

Noble Tabaxi

Referring to noble tabaxi as a minor race is a bit of a misnomer. Noble tabaxi are the elite of tabaxi society. They are noble born and bred to be the cunningest warriors and most adapt priests amongst their kind.

While standard tabaxi do favor the priesthood, they are nothing compared to noble tabaxi in religious matters. Noble tabaxi can choose any class with divine spellcasting ability as their favored class, whether it be cleric, druid, favored soul, ranger, paladin, etc. Note, however, that a noble tabaxi paladin is unheard of.

Noble tabaxi can never be chaotic in alignment, and individual noble tabaxi are almost never good in alignment. Most noble tabaxi are lawful evil. They excel in all manners of aristocratic life and have all the class skills of the aristocrat NPC class for their Hit Dice.

Noble tabaxi have 5 HD, a +5 natural armor bonus, and take tabaxi intolerance to whole new level. They are genuine racists and consider all non-tabaxi to be little more than chattel to be enslaved and abused. Noble tabaxi have a -5 circumstance penalty to all Charisma-based checks when dealing with other races, regardless of the situation, and they cannot buy off this penalty.

In fact, noble tabaxi are so self-superior that they inspire awe in their comrades. All tabaxi and loyal griff soldiers within a 30-foot radius of a tabaxi noble gain a +2 circumstance bonus to any save or check that would cause their morale to falter. Also, a noble tabaxi's intolerance penalty is considered a bonus towards other tabaxi races even if the awed tabaxi isn't evil or is an outcast.

Noble tabaxi have a level adjustment of +6.

Warriors of Tu

The Warriors of Tu are religious, slave warriors devoted to the Lord of the Tabaxi. They are front-line fighters and strike fear into the hearts of the enemies of their god. They look and dress the same as normal tabaxi warriors.

Warriors of Tu have 3 HD, a +3 natural armor bonus, and radiate a 30-foot fear aura (Will save [DC 10 + ½ the warrior of Tu's racial Hit Dice + the warrior of Tu's Charisma modifier]). Warriors of Tu favor the fighter class and have a level adjustment of +5. Their full monster statistics can be found in my Monster Compilation II Word document or online at EN World ([link](#)).

Kitts

Kitts are a small race of cat-like humanoids that are related to both halflings and the rakasta. They are typically gregarious creatures, but they have a tendency to also be flighty and quick to anger. They dress similar to halflings, and the two races have been known to live together in the same communities. Kitts are most often encountered away from urban sprawls as they prefer the open countryside.

The kitts living on Harqual don't have a strong racial society like those of the prides of Kanpur. They tend to wander from place to place seeking new adventures. They sometimes settle down with halflings, which gives them a better balance and understanding about family. Kitts can be found all over Harqual from the Icefoot Woods of Ahalgot in the Northlands to the savannas and city-states of the Far South.

However, kitts are somewhat rarer in the north than in the lands of the south. They are found almost nowhere else north of the Greystones besides Ahalgot and they are rarely found in the Eastern Shores. They are more common in the lands of the Sword Gulf Region and Thunder Lands, although most of these kitts live a nomadic existence.

In the south they are common in the Merewood living in harmony with nature and enjoying the company of the phanatons. Several urbanized prides live in the city of Mt. Song in the Carillon Mountains. In the Far South there are a many kitts in the Lilliputian Jungle on the Thenin Peninsula living with the lightfoots and sylvan creatures of the jungle. Kitt prides often travel and settle with the rakasta as well.



Kitt Traits

Kitts benefit from a number of racial traits:

- **-4 to Strength, +4 to Dexterity, -4 to Intelligence, +2 to Wisdom, +2 to Charisma.** Kitts are quick, charismatic and thoughtful, but they are not strong in a fight or known for their intellectual prowess.
- **Small-sized.** As Small creatures, kitts gain a +1 size bonus to Armor Class, a +1 size bonus on attack rolls, and a +4 size bonus on Hide checks. But they must use smaller weapons than humans use, and their lifting and carrying limits are three-quarters of those of Medium-size characters.
- **Monstrous Humanoid:** Kitts are monstrous humanoids, and are therefore immune to spells that only affect humanoids, such as charm person.
- **Speed:** Base land speed is 20 feet. Kitt can also climb at a speed of 15 feet.
- **Darkvision 60** out to feet. Darkvision is black and white only, but it is otherwise like normal sight, and kitts can function just fine with no light at all.
- **Pounce (Ex):** If a kitt leaps upon a foe as part of a charge, it can make a full attack.
- **Improved Grab (Ex):** To use this ability, a kitt must hit with a claw or bite attack.
- **Scent (Ex):** Kitt can detect approaching enemies, sniff out hidden foes, and track by sense of smell. Range is 30 ft. If upwind, the range increases to 60 ft.; if downwind, it drops to 15 ft.

- Kitts gain the Weapon Finesse feat for free at 1st-level.
- Natural Attacks: Kitts may attack with two claws (1d3) and bite (1d4) and are always treated as being armed when using their natural attacks.
- Skills: Kitts receive a +4 racial bonus to Hide, Move Silently, and Jump checks; and a +8 racial bonus to Balance checks. They use their Dexterity modifier to Climb and Jump checks. *In area of tall grass or heavy undergrowth, the Hide bonus rises to +8. Kitts are naturally nimble and quiet.
- Automatic Languages: Kitt and 1 regional human language. Bonus Languages: Elven, Gnome, Goblin, Halfling and Rakasta.
- Favored Class: Rogue. A multiclass kitt's rogue class does not count when determining whether he suffers an XP penalty for multiclassing.
- Level Adjustment: +3.

THE DRAGON RACES OF HARQUAL

Five main draconic races call Harqual home. One — the dracovarans — characters won't likely meet or adventure with until they are near the end of their careers. Another — the dragonnes — are a shape changing variant of a beast with the same name found on Kanpur. The final three are races descended from dragons: dragonborn, the dragontouched, and half-dragons.

THE DRACOVARANS (Epic Race)

Dracovarans are tauric creatures related to both dragons and lizardfolk. They are the servants of Mirella, The World Goddess; they are allies of druids, rangers, and the Knights Majestic. They travel the world protecting the Balance wherever they go. They have little tolerance for despoilers and braggarts.

Dracovarans are rare on Harqual as they tend to shun civilized nations for the wild, unspoiled wastelands of the continent. Dracovarans always live alone and those few living on Harqual can be found mainly in the Great Expanse. There, they are allies of the desert elves, dragonnes, and the few blue dragons that call that desert home. However, they are also found in the White Desert on the Varan Peninsula and the sandy, desert-like island of Frey in the Karmine Sea.

Dracovarans love the desert and are almost never found anywhere else. Most believe they are descended from blue dragons as they share many of the same abilities. Dracovarans have been known to visit the deserted wasteland of the Cold Barrens in the Northlands, but they are not native to that area. Why they make the pilgrimage there is unknown.

Dracovaran Traits

Dracovarans benefit from a number of racial traits:

- +6 to Strength, -2 to Dexterity, +4 to Constitution, -2 to Intelligence.
- Large-sized: As Large creatures, dracovarans gain a -1 size penalty to Armor Class, a -1 size penalty on attack rolls, and a -4 size penalty on Hide checks. But they must use larger weapons than humans use, and their lifting and carrying limits are twice those of Medium-size characters.
- Monstrous Humanoid: Dracovarans are monstrous humanoids, and are therefore immune to spells that only affect humanoids, such as *charm person*.
- Dragonblooded Subtype: For all effects related to race, a dracovaran is considered a dragon. For example, they are just as vulnerable to special effects that affect dragons as their dragon ancestors are, and they can use magic items that are only usable by dragons.
- Speed: Base land speed is 50 feet. Dracovarans can also burrow at a speed of 30 feet and fly at a speed of 160 feet.
- Blindsight (Ex): Dracovarans can pinpoint creatures within a distance of 80 feet. Opponents the dragon can't actually see still have total concealment against the dragon.
- Keen Senses (Ex): A dracovaran sees four times as well a human in shadowy illumination and twice as well in normal light. It also has darkvision out to 160 feet.
- Racial Hit Dice: A non-epic dracovaran begins with twenty levels of monstrous humanoid, which provide 20d8 Hit Dice, a base attack bonus of +20, and base saving throw bonuses of Fort +6, Ref +12, Will +12.
- Racial Skills: A non-epic dracovaran's monstrous humanoid levels give it skill points equal to $23 \times (2 + \text{Int Modifier, minimum } 1)$. Its class skills are Balance, Bluff, Concentration, Diplomacy, Escape Artist, Hide, Intimidate, Jump,

Knowledge (any), Listen, Search, Sense Motive, Spellcraft, Spot, Swim, and Use Magic Device. Dracovaranans gain a +2 racial bonus on all Knowledge (agriculture), Knowledge (nature), and Survival checks.

- Racial Feats: A non-epic dracovaran's monstrous humanoid levels give it seven feats.
- Breath Weapon (Su): An 80-ft. line of lightning; 8d6 damage; reflex save for half (DC 28), can be used every 1d4 rounds.
- Create/Destroy Water (Sp): A dracovaran can use this ability three times per day. It works like the create water spell except that the dracovaran can decide to destroy water instead of creating it, which automatically spoils unattended liquids containing water. Magic items (such as potions) and items in a creature's possession must succeed on a Will save (DC 24) or be ruined. This ability is the equivalent of the 1st-level spell.
- Immunities (Ex): Immune to sleep effects, paralysis effects, and electricity.
- Natural Attacks: Dracovaranans may attack with two claws, two forelegs, and two wings and are always treated as being armed when using their natural attacks.
- +15 natural bonus to armor class.
- Automatic Languages: Draconic. Bonus Languages: Auran, Common, Druidic, and Terran.
- Favored Class: Druid. A multiclass dracovaran's druid class does not count when determining whether he suffers an XP penalty for multiclassing. (Any player who chooses to play a dracovaran character must start adding class levels as a epic character. It is also possible that I would allow a player to build a dracovaran monster class based on these traits.)
- Level Adjustment: +10.



DRAGONBORN

Description still to be written.

Dragonborn Racial Traits

Dragonborn benefit from a number of racial traits:

- +2 to Strength, -2 to Dexterity, +2 to Constitution, +2 to Charisma. Dragonborn are strong in body and they project a confidence that is hard to ignore, yet they are not very graceful in their movements.
- Monstrous Humanoid: Dragonborn are monstrous humanoids, and are therefore immune to spells that only affect humanoids, such as *charm person*.
- Dragonblooded Subtype: For all effects related to race, a dragonborn is considered a dragon. For example, they are just as vulnerable to special effects that affect dragons as their dragon ancestors are, and they can use magic items that are only usable by dragons.
- Medium-sized. As Medium creatures, dragonborn have no special bonuses or penalties due to their size.
- A dragonborn's base land speed is 30 feet.
- Keen Vision (Ex): Dragonborn have low-light vision that allows them see twice as far as a human can in starlight, moonlight, torchlight, and similar conditions of low illumination. They also have darkvision at a range of 60 feet.

- +2 dodge bonus to AC against creatures of the dragon subtype. Dragonborn are strongly linked to dragons; therefore, they have an innate sense when fighting such opponents.
- Racial Hit Dice: A dragonborn begins with three levels of monstrous humanoid, which provide 3d8 Hit Dice, a base attack bonus of +3, and base saving throw bonuses of Fort +3, Ref +1, Will +1.
- Racial Skills: A dragonborn's monstrous humanoid levels give it skill points equal to $6 \times (2 + \text{Int Modifier})$. Its class skills are Climb, Intimidate, Jump, Knowledge (dracology), Knowledge (history), Sense Motive, Stamina, and Swim. A dragonborn gains a +2 racial bonus to Intimidate, Knowledge (dracology), Knowledge (history) checks.
- Racial Feats: A dragonborn's monstrous humanoid levels give it two feats.
- Weapon and Armor Proficiency: A dragonborn is automatically proficient with simple weapons and shields.
- +5 natural armor bonus.
- Natural Weapons: 2 claws (1d4) and bite (1d4).
- Immunity to Frightful Presence: Dragonborn are immune to the frightful presence ability of dragons, just as if they were dragons.
- Dragon Breath (Su): A dragonborn gains a breath weapon. The breath weapon is a bright, multicolored line of energy. The line's length is 15 feet plus 5 feet per Hit Die the dragonborn has, up to a maximum of 100 feet at 20 HD. The breath weapon deals 2d8 points of damage, plus an extra 1d8 points for each 3 HD the dragonborn possesses (3d8 at 6 HD, 4d8 at 9 HD, and so on.) The damage can be acid, cold, electricity, or fire, changing on each use as the dragonborn chooses. A successful Reflex save (DC 10 + 1/2 the dragonborn's HD + his Con Modifier) halves the damage. A dragonborn can use his breath weapon once every 1d4 rounds.
- Automatic Languages: Draconic and any one regional language. Bonus Languages: Dwarven, Elven, Gnome, Goblin, Halfling, Kitt, Orc, Rakasta, and any one regional language. Dragonborn are known throughout the World of Kulan; therefore, they may choose from a variety of languages.
- Favored Class: Players may choose either the Fighter or Sorcerer class as their dragonborn's favored class. Once the player has made this choice the decision cannot be changed. A multiclass dragonborn's favored class does not count when determining whether he suffers an XP penalty for multiclassing.
- Level Adjustment: +4

Random Starting Ages

Adult: 20 years

Bbn/Rog/Sor: +1d8

Brd/Ftr/Pal/Rgr/Trd: +1d12

Clr/Drd/Elm/Mnk/Wiz: +2d8

Aging Effects

Middle Age: 100 years

Old: 190 years

Venerable: 280 years

Maximum Age: +5d20 years

THE DRAGONNES (Epic Race)

Most races — beyond those living near the Great Expanse — believe that dragonnes of Harqual aren't any different than those found in other regions of the world. This is not so. The dragonnes of Harqual are shape-changing, magical beast that often take the form of medium or large-sized humanoids (most often as desert elves).

While dragonnes are mainly solitary by nature, once in a while a young dragonne will take a humanoid shape and travel to the communities near the Great Expanse in search of excitement. Often they end up traveling with desert elves, lightfoots, or the rakasta, while hiding their true nature until they have come to trust their companions. Once the secret is revealed, most adventuring groups will readily accept a dragonne as their friend and their ally.

The dragonnes of Harqual are the favored children of the Interloper God known as Chaeon, Lord of the Expanse. The desert elves and dragonnes believe it was this god that gave the dragonnes their shape-changing ability. Dragonnes are very pious and pray to the Lord of the Expanse at dawn each day, facing in the direction of the Patron Mountains in the Great Expanse regardless of where they have traveled too. Dragonnes are naturally curious as well and many have taken to traveling through the islands of the Karmine Sea and beyond looking for their next great adventure.

Dragonne Traits

Dragonnes of Harqual benefit from a number of racial traits:

- +6 to Strength, +2 to Dexterity, +4 to Constitution, -2 Intelligence, +2 Charisma.
- Large-sized. As Large creatures, dragonnes gain a -1 size penalty to Armor Class, a -1 size penalty on attack rolls, and a -4 size penalty on Hide checks. Carrying Capacity: A light load for a dragonne is up to 348 pounds; a medium load, 349 – 699 pounds, and a heavy load, 700 – 1,050 pounds, when in its natural form.
- Dragon: Dragonnes are dragons, and are therefore immune to spells that only affect humanoids, such as *charm person*.
- Speed: Base land speed is 40 feet. Dragonnes can also fly at a speed of 30 feet.
- Keen Vision (Ex): Dragonnes have low-light vision that allows them see twice as far as a human can in starlight, moonlight, torchlight, and similar conditions of low illumination. They also have darkvision at a range of 60 feet.
- Racial Hit Dice: A dragonne begins with nine levels of dragon, which provide 9d10 Hit Dice, a base attack bonus of +9, and base saving throw bonuses of Fort +6, Ref +6, Will +6.
- Racial Skills: A dragonne's dragon levels give it skill points equal to 12 x (6 + Int Modifier, minimum 1). Its class skills are Concentration, Intimidate, Listen, Search, Spot, and Survival. Dragonnes have a +4 racial bonus on Listen and Spot checks.
- Racial Feats: A dragonne's dragon levels give it four feats. A dragonne of Harqual may choose any feat from D&D Sandstorm. Recommended feats include Heat Endurance, improved Heat Endurance, Sand Camouflage, and Sandskimmer.
- Change Shape (Su): A dragonne can assume any Medium to Large-sized humanoid form, or revert to its own form, as a standard action. In humanoid form, a dragonne loses its claw and bite attacks (although it often equips itself with

weapons and armor instead). A dragonne remains in one form until it chooses to assume a new one. A change in form cannot be dispelled, but the dragonne reverts to its natural form when killed. A true seeing spell reveals its natural form.

- Immunities (Ex): Dragonnes are immune to sleep and paralysis effects.
- Pounce (Ex): If a dragonne charges, it can make a full attack in the same round.
- Roar (Su): A dragonne can loose a devastating roar every 1d4 rounds. All creatures except dragonnes within 120 feet must succeed on a Will save (DC 16) or become fatigued. Those within 30 feet who fail their saves become exhausted. The save DC is Charisma-based.
- Natural Attacks: Dragonnes may attack with two claws and bite and are always treated as being armed when using their natural attacks, when in their natural form.
- Automatic Languages: Draconic. Bonus Languages: Common, Elven, and Terran. Because of their limited contact with the world beyond the Great Expanse, dragonnes have fewer bonus languages to learn from.
- Favored Class: Sorcerer. A multiclass dragonne's sorcerer class does not count when determining whether he suffers an XP penalty for multiclassing.
- Level Adjustment: +7.

THE DRAGONTouched (DRACONOMICON)

The dragontouched of the Lands of Harqual are a unique race descended from both draconic and human bloodlines. They are not actually dragons, but they have enough draconic heritage in them to be distinguished from humans. Many mistake them for half-dragons, but they are farther removed from their draconic ancestry than half-dragons. The dragontouched usually are the result of an ancient druidic lineage that pays respect to Mirella or one of the Dragon Gods.

Regardless of their draconic bloodline, the dragontouched are as varied as humans are, and they fit into almost any culture. Most of the dragontouched living on Harqual live in the region known as The Bulge, which includes the Great Expanse and all of the communities in or near that desert. They are also found living in the eastern ranges of the Hinderfall Mountains. Specifically, in the secluded mountain cities of Highwall and Thunderwall.

Dragontouched are also common throughout the many islands of the Sea of the Sun and the Karmine Sea. They are rarer the further north you travel until you pass the Greystone Mountains. There, while still uncommon, they live amongst the barbarians of the Northlands as equals as well as in the desert known as the Cold Barrens. Dragontouched are nearly unheard of in the Eastern Shore or in the Sword Gulf Region. They are very rare on the Ragik Peninsula as the Empire of Swords was known for its oppression of non-human races.

Dragontouched Traits

Dragontouched characters benefit from a number of racial traits:

- +2 to Strength, -2 to Wisdom, +2 to Charisma.
- Medium. As Medium creatures, dragontouched characters have no special bonuses or penalties due to their size.
- Speed: Base land speed is 30 feet.
- Keen Vision (Ex): Dragontouched have low-light vision that allows them see twice as far as a human can in starlight, moonlight, torchlight, and similar conditions of low illumination. They also have darkvision at a range of 60 feet.

- 1 extra feat at 1st-level.
- 4 extra skill points at 1st level and 1 extra skill point at each additional level.
- Dragon Blood: For all effects related to race, a dragontouched is considered a dragon. For example, they are just as vulnerable to special effects that affect dragons as their dragon ancestors are, and they can use magic items that are only usable by dragons.
- Natural Attacks: Dragontouched characters may attack with two claws (1d3) and are always treated as being armed when using their natural attacks.
- Saves: A dragontouched character has a +4 racial bonus on saves against magic sleep effects and paralysis.
- Skills: +2 racial bonus to Intimidate and Spot checks.
- Automatic Languages: Common and Draconic. Bonus Languages: Any (other than secret languages, such as Druidic). See the Speak Language skill.
- Favored Class: Sorcerer. A multiclass dragontouched character's sorcerer class does not count when determining whether he suffers an XP penalty for multiclassing.
- Level Adjustment: +1.

HALF-DRAGONS (DRACONOMICON / MM)

Half-dragons are rarer on Harqual than the dragontouched. This mainly has to do with the more strict rules passed down by Mirella and the Dragon Gods to the dragons living on Harqual. In eras past, dragons often mated with a variety of humanoid races, and it was considered a blessing from the World Goddess to have a half-dragon as a member of your family. However, half-dragons are not true dragons, and it was soon discovered they were more likely to go *Rogue* against the Tenets of the Balance, which all dragons must follow.

Thus, less half-dragons have been sired in the last few hundred years than previously. It is still considered a great honor to have a half-dragon in ones family, but those half-dragons born recently are often taken from their humanoid parents and raised amongst druids or followers of Mirella; therefore, a half-dragon character born on Harqual can also choose druid as their favored class as well as any favored class listed for their humanoid parent's race. Many of these half-dragon druids are just coming into their own and most are completely devoted to Mirella and the Tenets of the Balance.

Note that the dragons of Kulan that follow the Tenets of the Balance never mate with unintelligent monsters. Only rogue dragons do this; therefore, any half-dragon with an unintelligent monstrous parent is always considered a rogue. See the *D&D Monster Manual v.3.5* and *D&D Draconomicon: The Book of Dragons* for how to create a half-dragon.

THE DWARVES OF HARQUAL

There are three major races of dwarves known throughout the Lands of Harqual: high dwarves, hill dwarves, and the Torin.

HIGH DWARF

High dwarves are taller than their hill dwarven cousins, averaging 4-½ feet in height and 150 pounds. Their skin and hair are generally ruddier than hill dwarves and they tend to wear their heavy beards down past their stomachs. High dwarven eye color tends to range from the color of the earth to the sparkling gems that can be found within. High dwarves prefer warm, functional garments, which tend to be black, brown, or light gray in color.

The high dwarves of Harqual are becoming a forgotten race as they struggle to survive in the isolated mountain ranges of Northern Harqual. High dwarves are almost never encountered beyond their mountain homes and rarely will they trust non-dwarves. One of the oldest dwarven races on Harqual in ages past, high dwarves exist in almost every mountain range of the North. They are one of the few native races to Harqual.

Since the destruction of the Dwarven City of Highstone — by foul magic and the betrayal of their people by one of their own to the Opposition — these dwarves have had little refuge from their enemies. Forced to live on the highest peaks, high dwarves have become used to being isolated for long periods of time without aid from their hill dwarven cousins. This hasn't stopped them from petitioning to be allowed to enter and to live in Milo, the Capital City of the Kingdom of the Greystones.

The High Thane, Sannl Blackforge, has so far refused to let the high dwarven refugees enter the city fearing that doing so would risk the Opposition turning their attention upon the capital city. This has been a hard decision for her to live with as she is a high dwarf herself and has kin amongst the homeless high dwarven clans. However, this decision had been her father's — the previous High Thane — before he died, and she doesn't want to go against his wishes.

As a result, many high dwarven clans have left the Greystone Mountains entirely. Several clans have moved farther north to avoid the machinations of the Opposition and the evil humanoids that have taken advantage of the high dwarves' plight. Many of these clans can now be found in the Aragar Mountains and the Kaltar Mountains in the farthest reaches of the Northlands. However, one clan is rumored to have moved south and entered the Sunus Mountains in search of the lost Dwarven City of Nithardel and reclaim it for the dwarven people.

High Dwarf Traits

High dwarf characters benefit from a number of racial traits:

- +2 to Constitution, +2 to Wisdom, -4 to Charisma. The high dwarves of Harqual are more withdrawn than their hill dwarven cousins, but they make up for this by being more intuitive.
- High dwarf base land speed is 20 feet. However, high dwarves can move at this speed even when wearing medium or heavy armor or when carrying a medium or heavy load.
- Darkvision out to 60 feet.
- Stonecunning: This ability grants a high dwarf a +2 racial bonus on Search checks to notice unusual stonework, such as sliding walls, stonework traps, new construction (even when built to match the old), unsafe stone surfaces, shaky stone ceilings, and the like. Something that isn't stone but that is disguised as stone also counts as unusual stonework. A high

dwarf who merely comes within 10 feet of unusual stonework can make a Search check as if he were actively searching, and a high dwarf can use the Search skill to find stonework traps as a rogue can. A high dwarf can also intuit depth, sensing his approximate depth underground as naturally as a human can sense which way is up. High dwarves have a sixth sense about stonework, an innate ability that they get plenty of opportunity to practice and hone in their underground homes.

- **Weapon Familiarity:** High dwarves treat dwarven waraxes and dwarven urgroshes as martial weapons, rather than exotic weapons.
- **Stability:** High dwarves are exceptionally stable on their feet. A high dwarf has a +4 bonus on ability checks made to resist being bull rushed or tripped when standing on the ground (but not when climbing, flying, riding, or otherwise not standing firmly on the ground).
- +2 racial bonus on saving throws against poison.
- +2 racial bonus on saving throws against spells and spell-like effects.
- +1 racial bonus on attack rolls against known members of the Opposition: Since the destruction of Highstone it has become every high dwarf's goal to seek vengeance against the evil, secretive organization known as the Opposition. *Note:* Player's have the option to select the hill dwarf +1 racial bonus on attack rolls against gnolls and ogres.
- +4 dodge bonus to Armor Class against creatures of the giant type (such as ogres, trolls, and hill giants).
- +2 racial bonus on Appraise checks that are related to stone or metal items.
- +2 racial bonus on Craft checks that are related to stone or metal.
- **Automatic Languages:** Dwarven and Undercommon. **Bonus Languages:** Elven, Giant, Goblin, Orc, and Terran.
- **Favored Class:** Cleric. A multiclass high dwarf's cleric class does not count when determining whether he suffers an XP penalty for multiclassing.
- **Level Adjustment** +0.

HILL DWARF

Hill dwarves have all the physical characteristics of the dwarves listed in the *D&D Player's Handbook v.3.5* including height, weight, hair, skin and eye color, and type of dress. They are more likely to braid their beards than high dwarves. Unlike high dwarves, hill dwarves are not native to the Lands of Harqual and most believe they immigrated to the continent a frozen land bridge from another continent (i.e. Kanpur). However, some hill dwarven sages believe that their race came from another world entirely; they believe that the hill dwarves immigrated to Kulan using huge spelljamming citadels.

Regardless of how they arrived on Harqual, hill dwarves have existed in the mountain ranges of Northern Harqual since their race first arrived on the continent, during the time when the North Gods still lived amongst the barbarians of the Northlands. Their patron god, Moradin, is an honored member and friend to the Pantheon of the North. As a result, hill dwarves and the barbarians of the Northlands generally get along with each other and trade goods regularly.

The destruction of the Dwarven City of Highstone left a handful of hill dwarven clans homeless; they are now scattered around the hills and mountains near the Dwarven City of Milo. The current High Thane of the Greystones, Sannl Blackforge, has so far refused to allow these hill dwarven clans to permanently take up residence in Milo as her advisors fear overcrowding. This was the ruling of her father before he was killed, and she wants to honor his wishes.

However, as a result, many of these homeless hill dwarves are leaving their ancestral home for the human lands of the Eastern Shores and the western lands near the Mines of Morhan as well as the Northlands. A large number of these dwarves have taken up residence in the hills surrounding the Sunus Mountains, and it is rumored that those migrating west may petitioning the Bitran in the Rilous Mountains for sanctuary.

Hill dwarves can be found almost anywhere North of the Great Expanse as many of their kind have left the Greystone Mountains in the past. They can be found living in the Kul Moren Mountains and in the lands of many human-dominated lands. Many of these dwarven refugees lose their traditions over time and become “sundered.” (See under “Other Variant Dwarf Cultures on Harqual” for more details on sundered dwarves.)

Hill Dwarf Traits

Hill dwarf characters benefit from a number of racial traits:

- +2 to Constitution, -2 to Charisma.
- Hill dwarf base land speed is 20 feet. However, hill dwarves can move at this speed even when wearing medium or heavy armor or when carrying a medium or heavy load.
- Darkvision out to 60 feet.
- Stonecunning: This ability grants a hill dwarf a +2 racial bonus on Search checks to notice unusual stonework, such as sliding walls, stonework traps, new construction (even when built to match the old), unsafe stone surfaces, shaky stone ceilings, and the like. Something that isn't stone but that is disguised as stone also counts as unusual stonework. A hill dwarf who merely comes within 10 feet of unusual stonework can make a Search check as if he were actively searching, and a hill dwarf can use the Search skill to find stonework traps as a rogue can. A hill dwarf can also intuit depth, sensing his approximate depth underground as naturally as a human can sense which way is up. Hill dwarves have a sixth sense about stonework, an innate ability that they get plenty of opportunity to practice and hone in their underground homes.
- Weapon Familiarity: Hill dwarves treat dwarven waraxes and dwarven urgroshes as martial weapons, rather than exotic weapons.
- Stability: Hill dwarves are exceptionally stable on their feet. A hill dwarf has a +4 bonus on ability checks made to resist being bull rushed or tripped when standing on the ground (but not when climbing, flying, riding, or otherwise not standing firmly on the ground).
- +2 racial bonus on saving throws against poison.
- +2 racial bonus on saving throws against spells and spell-like effects.
- +1 racial bonus to hit gnolls and ogres. Hill dwarves are trained in the special combat techniques that allow them to fight their common enemies more effectively.
- +4 dodge bonus to Armor Class against creatures of the giant type (such as ogres, trolls, and hill giants).
- +2 racial bonus on Appraise checks that are related to stone or metal items.
- +2 racial bonus on Craft checks that are related to stone or metal.

- Automatic Languages: Dwarven and Common. Bonus Languages: Barbarian, Giant, Goblin, Orc, Terran, and Undercommon.
- Favored Class: Fighter. A multiclass hill dwarf's fighter class does not count when determining whether he suffers an XP penalty for multiclassing.
- Level Adjustment +0.

THE TORIN

The Torin are an offshoot race from a clan of dwarves that abandoned the Dwarven City of Nithardel in the Sunus Mountains over three hundred years ago. The reason for this has been lost to time, and the Torin refuse to discuss the matter and no one has been able to locate the lost dwarven city since.

After the Torin abandoned their homeland they immigrated south, past the Great Expanse, and many now live a nomadic lifestyle throughout the savannas of the Far South hunting antelope and zebras from the back of dire badgers. Not all Torin were content to give up their roots completely, however, and many have begun to try and rekindle the past by moving back into hills and mountains of the southern lands.

The most notable of these communities are the cities of Thunderwall and Highwall, which are located high above the eastern hills of the Heverkent Forest. Thunderwall is located in a great meteor crater, while Highwall is located south of that location on a high plateau. The two cities are dominated by the Torin but are also home to many Rockwood gnomes and southern elves.

Regardless of traditions, the Torin try to get along with just about everyone. Most other races view the Torin as strange and savage but will trade with them for their fine weapons and jewelry. The only true enemies the Torin have are the zebranaurs as that race takes exception to the dwarves' diet of zebra meat.

Torin are just as intelligent as their northern cousins, but they are often looked down upon by northern dwarves, regardless. They have light brown to russet colored hair and are fond of drooping mustaches and short braided ponytails. Torin males don't grow beards as The Far South is hot enough as it is, and females do not have any facial hair at all. They have brown or olive skin tones, and they always have brown or black eyes.

Torin Dwarf Traits

Torin dwarf characters benefit from a number of racial traits:

- +2 to Dexterity, +2 to Constitution, -2 to Charisma. Torin are quick with a bow and can handle the noon day sun of the savannas without any difficulty. However, their wild-like appearance and behavior tends to set them apart from other races.
- Torin dwarf base land speed is 20 feet. However, Torin dwarves can move at this speed even when wearing medium or heavy armor or when carrying a medium or heavy load.
- Low-light Vision. Torin dwarves can see twice as far as a human can in starlight, moonlight, torchlight, and similar conditions of poor illumination.
- Claustrophobia: Torin dwarves are claustrophobic. They must roll a successful Will save in order to overcome their fear of the underground before entering dungeons, caves, and tombs. If the check fails, the PC may not enter. Once

underground he must make save each day. If he fails, he will want to leave the underground by the most direct route. Underground, a Torin dwarf attacks with a -1 penalty to his rolls. Should he fail his claustrophobic saving throw, the penalty increases by -1 for each additional day he stays underground. If he fails to reach open air, he may attempt further saving throws each day to overcome his claustrophobia. These saving throws are made at the same penalty as the dwarf's current attack roll penalty.

- **Weapon Familiarity:** Torin dwarves treat dwarven waraxes and dwarven urgroshes as martial weapons, rather than exotic weapons.
- **Stability:** Torin dwarves are exceptionally stable on their feet. A Torin dwarf has a +4 bonus on ability checks made to resist being bull rushed or tripped when standing on the ground (but not when climbing, flying, riding, or otherwise not standing firmly on the ground).
- +2 racial bonus on saving throws against poison.
- +2 racial bonus on saving throws against spells and spell-like effects.
- +1 racial bonus to attack rolls against ogres. This bonus is due to years of being trained to defend against this race more effectively.
- +1 racial bonus to attack and damage rolls with all ranged weapons (including crossbows).
- +4 dodge bonus to Armor Class against creatures of the giant type (such as ogres, trolls, and hill giants).
- +2 racial bonus on Craft checks related to wood, precious metals, and gems.
- **Automatic Languages:** Dwarven (Torin-dialect) and Suar. **Bonus Languages:** Dwarven, Giant, Gnome, Halfling, and Rakasta.
- **Favored Class:** Barbarian. A multiclass Torin dwarf's barbarian class does not count when determining whether he suffers an XP penalty for multiclassing.
- **Level Adjustment** +1.

MINOR DWARVEN RACES

In addition to the major races listed above there are two notable, minor races of dwarves — Bitran dwarves and the duergar — as well as two fairly unknown, minor races of dwarves — the dwarves of the Badlands and Gletscher dwarves.

Bitran Dwarves

The word “Bitran” is the collective name given to the dwarves and gnomes that were brought to Kulan from the world known as Maran (my Dark World campaign setting). While these newcomers to Kulan are distinctively two different races, they are considered, in fact, one people regardless of race.

The Bitran come from an underground city in the Rilous Mountains, which is simply called the City of Bitran. It is a strange place to outsiders filled with strange magical gadgets and weaponry. The Bitran have knowledge in something they call Black Thunder (similar to the smokepowder made in the Ferinmal Homeland). This substance is nearly unheard of beyond the borders of the Kingdom of Ahamudia. (The Bitran do not created hand-held firearms, but they do have cannons protecting the City of Bitran.)

Both races are distinctive in appearance from the native dwarven and gnomish races of Harqual in that their skin is either burnished bronze to pitch black in color. Their hair is always fiery red in color and their eyes are as black as coal. Some believe they have been infused with the very magic that courses through their forges. The Bitran wear tough leather garments with studded iron rivets embedded on the outside (masterwork studded leather armor.)

The dwarves of Bitran were transported to Kulan during the Transformation. Cutoff from their previous world, they have been tested by the evil of the Empire of Swords and endured the lost of clan members not duplicated by the mysterious magical event. Bitran dwarves live amongst their gnome cousins and the two races are considered equals. (The King of Bitran is a gnome.) They tend to be more curious and outgoing than the native dwarven races of Harqual.

Bitran dwarves have the touch of magic in them. They can just as easily become sorcerers as they can become fighters, rogues, or any other class except wizards. For some strange reason, Bitran dwarves can never learn traditional magic. It would be like asking them to fly without having wings.

Bitran Dwarf Traits

Bitran dwarf characters benefit from a number of racial traits:

- +2 to Constitution, -2 to Intelligence, +2 to Charisma. Bitran dwarves are both robust and compelling, but are not as knowledgeable as other dwarves.
- Bitran dwarves aren't native to the World of Kulan; therefore, they have the Extraplanar Subtype.
- Medium-size. As Medium creatures, Bitran dwarves have no special bonuses or penalties due to their size.
- Bitran dwarf base land speed is 20 feet. However, dwarves can move at this speed even when wearing medium or heavy armor or when carrying a medium or heavy load (unlike other creatures, whose speed is reduced in such situations).
- Bitran dwarves can see in the dark up to 60 feet.
- Weapon Familiarity: Bitran dwarves may treat dwarven waraxes and dwarven urgroshes as martial weapons, rather than exotic weapons.
- Stability: A Bitran dwarf gains a +4 bonus on ability checks made to resist being bull rushed or tripped when standing on the ground (but not when climbing, flying, riding, or otherwise not standing firmly on the ground).
- +2 racial bonus on saving throws against poison.
- +1 racial bonus on attack rolls against orcs and goblinoids.
- +4 dodge bonus to Armor Class against monsters of the giant type. Any time a Bitran dwarf loses its Dexterity bonus (if any) to Armor Class, such as when it's caught flat-footed, it loses its dodge bonus, too.
- Bitran dwarves only have a +1 racial bonus to Appraise and Craft checks. They are also less familiar with unusual stonework, gaining only a +1 racial bonus for their Stonecunning ability. (See the D&D Player's Handbook v.3.5 for details on Stonecunning.)
- Bitran dwarf sorcerers can cast all of the spells listed as part of the Earth Domain, as regular sorcerer spells of the corresponding Earth level listed for each spell. The Bitran dwarf sorcerer doesn't gain the domain granted power, however.
- Endure (Su): A Bitran dwarf is permanently affected as if a resistance orison had been cast upon the character. (This replaces the +2 racial bonus against spells and spell-like effects.)

- Automatic Languages: Bitran. Bonus Languages: Aphranæan, Goblin (Maran), Javeldian, Nihil, Orc (Maran) and Vananean. Bitran dwarves haven't been exposed to the cultures of Harqual for very long and, thus, have a limited number of obscure Maran languages to choose from.
- Favored Class: Players may choose either the Fighter or Sorcerer class as their Bitran dwarf's favored class. Once the player has made this choice the decision cannot be changed. A multiclass Bitran dwarf's favored class does not count when determining whether he suffers an XP penalty for multiclassing.
- Level Adjustment: +1.

The Duergar (Expanded Psionics Handbook)

The duergar of Kulan are nearly identical to the duergar of other worlds. Their appearance and alignment tendencies are the same for the most part. However, what is different is their history and society. In ages past, before Cronn walked from the mists into the Northlands of Harqual, a great war in the Underearth was nearing its end. This conflict, known as the the Underearth War, raged throughout Kulan's Underearth for centuries. Brought about by the arrival of a dark-skinned race of elves known as drow, the conflict grew from the region of the Underearth near what is now Bluffside (on the surface.) The drow arrived through magical gates from an alternate Prime Material Plane and began to settle and conquer the other races of the Underearth.

The drow came in the hundreds of thousands and the other races found that banding together was their only chance for survival. Thus, it was the duergar, morlocks, earth ogres, and dozens of other dark races that pushed back the drow onslaught and destroyed the gates that had brought the drow to Kulan. The allied races viciously hunted down every drow, no matter how far the dark elves fled. Only a small number survived by ascending to the surface near Bluffside, but after centuries of dilution with the high elves of the region only a half-drow half-high elf cross remains known as the Nevae. Beyond the region of Bluffside, the the drow passed into obscurity.

However, the Underearth War didn't end there. Morlocks reproduce faster than jackrabbits, and they knew they had the advantage. They turned on their allies after the last of the drow were wiped out. This included the duergar who had tried to warn the other races of the morlocks' intentions. Their warnings fell on deaf ears, and the morlocks began exterminating entire races from the Underearth. The morlocks turned out to be more dangerous than the drow ever were.

The duergar found themselves hard pressed even with their foresight to see the morlocks' treachery and prepare for it. It is this fact that kept the bulk of their race from being enslaved or exterminated. The last remaining clans of the duergar retreated from the morlock onslaught; they retreated to the other side of the world. They found the deep delves under the continent of Harqual to their liking and proceeded to build new cities in the great delves. They spent years preparing for the morlocks to come and come they did. The Duergar-Morlock War lasted for centuries, and the duergar were hard pressed by the morlock onslaught once again.

Several delves fell to the morlocks forcing some of the duergar to do what they never thought they would have to do to survive. They began ascending to the surface. This brought them into conflict with the other dwarven races of Harqual, so the duergar made a pact with the mountain orcs of the Kul Moren Mountains and Thunder Mountains. The duergar would aid the mountain orcs in their quest to conquer the surface world in exchange for mutual defense from the morlocks. The arrangement has worked out well for both races; although, the arrangement often leads to disagreements between the two races.

Note, however, that not all of the duergar that ascended to the surface met resistance. Several clans ascended into the upper caverns of the Grey Mountains on Teverroot Island. (The mountains didn't have a name before the duergar settled there.) The volcanically active mountain range was isolated enough for the duergar clans to avoid the notice of the morlocks. Two great duergar cities — Duroko and Durgan — were initially dug into and up through the stone of the Gray Mountains. In recent years the duergar have built another, which is called Serugar. These duergar call their mountainous home Duergold.

Thus, the Gray Mountains are completely dominated by the duergar, and they live in an uneasy peace with the citizens of the Dark Kingdom of the Jealous Arcane (These followers of Xuar dominate the rest of the island.). However, this peace is due more to the threat of the morlocks to both kingdoms, than to any mutual entreaty towards each other. The gray dwarves of Duergold dream of a day when they can destroy the morlocks and spread their kingdom back into the depths of the Underearth.

Meanwhile, in the great delves below Harqual, The Duergar-Morlock War has turned into a cold war. Tensions are high and secret skirmishes have broken out. Yet, there has been little true conflict for the last 300 years. The duergar believe it is only a matter of time until the morlocks again push to conquer the last of the duergar delves. After that they could threaten all of Harqual as well, and while the duergar have little love for the surface-dwellers, they are the only thing that prevents this from happening.

The duergar of Harqual have the same racial traits as listed in the *D&D Expanded Psionics Handbook*.

Dwarves of the Badlands (Sandstorm)

This minor race of dwarves is also known as the Ferinmal, which is also the name of the region that they originate. It is though that they are related to the Torin in some manner but no proof of this has been found. They are well adapted to the harsh conditions of the Hills of Ferinmal and the rugged badlands surrounding them.

Badlands dwarves have a knack for creating and using flintlocks and other smokepowder firearms, which they usually sell to outsiders at inflated rates. They also have a knack for digging through the rough hills for water sources that others would be hard pressed to locate. Individual clans have been known too make a fortune selling water to travelers such as trade caravans and the nomadic desert elves. Badlands dwarves tend to keep to themselves, but they do get along well enough with the Torin, desert elves, and the other citizens of The Ferinmal Homeland.

Dwarf of the Badlands Traits

The badlands dwarves of the Ferinmal Homeland have the same racial traits as noted for Badlands dwarves listed in *D&D Sandstorm: Mastering the Perils of Fire and Sand*, with the following change:

— Weapon Familiarity: Badlands dwarves treat all flintlock firearms as martial weapons, rather than exotic weapons.

Gletscher Dwarves (Frostburn)

A minor and previously unknown sub-race of dwarf is slowly becoming known in the far reaches of the Northlands. These dwarves, known as the Gletscher, or glacier dwarves, have recently been spotted in the northern reaches of cold mountain ranges throughout the regions of Desinon Forest and the Lands of the Nashee. They haven't been spotted in the Kaltar Mountains as of yet.

Those who have heard of the Gletscher believe that they have only recently migrated to Harqual from lands beyond the Northlands across the frozen ice of the North Sea. The truth is that Gletscher are a race that originated in the Sunless Land, the Godly Realm of Cronn, Father of the North Gods. The Gletscher were sent to Cronn's realm from Moradin, The Soul Forger, as a sign of solidarity between the North Gods and Dwarven Gods.

Gletscher dwarves have great respect for both Moradin and Cronn but tend to worship the Dwarven Gods almost exclusively. A few of the more chaotically-inclined individuals do worship Cronn, however. Other deities that a Gletscher dwarf PC might worship include Halmyr, Jalivier, Lokun (rare), and Uller (very rare). A few clans of Gletscher live within the confines of the Sky Traveler's Godly Realm of Hougard and are chaotic good in alignment.

The Gletscher dwarves of Harqual have the same racial traits as noted for Glacier dwarves listed in *D&D Frostburn: Mastering the Perils of Ice and Snow*.

Other Variant Dwarf Cultures on Harqual

There are few other distinct cultures of dwarves on Harqual. The first three are based on dwarven races brought to the continent during the time of The Transformation while the other two refer to native dwarven sub-cultures of Harqual.

Dwarves of Korvosa

Besides humans, the most populace race in the City-state of Korvosa is dwarven. Specifically, the race of Korvosan dwarves known as the Janderhoff. This name refers to a dwarven city on the home world of the Korvosans, which was not duplicated on Harqual during the time of The Transformation. This has forced the dwarves living in Korvosa to adapt. On their home world, the dwarves of Janderhoff were relied on to provide the city with the black marble so prized in Korvosa. Now, without this resource, the dwarves have had to become proactive in finding iron, silver and stone for the city-state, and without the aid of their lost kin, they are having a tough time supplying demand.

The fact that the rockwood gnomes of the Hinderfall Mountains constantly block their attempts to mine in the mountain range hasn't helped matters either. "Korvosan" dwarves are arrested on sight within the Realm of the Little Trees or killed outright within the Inner Forest of the Heverkent. The denizens of the Outer Forest are a little more tolerant towards the Janderhoff, and many of the shadier denizens will sell gems and precious metals to them; although, they always charge Janderhoff dwarves exorbitant sums of gold for any type of goods. More often the Janderhoff must trade with the citizens of the distant city of Rhamsandron or the Domain of Fallen Trees, which has increased tensions even more between Korvosa and its other new neighbors.

The Janderhoff have roughly the same appearance as the northern dwarves of the continent. They are easy to distinguish from the Torin (whom they dislike) as they never shave their beards; although, they are known for keeping their beards trimmed short, especially in the hotter months of the year. The Janderhoff have the same racial traits as the Dwarf entry in the *D&D PHB v.3.5*; however, they have a slightly different set of Automatic and Bonus Languages as per the following changes: Automatic Languages – remove Common, add Taldane; Bonus Languages: add Suar. The Dwarven language of their home world is close enough to the Dwarven language of Harqual that they can understand Harqualian dwarves without any real difficulty. Note that there is a growing movement amongst the Janderhoff dwarves to modify their racial language to distinguish themselves from the other dwarven races of Harqual.

Janderhoff dwarves, as a race, are not native to the World of Kulan; therefore, they have the Extraplanar subtype. However, a Janderhoff dwarf that is born in the Lands of Harqual is considered to be native to the World of Kulan, but a native Janderhoff dwarf would still be considered an infant at this time.

Dwarves of the “City-State”

The city dwarves of Rhamsandron, also known as the Kazadrach, are a unique race of dwarves brought to the continent during the time of The Transformation. The Kazadrach have spread out from the “City-State” to some of the other lands and city-states of the Nebral Peninsula. They can be found in cities of the Belin Confederacy as well as the city-states of Bantontown and Livaley; although, there numbers in these cities is minimal. The Kazadrach are not welcome in Cardamere but then again so few are that aren't invited by the Breshidi. City dwarves are only welcome in Mt. Song and in Echostone if they have severed all ties with Rhamsandron. Note that city dwarves have been seen as far east as Rhid and as far north as the Chara Cities; however, they have yet to settle in those areas.

The Kazadrach are one of the few new races of the Far South that is flourishing. They tend to adapt to most areas without difficulty and their steadfast neutrality has made them popular amongst many of the native races of Harqual. Also, they tend to adapt to local customs more than say the dwarves of Korvosa or the Breshidi of Cardamere or the Jiltan of Christopherson. Some have even gone so far as to ceremonially shave off their beards in order to endear themselves to the Torin. City dwarves get along well with lightfoot halflings, southern elves, the rakasta, rockwood gnomes, half-orcs, and even some of the civilized goblinoid races of the Far South such as hobgoblins.

The details of this race can be found on page 22 of the *Player's Guide to the Wilderlands*. In addition to a city dwarves standard bonus languages, they can choose from the following Harqualian and Transformation languages: Common, Belin, Suar, Taldane, and Xcella. City dwarves speak Rhamsandronish instead of Common as an Automatic Language.

Remember: The Common language of Harqual is unique to the continent and isn't spoken on the other continents of the World of Kulan; therefore, a Common language from another world isn't the same as the Common language of Harqual.

Kazadrach dwarves, as a race, are not native to the World of Kulan; therefore, they have the Extraplanar subtype. However, a Kazadrach dwarf that is born in the Lands of Harqual is considered to be native to the World of Kulan, but a native Kazadrach dwarf would still be considered an infant at this time.

Dwarves of the Tyrian Valley

Humans from the Chara Coast have been known to mistake this unique race of dwarves for the Torin. However, once a Tyrian dwarf speaks there is little doubt that he or she isn't a Torin dwarf. Dwarves of the Tyrian Valley are another Transformation race brought to the World of Kulan from another world – a world the Tyrian races call Athas. This world seems to have its own unique versions of the various civilized races of Harqual including not only dwarves but elves, halflings, and humans as well.

The Tyrian Valley sits on the eastern side of the Patron Mountains within the boundaries of the Great Expanse. It has come to influence not only the desert elves of the Expanse but also the cities of the Chara Coast. It is the dwarves of the Tyrian Valley that influences the latter. Citizens of the Chara Cities often call Tyrian dwarves the Steadfast when praising them and the Unyielding when belittling them. Tyrian dwarves often outwork even the stoutest hill dwarf or Torin dwarf and once they put their mind to a task they don't stop until it's finished.

Tyrian dwarves have all the racial traits of the Dwarf entry in *Chapter 2: Races* in the *Dark Sun 3* PDF document, which can be downloaded from the DARK SUN Fan Website, [The Burnt World of Athas](#).

Tyrian dwarves, as a race, are not native to the World of Kulan; therefore, they have the Extraplanar subtype. However, a Tyrian dwarf that is born in the Lands of Harqual is considered to be native to the World of Kulan, but a native Tyrian dwarf would still be considered a child at this time.

Seacliff Dwarves (Stormwrack)

Seacliff dwarves are a rare subculture of dwarves on Harqual. Often called “salt beards” by Torin dwarves, these dwarves live in the tall, impregnable cliffs of the Stonegard Holds that overlook the Hallian Sea and the Strait of the Whispering Stones on the island group known as the Rumbling Archipelago just off the coast of the Nebral Peninsula.

These dwarves have lived here since before the Divinity War ended 1,001 years ago, and they do not worship the traditional Dwarven Deities. Instead, they venerate several Interloper and World Gods including Ahto, Aoskar, Calphas, Ibrandul, Kord, Ptah, Ulaa, and Velit. Seacliff dwarves are more fun loving and jovial than other dwarves, and they are excellent seafarers and sky captains.

The Seacliff dwarves of Harqual have the same racial traits as noted for Seacliff dwarves listed in *D&D Stormwrack: Mastering the Perils of Wind and Wave*.

Sundered Dwarves

Over the years, many dwarves have found themselves cut off from the various kingdoms of the dwarves. Without a land to call their own, many of these “sundered” dwarves would eventually come to live in human-dominated cities. They adapted to life in these cities as best they could building strong foundations of stone-homes above ground. The best examples of this are in the Lands of the Cities of the Wind just southeast of the Greystone Mountains. The city of Ciro is known for its extensive population of sundered dwarves. Sundered dwarves are exactly like hill dwarves except that they may take any one regional human language as a Bonus Language.

High dwarves never become “sundered” regardless of how long they have been homeless.

THE ELVES OF HARQUAL

There are four main races of elves on Harqual as well as several minor sub-races, which are less known and/or very rare. Below are the major races of the elves.

DESERT ELVES

The Elves of the Expanse, or desert elves as they are often called, are descended from a different stock than other elves. They prefer to live a more primitive lifestyle than other wild elves within the barren desert of Harqual known as the Great Expanse, which they call home. They are adapted toward simple survival, and they concentrate on their environment rather than on philosophical debates and the study of magic. They are even more temperamental and emotional than forest and hunter elves. They have yellow to coppery-red hair and brown eyes. Desert elves normally dress in browns and grays — the better to blend in with the desert.



Desert elves have life spans similar to half-elves, and they don't actively worship the elven god, Corellon; although, they do respect his teachings and show respect to his followers. Desert elves worship a being they refer to as the Patron, or Chaeon. All that is known about the god is that he is still very young for a deity and almost no one beyond scholars and the desert elves themselves have heard of Chaeon.

Desert elves are somewhat of a mystery to the other elves of Harqual as these races have no recollection of a split between rival factions amongst the wild elves of Harqual. In fact, relations between the two societies are cordial. Sages have surmised that the desert elves are from another part of Kulan or maybe even another world.

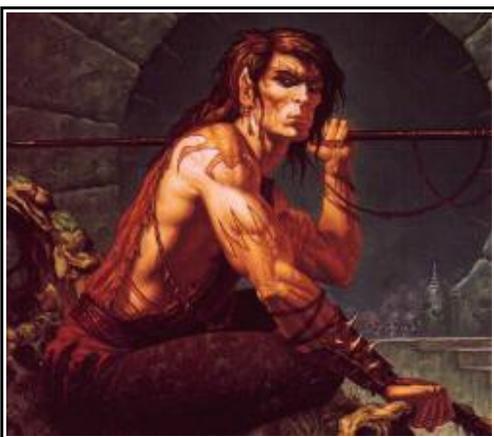
Others suspect that the desert elves might be descendants of the gray elves that fled the destruction of Caer Amylinyon during the Black Wars. However, no proof of this exists and the desert elves shake their heads when asked about the subject. For them, the Great Expanse has always been their home for as long as any of them can remember.

Desert Elf Traits

Desert elf characters benefit from a number of racial traits:

- +4 to Dexterity, -2 to Constitution, -2 to Intelligence.
- Medium-size. As Medium-size creatures, desert elves have no special bonuses or penalties due to their size.
- Weapon Proficiency: Desert elves receive the Martial Weapon Proficiency feats for the longspears or javelin, longbow (including composite longbow), and shortbow (including composite shortbow) as bonus feats.
- Desert elf base land speed is 30 feet.
- Immunity to sleep spells and effects, and a +2 racial saving throw bonus against Enchantment spells or effects.
- +1 racial bonus on saves against fire effects and a -1 racial penalty on saving throws against cold effects. These adjustments apply to cold and fire effects from any source, whether mundane or magical.
- Low-light Vision. Desert elves can see twice as far as a human can in starlight, moonlight, torchlight, and similar conditions of poor illumination.

- **Social Penalty:** Desert elves are loners by heart and shy away from entering large cities, even when traveling with other races that call that city home. A desert elf that finds himself crowded in or lost in a large city has a -2 penalty to all Charisma checks until he finds a way out of the situation. This could also include being imprisoned with large numbers of other people. A desert elf can spend 2 skill points anytime after 3rd level to reduce the penalty to -1 and can eliminate the penalty altogether after 5th level. If the desert elf is traveling with at least three other members of his tribe then the penalty only comes into effect when exposed to the worst case scenario (i.e. being lost in a huge city while a street festival is taking place).
- **+2 racial bonus to Search, Spot, Survival, and Listen checks.** Desert elves do not have the elven special ability to detect secret or concealed doors. Desert elves can use Survival untrained.
- **Spell-like Ability (Sp):** Desert elves gain the ability to cast *create water* once per day (caster level equals desert elf's character level).
- **Heat Endurance:** Desert elves gain Heat Endurance (see page 50 of D&D Sandstorm) as a bonus feat.
- **Automatic Languages:** Elven. **Bonus Languages:** Dwarven (Torin-dialect), Giant, Gnomish, Halfling, and Terran. Despite their different heritage, desert elves speak the same dialect of elven that the silver and forest elves of the Great Forest speak; although, their accent is much heavier.
- **Favored Class:** Barbarian. A multiclass desert elf's barbarian class does not count when determining whether he suffers an XP penalty for multiclassing.
- Desert elves do not live as long as other elves. They have the Random Starting Ages and Aging Effects of half-elves, as per the *D&D Player's Handbook v.3.5* (pg. 109), with the following change to Aging Effects: Middle Age 82, Old 113, Venerable 145.
- Desert elves are taller than silver and forest elves. They use human Base Height and Height Modifier, but still use the Base Weight and Weight Modifier for elves.
- **Level Adjustment:** +0.



FOREST ELVES

Forest elves are tough, reclusive humanoids that originate from the southern area of the Great Forest of Harqual, known as the Knotwood. Forest elves are known for their love of nature and all the creatures in it.

Forest elves stand roughly 5 feet 6 inches tall and weigh around 125 pounds on average. They often have tanned skin, deep-green or hazel eyes, and black to fiery-red hair. They dress in dark shades of green and earth tones to better blend in with their natural surroundings.

Forest elves tend to get along with most good humans and half-elves but rarely will they consider an individual of one of these two races a

personal friend. More often, forest elves will befriend silver elves and the fey of the Great Forest.

Legacy of the Knotwood

The forest elves of Harqual's Great Forest are a people without a land. The Forest City of Woodknot, their ancestral home, stood for over a thousand years against evil forces from without (and even some from within). But nothing could have saved the tree homes and sacred groves of their homeland from the events that unfolded during the Year of the Return.

When Clan Therani, the ancestral rulers of the Knotwood, cutoff contact with the outside world during the previous year, all assumed that the forest elves planned to fade to Arvandor in the Outer Planes. No one expected to see any of them again as their patron god, Rillifane, had insisted on isolation from the other races of Harqual to protect them from the human influences of the Eastern Shores and beyond. Rillifane worried that his peoples' distinct society was being endangered due to these influences as more and more forest elves had begun to leave their forest home to find adventure and fame amongst the human lands. At least, that is what the demon pretending to be the Forest Lord seeded in the minds of the Elders of the Clan Council.

It would be this demon that would infect the minds of many of the more radical members of the clan, which caused them to descend into madness. The demon soon had the powerful wizards and sorcerers of the clan — under its control — place powerful wards using dark magicks to keep the elves in and the rest of the world out. Some of the more malleable-minded willingly turned to evil for their own gain — the most ruthless being a powerful wizard named Weikir Thunderrain. The demon found a true ally in Weikir, and it molded the young elf into the ultimate weapon against his own people. The demon taught Weikir to cast several dark summoning and warding spells — allowing the demon the ability to gate into the wizard's home. This caused dozens of centuries old wards against evil to fizzle out due to the powerful dark magic used.

The demon convinced his young prodigy to destroy those he considered his rivals. Soon word of this came to the attention of the Elders of the Clan Council. They were appalled to learn that their god had not spoken to them but that instead this vile demon had fooled them all and was corrupting their people. They immediately sent their most powerful wizards, sorcerers, and priest against the fiend and those that it had corrupted.

The force was able to kill most of the corrupted elves, but Weikir refused to admit defeat. At the behest of the demon, the young wizard cast two powerful necromantic spells to ensure their success. One caused a dark fog to spread out amongst the tree homes of the surrounding clans and reshape anything it came in contact with. This allowed the demon and Weikir to exert their wills upon the clan members affected, and the two of them set loose their creations, called blood elves, on the Elders. By the end of the day most of the Elders were either slaughtered or transformed into blood elves.

Weikir then cast the most vile spell that the demon had taught him, *dark wish*, which merged his very soul with the demon. The Transformation turned the two dark allies into one dark creature, a fey'ri. The demon hadn't anticipated the young elf's true cunning, and when the struggle of minds was over, more elf was left than demon — but pure evil nonetheless. The new being named itself Wyrknari Vok and then began summoning lesser demons into its service. In less than a month the dark being had slaughtered, devoured or corrupted half of the clans.

Those that survived the first onslaught decide that if anything was to remain of their people then sacrifices would have to be made. The infirm and dying were allowed to pass on to Arvandor in whatever manner they chose in order to keep the demons from devouring their souls. The youngest elves of all the remaining clans would be taken north to the Kingdom of the Silver Leaves with a small contingent of the bravest warriors and most devote priests to protect them. The rest would remain behind and protect the retreating elves from the demons and blood elves.

By the time the retreating elves were safely behind the powerful wards protecting the northern forest kingdom, only about a thousand of them remained and many died afterwards. Now these forest elves live as refugees amongst the silver elves of the north. There are likely hundreds of forest elves still alive and hiding from the demons on the other side of the wards placed around Silverleaf; however, not much hope is held out for them if they do live. Patrols of blood elves watch the edges of the Great Forest and as close to the wards as they dare get ensuring that Woodknot and the southern half of the Great Forest remains under the dominion of their fey'ri king.

Eight years have passed since the corruption of the Knotwood, and the number of forest elves left in the region is low. For the first few years after the corruption, the forest elves of Great Forest were considered to be a dying race. Their number dropped to near extinction levels in the largest forest of Harqual. Yet, the forest elves, now living in the Kingdom of the Silver Leaves, have managed to survive. Also, forest elves, as a race, exist in other parts of the continent. They are found in the Cadra Forest and the Verdalf Forest as well as the region surrounding Lake Qualitan. They will never be as populous a race as they once were but they are still one of the major races of elves in the Lands of Harqual

Forest Elf Traits

Forest elf characters benefit from a number of racial traits:

- +2 to Strength, -2 to Intelligence.
- Medium-size. As Medium-size creatures, forest elves have no special bonuses or penalties due to their size.
- Weapon Proficiency: Forest elves receive the Martial Weapon Proficiency feats for the longsword, longbow (including composite longbow), and shortbow (including composite shortbow) as bonus feats.
- Forest elf base land speed is 30 feet.
- Immunity to sleep spells and effects, and a +2 racial saving throw bonus against Enchantment spells or effects.
- Low-light Vision. Forest elves can see three times as far as a human can in starlight, moonlight, torchlight, and similar conditions of poor illumination.
- +2 racial bonus to Search, Spot, and Listen checks. Forest elves do not have the elven special ability to detect secret or concealed doors.
- Automatic Languages: Elven and Sylvan. Bonus Languages: Barbarian, Centaur, Dwarven, Giant, Gnome, and Orc.
- Favored Class: Ranger. A multiclass forest elf's ranger class does not count when determining whether he suffers an XP penalty for multiclassing.
- Level Adjustment: +0.

HUNTER ELVES

The hunter elves of Harqual are related to the Westryn Elves of *David Arneson's Blackmoor*. Why these elves came to Harqual remains a mystery and they never speak of Blackmoor and their Westryn kin living there. The hunter elves do not isolate themselves from the rest of Harqual as much as the Westryn do from the other races of Blackmoor.

However, hunter elves do tend to be more isolated than forest or silver elves, and many have never even met one. They mainly live in the deep forests west-southwest of the Great Forest, and only rarely will they live within the boundaries of the Great Forest. They are found mainly in the Guardian Bay Region, living deep within the Verdalf Forest, but they also

have been encountered in the Cadra Forest, east of Lake Nest, as far north as the dark woodlands surrounding the City-state of Nikel, and as far south as the Dry Forest, east of the Free City of Deepwater. There are rumors of hunter elves living wild in the northern reaches of the Storm Jungle, but they have never been seen or heard, even by the tabaxi.

Harqual has strong ties to Blackmoor, including several magical gates. [The most powerful of these gates links the Verdalf Forest of Harqual with the northern reaches of the Elven Forest (towards Haven's Peak).] The Hunter elves of the Verdalf Forest guard this gate closely and rarely allow other elven races to use the gate. It is also said that several of the more isolated Ways can lead to Blackmoor, if that is what the traveler truly wishes. (More likely they become lost in the Ways and go mad.)

See pages 17 to 19 of *Dave Arneson's Blackmoor* under the entry for Westryn Elves for the racial traits I use for hunter elves. Hunter elves share most of the same personality, physical, and alignment information listed for the Westryn. However, they do not suffer from the "Black Curse," they don't worship all the Blackmoor deities, and their language is simply Elven, but with a strong accent. The names listed on page 18 are appropriate, although family names tend to follow Harqual standards for elves (i.e. description conjunctions).

Hunter Elf Traits

The following changes apply to hunter elf racial traits:

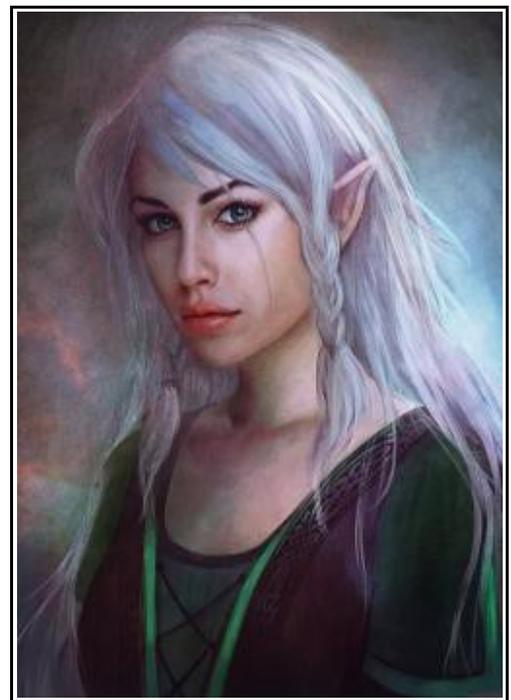
- Automatic Languages: Elven. Bonus Languages: Common, Halfling, Kitt, and Sylvan.
- Favored Class: Barbarian or Sorcerer.

SILVER ELVES

Silver elves are graceful, beautiful humanoids that originate from the northern half of the Great Forest of Harqual. Silver elves are known for their love of art and magic as well as nature and all nonmagical, forest creatures. They are less chaotic than other elves and have built a sprawling civilization within the boundary of the Great Forest.

Silver elves stand roughly 5 feet 3 inches tall and weigh around 110 pounds on average. They often have pale skinned, deep green or blue eyes, and silver or blond hair. They dress in dark green and brown wool clothing when traveling through the wilderness but also wear fine, brightly-colored garments made from silk when living in the more urban areas of their kingdom.

Silver elves tend to get along with most good-hearted humans and some dwarves but rarely will they consider an individual of one of these two races a personal friend. Dwarves are too gruff and humans don't live long enough to become lasting friends. More often silver elves will befriend forest elves, hairfoot halflings, and rockwood gnomes. The forest elves now live alongside the silver elves in their kingdom due to the recent events in the southern half of the Great Forest. The



experience has drawn the two races together more than they ever have been before. Hairfoot halflings are considered a kindred race even though they don't live as long, and most of the hairfoots that do live north of the Great Expanse live in the Kingdom of the Silver Leaves. Silver elves remember when gnomes used to live north of the Great Expanse and are glad to meet a rockwood gnome whenever they have a chance. Silver elves find them delightful and as kindred to their race as halflings.

Beyond these common races, silver elves have been known to ally themselves with fey creatures of all sorts including brownies, pixies, satyrs, sprites, etc. They get along with a race of reclusive forest giants known as the vonakindra as well as the following forest dwelling races: centaurs, krenshars, treants, and unicorns. In the human lands, it is rumored that silver elves are aligned with an intelligent race of benign dire wolves with powers similar to that of winter wolves. If these rumors are true then who knows what other allies the silver elves might have deep within the foliage of the Great Forest.

But their strangest allies are the wild barbarians of the Northlands. Divided by harsh wilderness and the Greystone Mountains one would think that the barbarians would be the least likely allies to the silver elven people. It is the bond of friendship between their patron god, Corellon, and Cronn — the chief deity of the Pantheon of the North — that has brought about this friendship. Silver elves don't worship Cronn but they do honor him as much as the barbarians of the Northlands honor Corellon.

Silver elves are the most literate race of elves on Harqual and often write in a flowing elven script that they invented.

Silver Elf Traits

Silver elf characters benefit from a number of racial traits:

- +2 to Dexterity, -2 to Constitution.
- Medium-size. As Medium-size creatures, silver elves have no special bonuses or penalties due to their size.
- Weapon Proficiency: Silver elves receive the Martial Weapon Proficiency feats for the rapier, longbow (including composite longbow), and shortbow (including composite shortbow) as bonus feats.
- Silver elf base land speed is 30 feet.
- Immunity to sleep spells and effects, and a +2 racial saving throw bonus against Enchantment spells or effects.
- Low-light Vision. Silver elves can see twice as far as a human can in starlight, moonlight, torchlight, and similar conditions of poor illumination.
- +2 racial bonus to Search, Spot, and Listen checks. A silver elf who merely passes within 5 feet of a secret or concealed door is entitled to a Search check to notice it as if she were actively searching for it.
- Automatic Languages: Common, Elven, and Sylvan. Bonus Languages: Centaur, Draconic, Dwarven, Giant, Gnomish, Halfling, and Orc.
- Favored Class: Wizard. A multiclass silver elf's wizard class does not count when determining whether he suffers an XP penalty for multiclassing.
- Level Adjustment: +0.

MINOR ELVEN RACES

Beyond the major races of elves, there several distinct minor races of elves on Harqual as well: Blood elves, the Ee'aar, gray elves, the Rmoahali, and the silver 'wild' elves.



Blood Elves

Blood elves are the corrupted kin of the forest elves. They came into existence when an evil elven sorcerer used Several Forbidden Art spells to exert control over his enemies reshaping them into the blood elves, which have become his thralls.

The resultant blood elves became mockeries of the once proud race they were. Blood-red skin with bony spikes protruding from their bodies, pitch black eyes, and sharp vicious claws and teeth. Worse yet is that a blood elf's spikes are always slick with poison. Blood elves always have white hair. Many blood elves also have bat-like wings, which allow them to fly.

These elves are now native outsiders who have become completely evil and are controlled by the fey'ri known as Wyrknari Vok. It was Vok, once a forest elf known as Weikir, who brought down the Elder Clans of the Knotwood in a mad push

for power. Only when the tide of the battle went against him did he unleash the power of the Forbidden Art against his enemies. The resulting magical force transformed hundreds of thousands of forest elves into blood elves.

Blood elves are evil in every way, as most have forgotten their former lives. In fact, their former kin would be hard pressed to recognize them on an individual basis. They live by raiding humanoid settlements located in, or near the southern reaches of the Great Forest, which has been known as the Knotwood for thousands of years.

The deep, dark forest has become even more wild and dangerous due to the powerful dark wish spell. Only the foolhardy or ultra-brave dare enter the foreboding forests of the Blood Elf Lands, as humans are now calling it. Blood elves kill all outsiders on sight, unless the victim is an elf. What the blood elves do with captured elves is best left unsaid.

Blood Elf Traits

Blood elf characters benefit from a number of racial traits:

- +2 to Strength, +2 to Dexterity, +2 to Constitution, +2 Intelligence.
- Medium-size. As Medium-size creatures, blood elves have no special bonuses or penalties due to their size.
- Outsider: Blood elves are outsiders, and are therefore immune to spells that only affect humanoids, such as *charm person*. Blood elves also have the following subtypes: Chaotic, Elf, Evil, and Native.
- Weapon Proficiency: Blood elves receive the Martial Weapon Proficiency feats for the longsword, longbow (including composite longbow), and shortbow (including composite shortbow) as bonus feats.
- Speed: Base land speed is 30 feet.

- **Smite Good (Su):** Once per day a blood elf can make a normal melee attack to deal extra damage equal to its HD against a good foe.
- **Flight (Ex):** A blood elf has a 50% chance of having bat-like wings. Those that do can fly at a Speed of 30 feet (6 squares) with average maneuverability.
- **Keen Vision (Ex):** Blood elves have low-light vision that allows them see twice as far as a human can in starlight, moonlight, torchlight, and similar conditions of low illumination. They also have darkvision at a range of 60 feet.
- **Poison (Ex):** Spikes; primary and secondary 1d3 Wisdom; a Fortitude save (DC 12) negates.
- Blood elves have acid, cold, electricity, and fire resistance 20.
- Immunity to poison and magic sleep spells & effects, and a +2 racial saving throw bonus against Enchantment spells or effects.
- +2 racial bonus to Search, Spot, and Listen checks. Blood elves do not have the elven special ability to detect secret or concealed doors.
- **Spell-like Abilities:** 3/day – *darkness*. This ability is as the spell cast by a 1st-level cleric.
- **Automatic Languages:** Abyssal and Elven. **Bonus Languages:** Auran, Celestial, Common, Gnoll, Ignan, and Sylvan.
- **Favored Class:** Sorcerer. A multiclass blood elf's sorcerer class does not count when determining whether he suffers an XP penalty for multiclassing.
- **Level Adjustment:** +6

The Ee'aar

Ee'aar are hidden race found only on the continent of Harqual in the southern half of the Sunus Mountain range in the region known as the Eastern Shores. They fight a continuous struggle with the bugbears and other evil humanoids living in the northern half of the mountain range. These winged elves have almost no contact with the outside world tending to be isolationists to the extreme. There are exceptions though.

The ee'aar have good relations with the inhabitants of the High Forest, which lies along the northern edge of the Sunus Mountains. They also had good relations with the forest elves before the fall of the Knotwood. While still allies of the few forest elves who escaped to the High Forest, there isn't any formal relations with any of the surviving forest elven clans.

The ee'aar also have minor relations with the Barony of Liran, a human land to the south in the region known as the Thunder Lands. How they became allies with the humans remains a secret. This alliance has recently exposed the ee'aar to a race known as the kha, a race of bird-like humanoids. The kha are new to Harqual (and to Kulan) but the ee'aar have found them trustful allies.

Ee'aar look much as silver elves do except for their dark brown or black hair and the reddish brown raptor-like wings protruding from their back. Ee'aar tend to dress light enough to allow free flowing moment while they fly but heavy enough to keep warm in the cool air of the Sunus Mountains. Ee'aar rarely wear any sort of footwear heavier than sandals with warm leg wrappings. An ee'aar in flight is a wondrous thing of beauty to behold and many a human has broken down and cried at the sight of one soaring overhead.

Ee'aar Traits

Ee'aar characters benefit from a number of racial traits:

- +2 to Dexterity, -2 to Constitution, +2 to Wisdom.
- Medium-size. As Medium-size creatures, ee'aar have no special bonuses or penalties due to their size.
- Monstrous Humanoid: the ee'aar are monstrous humanoids, and are therefore immune to spells that only affect humanoids, such as *charm person*.
- Weapon Proficiency: Ee'aar receive the Martial Weapon Proficiency feats for the longsword, rapier, longbow (including composite longbow), and shortbow (including composite shortbow) as bonus feats.
- Speed: Base land speed is 30 feet. Ee'aar can also fly at a speed of 50 feet with perfect maneuverability.
- Immunity to sleep spells and effects, and a +2 racial saving throw bonus against Enchantment spells or effects.
- Low-light Vision. Ee'aar can see twice as far as a human can in starlight, moonlight, torchlight, and similar conditions of poor illumination.
- +2 racial bonus to Search, Spot, and Listen checks. An ee'aar who merely passes within 5 feet of a secret or concealed door is entitled to a Search check to notice it as if she were actively searching for it.
- Ee'aar gain both Dodge and Mobility as bonus feats.
- Power Dive (Ex): An ee'aar with a Strength score of 15 or higher automatically has the Power Dive feat. (See D&D Savage Species, page 38.)
- Automatic Languages: Elven. Bonus Languages: Auran, Kha, and Sylvan.
- Favored Class: Fighter. A multiclass ee'aar's fighter class does not count when determining whether he suffers an XP penalty for multiclassing.
- Level Adjustment: +5.

The Rmoahali (Frost & Fur)

Another hidden race of elves is the rmoahali, also known as Nashee elves. This race of dark-skinned elves stands taller than other elves, and they even tower over the human barbarians of the Northlands. In ages past, the rmoahali were one of the few native races of elves to Harqual but only rarely did they venture out of their cold, hidden homes in the Nashee Forest. Rmoahali are as old as the world itself having lived on Harqual since before the time of the Second Ice Age (before Cronn walked out of the mists of the Far North and into the Northlands). Many sages and historians consider them to be the oldest living race of elves on the planet, which would make them even older than gray elves.

During the early eras of Harqual, the barbarians of the Northlands always showed respect to the mahogany-skinned elves, and some of the more primitive tribes including the Neanderthal clans worshiped the Rmoahali. They were considered to be divine servants of the North Gods by these tribes. In modern times, not even Neanderthals would make such a mistake as the rmoahali went to great lengths to quell such notions. Now, they are an isolated, slightly-xenophobic race who rarely allow anyone to have any contact with their hidden cities in the Nashee Forest. (It is rumored that the Nashee Forest is also home to other ancient races from the time before the Second Ice Age as well as a large clan of half-fey gray elves).

For nearly a millennium, the rmoahali were an unknown race in the lands south of the Northlands, but now they are slowly becoming known throughout the Northern and Southern Heartlands as well as the Ragik Peninsula. A rmoahali encountered in the lands of Far South would be unique to say the least.

Rmoahali stand up to 12 feet in height and weigh roughly 240 to 300 pounds. They always have fair-colored hair often light blond or snow white, but they do not have body hair. Their eye color ranges from pale blue or green to silver or golden. They have amazing memories, but they have trouble understanding the concepts of reasoning as they are a throwback to simpler times. Rmoahali have innate psionic powers that they manifest by tapping into the surrounding vegetation. They are one of the only races in the Lands of Harqual who can become psions. (Most other races are limited to taking the wilder class.)

Rmoahali Traits

Rmoahali have all the racial traits of elves, as per the *D&D PHB v.3.5*, modified by what is given on page 36 of *Frost & Fur: The Explorer's Guide to the Frozen Lands*. However, a few changes/clarifications must be made to the elf racial traits, in addition to what is listed in that book for World of Kulan. Thus, the compiled racial stats are listed below for completeness:

- +2 to Wisdom, -2 to Intelligence.
- Large-sized: As Large creatures, rmoahali gain a -1 size penalty to Armor Class, a -1 size penalty on attack rolls, and a -4 size penalty on Hide checks. But they must use larger weapons than humans use, and their lifting and carrying limits are twice those of Medium-size characters.
- Speed: Rmoahali base speed is 40 feet.
- Immunity to magic sleep effects, and a +2 racial saving throw bonus against Enchantment spells or effects.
- Low-light Vision. Rmoahali can see twice as far as a human can in starlight, moonlight, torchlight, and similar conditions of poor illumination.
- Racial Hit Dice: A rmoahali begins with two levels of humanoid, which provide 2d8 Hit Dice, a base attack bonus of +1, and base saving throw bonuses of Fort +0, Ref +3, Will +3.
- Racial Skills: A rmoahali's humanoid levels give it skill points equal to $5 \times (2 + \text{Int Modifier, minimum } 1)$. Its class skills are Hide, Listen, Search, and Spot. Rmoahali gain a +2 racial bonus on Listen, Search, and Spot checks.
- Racial Feats: A rmoahali's humanoid levels give it one feat.
- Psionics: Rmoahali with a Charisma Score of 10 or higher may manifest the following powers each once per day: far hand, psionic charm, and telepathic projection. Treat the rmoahali as a 1st-level telepath for all effects dependent on level. DCs are Charisma-based. (This replaces the Spell-like Abilities listed in Frost and Fur.)
- Automatic Languages: Barbarian and Elven. Bonus Languages: Draconic, Gnoll, Goblin, Orc, Sylvan, and any one regional barbarian tribe language (i.e. Waracou).
- Favored Class: Players may choose either the psion or sorcerer class as their rmoahali's favored class. Once the player has made this choice the decision cannot be changed. A multiclass rmoahali's favored class does not count when determining whether she suffers an XP penalty for multiclassing.
- Level Adjustment: +1.

Gray Elves (MM)

The gray elves of Harqual are a dead/dying race. Once a thriving race, the gray elves fell from prominence during the time in history known as the Black Wars. A vile warlord led 5,000 mercenaries into the gray elven land of Amylonyon destroying everything in their path. The land was blackened and infested with disease. (The region, now called Caer Amylonyon, has become a twisted, haunted swamp.)

The gray elves eventually destroyed the warlord and his mercenary army, but with their lands destroyed, the gray elves were forced to scatter. Some migrated to the Kingdom of the Silver Leaves but most disappeared from the world. Most believe they either migrated south to eventually become the desert elves of the Great Expanse (not likely) or left Harqual (and maybe even Kulan) altogether.

Several families of gray elves live amongst the ee'ar of the Sunus Mountains, as well as in the Greystone Mountain range. The families living in the Greystones are extreme isolationists and do not even welcome the dwarves of the mountain range into their communities (if you can even find them). The gray elves of Harqual have the same racial traits as the gray elves listed in *D&D Monster Manual v.3.5*.

Silver 'Wild' Elves

Silver 'wilds' are a sub-race of silver elves who live more like the barbarians of the Northlands than the silver elves of the Great Harqual Forest. They look exactly like silver elves but dress in a similar manner to forest elves. Silver 'wilds' favor the longsword instead of the rapier.

Silver 'wilds' can be found throughout the northern reaches of Harqual from the edge of the Great Forest to the Desinon Forest on the continent's northern shore. They are steadfast allies of the barbarians of the Northlands even more so than regular silver elves.

Silver 'Wild' Elf Traits

Silver 'wild' elf characters benefit from a number of racial traits:

- +2 to Strength, +2 to Dexterity, -2 to Constitution, -2 to Intelligence, -2 to Charisma.
- Medium-size. As Medium-size creatures, silver 'wilds' have no special bonuses or penalties due to their size.
- Weapon Proficiency: Silver 'wilds' receive the Martial Weapon Proficiency feats for the longsword, longbow (including composite longbow), and shortbow (including composite shortbow) as bonus feats.
- Silver 'wild' elf base land speed is 35 feet.
- Immunity to sleep spells and effects, and a +2 racial saving throw bonus against Enchantment spells or effects.
- Low-light Vision. Silver 'wilds' can see twice as far as a human can in starlight, moonlight, torchlight, and similar conditions of poor illumination.
- Silver 'wilds' gain 1 extra skill point at each level (or HD) because they must constantly train themselves to stay one step ahead of the dangers that surround them. In addition, silver 'wilds' gain a +2 racial bonus on Listen and Spot checks and a +4 racial bonus on Survival checks. Poorly suited to social interaction, silver 'wilds' suffer a -2 racial penalty to Bluff, Diplomacy, and Sense Motive.
- Automatic Languages: Barbarian and Elven. Bonus Languages: Centaur, Dwarven, Giant, Gnomish, Halfling, Orc, and Sylvan.

- Favored Class: Ranger. A multiclass silver 'wild' elf's ranger class does not count when determining whether he suffers an XP penalty for multiclassing.
- Level Adjustment: +0.

Other Variant Elf Cultures on Harqual

There are many other distinct cultures of elves on Harqual. Almost all of these distinct cultures are similar enough to the elves in the *D&D Player's Handbook v.3.5* that the differences are negligible. The main exception are the elves of the Tyrian Valley.

A few of these distinct elven cultures came into being after The Transformation but not all of them.

Aphranæn Elves

This race of elves came to Harqual during The Transformation. They were transported to Kulan from the Alternate Material Plane world known as Maran. They are similar to silver elves in outlook, but they have a unique history and culture that is too long to go into here.

What is known is that they have never heard of the Elven Gods and have a different patron god who they still venerate. Slowly, the Aphranæns are being exposed to the culture of the silver elves, and the two races are becoming close allies.

Aphranæns live almost exclusively in the forests of the Kingdom of Ahamudia, the land duplicated on Kulan from Maran. A small number of Aphranæns have migrated to the Great Forest to live amongst the silver elves, however.

Aphranæn elves have the same racial traits as the elves listed in the *D&D PHB v.3.5*; however, they have slightly altered language choices depending on where they live. All Aphranæn elves speak two distinct elven languages from Maran — Aphranæn and Vananean. They also speak Javeldian, the common language of the citizens of Ahamudia.

Aphranæn elves living in Ahamudia may choose the following languages as bonus languages: Bitran or Nihil. Aphranæn elves refuse to speak the Maran versions of Goblin and Orc; although, many of them understand these two languages. Aphranæn elves living in the Great Forest may choose either of the following languages as bonus languages instead of Bitran or Nihil: Elven or Sylvan.

Aphranæn elves, as a race, are not native to the World of Kulan; therefore, they have the Extraplanar subtype. However, an Aphranæn elf that is born in the Lands of Harqual is considered to be native to the World of Kulan, but a native Aphranæn elf would still be considered an infant at this time.

Elves of Korvosa

The elves living in the City-state of Korvosa are, for the most part, a unique race of elves from another world brought to the Lands of Harqual during The Transformation as were all Korvosans. They stand taller than the native races of the continent and their ears are larger and more pointed, but besides those obvious differences, they are quite similar to the native elves of Harqual in many regards. The Elven language they speak is nearly identical to the Elven language of Harqual. For game purposes, Korvosan elves use the standard racial traits listed in the *D&D PHB v.3.5*; although, they have different ranges for

height and weight (to be determined) and different language options: Add Taldane to and remove Common from Automatic Languages. Add Shoanti and Varisian to Bonus Languages.

The elves of Korvosa never refer to themselves as Korvosan elves. “Korvosan” is a generalized name given to them and the other demihuman races of Korvosa by native Harqualians, especially by the elves of the Far South, the Torin, and lightfoot halflings. The term is often used in a derogatory manner, which irritates all Korvosans including the city-state's human population. The elves of Korvosa refer to themselves as the Mierani, which pays tribute to their ancestry on their home world. This small group of elves has remained aloof towards the rest of the continent beyond the towns and denizens of region known as the Wild Shores.

Mierani elves, as a race, are not native to the World of Kulan; therefore, they have the Extraplanar subtype. However, an Mierani elf that is born in the Lands of Harqual is considered to be native to the World of Kulan, but a native Mierani elf would still be considered an infant at this time.

Elves of the “City-State”

The elves living in the City-state of Rhamsandron are as unique from each other as silver elves are from southern elves; although, one would be hard pressed to tell the difference between the cultural variations that exist between the various distinct elven races of Rhamsandron. In the “City-State,” elves are simply elves to its other citizens as are dwarves, halflings, gnomes, etc. Only when Rhamsandroni elves come into conflict with each other does the apparent differences in race and culture come into play.

Most elves of the City-State refer to themselves as either high elves or simply just as elves. There are many other names of unique elven sub-races such as gray, northern, southern, wild, and wood but so many of these names are similar to one of the native Harqualian races of elves that most humans outside of Rhamsandron don't really know the difference. In truth, besides the High Elves of the City-State, only a few of these unique races were duplicated on the World of Kulan during the time of The Transformation.

From an in-game perspective, standard elves from the city-state of Rhamsandron have the standard racial traits of elves listed in the *D&D PHB v.3.5*. High Elves are a unique sub-race described in the *Player's Guide to the Wilderlands* and can be found on page 24 of that d20 system sourcebook. Language isn't usually a barrier between the elves of the City-State and native Harqualian elves; although, conversations aren't perfectly uniform as there are many variations. As time progresses, communication between these new elves and native elves will become easier.

“City-State” elves are not native to the World of Kulan; therefore, they have the Extraplanar subtype. However, a “City-State” elf that is born in the Lands of Harqual is considered to be native to the World of Kulan, but a native “City-State” elf would still be considered an infant at this time.

Elves of the Far South

The elves living in the region of Harqual known as the Far South have the same stats as the elves listed in the *D&D PHB v.3.5*, except that they exchange longsword for short sword and rapier for scimitar under Weapon Proficiency. As well, they exchange sorcerer for wizard regarding their Favored Class, and they automatically speak Suar, the common language of the Far South, instead of Common.

Elves of the Far South live in small clans made up of related family members. These clans live together in large plantations growing cotton and grapes as well as raising domesticated antelope. These “southern” elves have abandoned the traditional elven way of life. They still worship many of the Elven Gods; although, most have turned towards worshipping Interloper Gods. These elves live more like humans do in the North and are often allies to the rakasta, lightfoot halflings, and rockwood gnomes of the Far South but not always.

Note that these “southern” elves are not the dominant race in the south; they are outstripped in numbers by lightfoot halflings, rockwood gnomes, the rakasta, and the Torin. They are usually more prominent than humans in most of the city-states of the Far South. Note, however, that since The Transformation brought dozens of new human-dominated cultures to Harqual, “southern” elves have become less dominant than humans in many regions. “Southern” elves have greater numbers than kitts, most half-breed races, and the civilized goblinoid races (i.e. hobgoblins) living in the city-states of the Far South.

Elves of the Tyrian Valley

The elves of the Tyrian Valley are another unique elven race brought to the Lands of Harqual during The Transformation. The Tyrian Valley sits on the eastern side of the Patron Mountains within the boundaries of the Great Expanse. Its strange culture is as unique as its unusual races.

While these unusual elves from another world have been mistaken for desert elves, they are completely different in mentality than the native desert elves of the Expanse. Desert elves have a united sense of tradition and honor amongst their own kind. Tyrian elves on the other hand aren't very united as a race, and they aren't much for the ways of honor.

This has led to conflict between the two elven sub-races, and the conflicts are often bloody. What the Tyrian elves lack in numbers they make up for with ferocity. Desert elves mockingly call the elves of the Tyrian Valley “savage elves” while other native Harqualian races often refer to them as the Feral. Tyrian elves have all the racial traits of the Elf entry in *Chapter 2: Races in the Dark Sun 3* PDF document, which can be downloaded from the DARK SUN Fan Website, [The Burnt World of Athas](#).

Tyrian elves, as a race, are not native to the World of Kulan; therefore, they have the Extraplanar subtype. However, a Tyrian elf that is born in the Lands of Harqual is considered to be native to the World of Kulan, but a native Tyrian elf would still be considered a child at this time.

Island-Dwelling Elves

This entry refers to those elves, which live a nomadic existence traveling the islands of the Karmine Sea. These “islander” elves are common in the Domain of Frey as well as the City-state of Shorel, and they are the dominant race of the City-state of Chanish. They are not as common in the Domain of Thyer or the Myriad Holds; although, they are a prominent race of the City of Cathafael, which is considered part of the Myriad Holds.

These “islander” elves have the same racial stats as the elves listed in the *D&D PHB v.3.5*, except that instead of being proficient with longswords and rapiers as well as longbows and shortbows they are proficient with scimitars, short swords, and tridents. The Swim skill is always a class skill for them, and they have a +2 racial bonus on Swim checks instead of the standard +2 racial bonus on Search checks. (Listen and Spot bonuses are unchanged. “Islander” elves don't have the

ability to detect secret or concealed doors.) Island-dwelling elves favor the ranger class instead of the wizard class and Aquan is an option under Bonus Languages.

Urban-Dwelling Elves

This refers to the many elves that have migrated into the human dominated cities of the North living there instead of in their own cities or in the wilderness. These “urbanite” elves have the same statistics as the elves in the *D&D PHB v.3.5*. However, urban elves can choose rogue or urban ranger as their Favored Class instead of wizard but once the choice is made it cannot be changed.

Note that elves living in the southern cities of the Far South are considered Elves of the Far South not urban elves. Urban-dwelling elves are (usually) found only as far south as the Chara Coast in the west and the Barony of Liran the Free City of Yuln in the east. The elves living in or near Selquin are considered “southern” elves.

FEY RACES OF HARQUAL

Fey creatures are rare on Harqual; they most often living in the Great Forest. However, a few fey are steadfast enough to become full-time adventurers. Those with diluted-blood are more likely not to abandon traditional allies or become distracted by something new and/or fun. Fey are also slow to trust outsiders, especially dwarves, humans, rakasta, and tabaxi. However, some fey (like satyrs) are quick to form bonds with elves, the dragontouched, halflings, rockwood gnomes, kitts, and the vonakindra. Other races are judged on a case-by-case basis.

BUCKAWNS

Buckawns aren't known for being overly friendly or outgoing, so they are the least likely (of those listed here) to leave Faerie and their secluded forest homes to travel the continent of Harqual. Buckawns stand 2 to 2-½ feet in height, have pale complexions, stringy white hair, and black piercing eyes. While they are not evil, they prefer the darkness. Sunlight makes them uncomfortable; although, it doesn't actually hurt them.

A buckawn living on the Material Plane might befriend a clan of elves or family of halflings but these occurrences are extremely rare. Buckawns make solid companions once they overcome their natural xenophobia. Regardless, they will always be aloof and a little cold-hearted.



FEYTOUCHED (FIEND FOLIO)

Feytouched characters are the most likely to be encountered on Harqual, even more than half-fey and pipers. Feytouched are the result of a family having a fey heritage on one or even both sides. Most often, a feytouched has a humanoid parent and a half-fey parent who grew up on the Material Plane. This is more common amongst feytouched with human ancestry and less common if the character has an elven parent. Other common non-fey parents are halflings, rockwood gnomes, and kitts. Only rarely will a feytouched have a more exotic non-fey parent such as an aarakocra, dwarf, giant, or rakasta. [Those with an aarakocra parent have a chance to be able to fly (25%) or glide (50%).]

Feytouched are often rogues or bards (favored class), but those living a more rural lifestyle are often choose to become druids and/or rangers. They rarely become true clerics; although, those feytouched with a barbarian heritage are often shamans. Those few feytouched who do become clerics, often worship the Daghdha or another nature god.

For more about Feytouched, see *D&D Fiend Folio*, page 71.

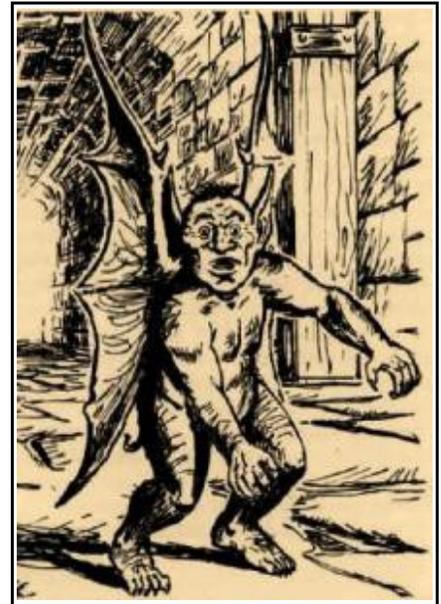
FREMLINS

Fremlins are tiny gremlins with fairy-like wings that are both friendly and mischievous. They are roughly a foot tall and range in color from slate gray to blue green. They tend to be plump and are known for being lazy. They make great companions to those willing to put up with their pranks. However, fremlins will leave any master or companion who mistreats it.

Fremlins are quick and agile and often work with local thieves' guilds, or they live with working class commoners and experts. They help with keeping a home tidy and work up-to-date in exchange for food and fun. A bored fremlin is not something anyone wants, so those with a fremlin living in their home go to great lengths to keep the little creature happy.

Fremlins living on the Material Plane most often do so with gnomes, halflings, elves, and humans. They rarely live with dwarves or other races strongly aligned towards law. They aren't as picky about living with evil races and have been found living amongst orcs, gnolls, and goblins.

Fremlins sometimes worship the North God of Rogues and Illusions, Kuil.

**Fremlin Traits**

Fremlin characters benefit from a number of racial traits:

- -2 to Strength, +4 to Dexterity, +2 to Wisdom.
- Tiny-sized. Fremlins gain a +2 size bonus to AC and attack rolls and a +8 size bonus to Hide checks, but they must use smaller weapons than humans use, and their lifting and carrying limits are one-half of those of Medium-size creatures.
- Fey: Fremlins are fey, and are therefore immune to spells that only affect humanoids, such as *charm person*.
- Fremlin base land speed is 15 feet. They can also fly at a speed of 50 ft. with average maneuverability.
- Darkvision out to 60 feet. Darkvision is black and white only, but it is otherwise like normal sight, and fremlins can function just fine with no light at all.
- Low-light Vision. Fremlins can see twice as far as a human can in starlight, moonlight, torchlight, and similar conditions of poor illumination.
- Fremlins receive a +8 racial bonus to Listen checks, due to their large ears and keen hearing. Fremlins receive a +4 racial bonus to any one Craft and any one Profession skill. Fremlins may use the Profession skill untrained.
- Sleep (Su): A fremlin has the ability to use sleep as an innate supernatural ability as per the spell cast by a 10th-level sorcerer. The fremlin can use this ability 3 times per day.
- Automatic Languages: Common and Sylvan. Bonus Languages: Elven, Gnoll, Gnome, Goblin, Halfling, Orc.
- Favored Class: Rogue. A multiclass fremlin's rogue class does not count when determining whether he suffers an XP penalty for multiclassing.
- Level Adjustment: +5

HALF-FEY (FIEND FOLIO)

Most people on Harqual understand the concept of half-elves, but, if a stranger introduced him or her self as a half-fey most would either stare blankly at the stranger or laugh their butts off. Most common people see fey creatures as either mythical creatures from Harqual's past or pure fiction. This comes from the extreme rarity of *true* fey creature on Harqual. Most fey actually live on the Plane of Faerie, which is coexistent with the Material Plane. Only rarely do, say spite, for example, *settle* on the Material Plane. More often fey simply *visit* during the late evening or during seasonal celestial events. However, the more nature-connected fey such as dryads, fossergrims, nymphs, oreads, and sirines are tied directly to the Material Plane. Other, darker, fey are usually outcasts of Faerie forced to live on the Material Plane (i.e. spriggan).

Thus, half-fey are rarely encountered on Harqual (as well as in the rest of the world). More often a half-fey is born in Faerie living their entire lives there. Only rarely will the sidhe, an elf-like fey race, allow a half-fey to be born and live their lives on the Material Plane. This is done when the non-fey parent is a long-lived race. Thus, half-fey are most often encountered living amongst elves, northern dwarven races, and sometimes rockwood gnomes. The non-fey parent usually goes out of his or her way to raise the child in isolation as not to be tempted by darkness. Of course, maturing half-fey tend to become fascinated by the world around them and slip away in the middle of the night to go adventuring with their more mundane friends (i.e silver and forest elves, hairfoots, hill dwarves, and sometimes half-elves).

Half-fey have a strong bond with nature and magic, and thus, many of them become bards, druids, rangers, or sorcerers. Those with a human parent are more likely to take to being a wizard than a sorcerer, however. Half-fey are treated as half-elves when it comes to whether or not they have a favored class. Half-fey clerics are very, very rare. Most would choose one of the Deities of the Seelie Court (or Unseelie Court if evil) as their patron. Damh the Fey One, a member of the Seelie Court, is also a North God and is the most likely to be worshiped.

Note: While the description of the Plane of Faerie in the *D&D Manual of the Planes* says that the Seelie and Unseelie Courts are found on that plane, that is not the case in my cosmology. Both the Seelie Court and Unseelie Court are planes unto themselves. The Seelie Court wanders the Outer Planes only rarely moving into the Inner Planes or Plane of Twilight. Titania, Oberon, Damh, Eachthighern, Emmantiensien, Nathair, and Verenestra are the major deities of the Seelie Court. The Unseelie Court is located on Pandemonium and the Queen of Air and Darkness is the only major deity of that godly realm. The Plane of Faerie is home to buckawns, fremlins, satyrs, sprites, and the sidhe. The gema (see below) are one of the few fey races actually native to Harqual.

SATYRS (MM)

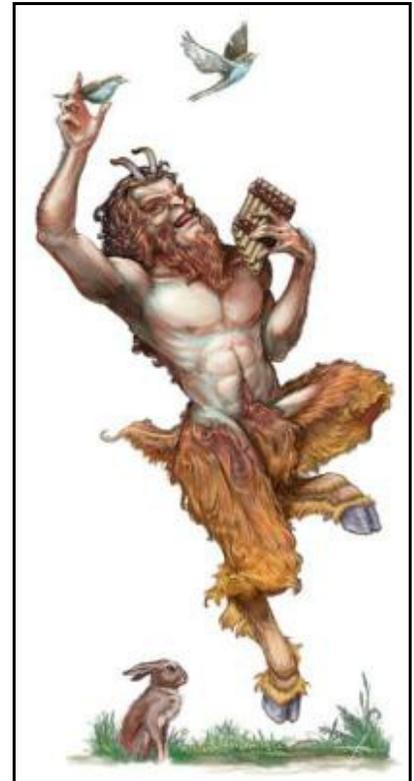
Satyrs are one of the more likely creatures of Faerie to migrate to the Material Plane and live on Kulan. This is common on Harqual. Native satyrs can be found exclusively in the Great Forest and are great friends of elves, half-elves, and the vonakindra. They are often drawn to hairfoots and humans when they first meet them. They get along famously with kitts, but they find the rakasta too proud. Satyrs don't like dwarves and half-orcs as much; although, they soon respect a dwarf's ability to drink as much as they can. Most satyrs of the Great Forest have never had contact with the rockwood gnomes of the Far South; although, many of them have heard of the gnomes from visiting satyrs from Faerie.

Native satyrs rarely travel far from the Great Forest. Why this is, no one knows. Most are glad that they don't as they would soon spread across the entire continent. Some sages speculate that native satyrs can't reproduce outside the boundary of the Great Forest and we all know how satyrs behave.

Satyr Traits

Native satyrs have all the racial traits listed in the *D&D Monster Manual v.3.5* (pg. 220) with the following changes:

- +4 to Dexterity, +2 to Constitution, +2 to Intelligence OR +2 to Wisdom, +2 to Charisma.
- Fey: Satyrs are fey, and are therefore immune to spells that only affect humanoids, such as *charm person*.
- Automatic Languages: Elven, Sylvan. Bonus Languages: Common, Giant, Halfling.
- Favored Class: Players may choose either the bard or ranger class as their satyr's favored class. Once the player has made this choice the decision cannot be changed. A multiclass satyr's favored class does not count when determining whether she suffers an XP penalty for multiclassing.



Faerie Satyr Traits

Faerie satyrs have all the racial traits listed in the *D&D Monster Manual v.3.5* (pg. 220) with the following changes:

- +2 to Dexterity, +2 to Constitution, +2 to Intelligence OR +2 to Wisdom, +4 to Charisma.
- Fey: Faerie satyrs are fey, and are therefore immune to spells that only affect humanoids, such as *charm person*.
- Special Qualities: Damage reduction 10/cold iron.
- Automatic Languages: Sidhe, Sylvan. Bonus Languages: Common, Elven.
- Favored Class: Players may choose either the bard or sorcerer class as their faerie satyr's favored class. Once the player has made this choice the decision cannot be changed. A multiclass Faerie satyr's favored class does not count when determining whether she suffers an XP penalty for multiclassing.
- Level Adjustment: +3.

Pipers (Bastards & Bloodlines)

Native satyrs often sire children with female forest elves and more rarely with a silver elf female. These half-satyrs are not born half-fey as the power of Faerie isn't as strong in the blood of a native satyr. These half-satyrs are known as pipers and can be either male or female. Also known as pucks, these humanoids are often raised by their elf parent. Rarely will the piper's satyr father raise the child in the wild; more often, they leave the child with a circle of druids.

A piper stands roughly 5 feet to 5-¼ in height and weighs as much as an elf does. Male pipers are sometimes born with cloven hoofs (20% of the time) and grow short goatees by their tenth summer. Female pipers look more elven than

males with delicate features and normal feet. Both male and female pipers have sumptuous black to light brown hair and piercing deep green to sky blue eyes.

Pipers are very rare creatures beyond the boundaries of the Great Forest but have been known to adventure in the more northerly reaches of the Eastern Shores and the Wild Plains. Pipers are usually on good terms with rogues, rangers, druids, and bards. They treat sorcerers and barbarians with great respect but have trouble relating to fighters and wizards. Pipers often worship an elven deity, such as Erevan or Melira, or the Fey One.

See the Green Ronin sourcebook *Bastards & Bloodlines: A Guidebook to Half-breeds* for more details about pipers including racial statistics.

THE GEMA

Verminoid fey-spiders of crystalline beauty, the gema are found only on Harqual in the Crystal Cairns near the Cadra Forest, hibernating in the summer and weaving their webs in the spring. Their fur-less bodies can pass for ice and snow to the distracted traveler.

Gema are one of the few native fey races on Harqual and none of their kind exists on Faerie. However, there are gema on the plane known as Serenity. This plane is a demiplane that can only be found by traveling to the deepest parts of the Ethereal. The plane is said to have broken off from Faerie at some points and many planar sages believe some schism between the gema and the sidhe was the reason.

Gema greatly respect the members of the Seelie Court, but they rarely worship one of the Sylvan Gods. More often they choose one of the North Gods or Interloper Gods as a patron (see below). Gema have an innate ability for magic and most are either sorcerers or druids. They also have a love for psionics and many become wilders and sometimes even psions.

A gema's favored class is sorcerer. Gema may also become bards, clerics, druids, rogues, psions, wilders, and wizards. Gema make poor fighters but have been known to become rangers. Gema cannot be barbarians, paladins, monks, or psychic warriors.

Gema druids worship either the Daghdha or Ehlonna. Gema clerics usually choose one of the following deities as their patron: Calphas, the Daghdha, Damh, Ehlonna, Immotion, Kuil, Olidammara, and Xan Yae. They may also choose any dwarf or gnome deity as their patron but cannot take the Dwarf or Gnome Domains respectively.

Gema Traits

Gema characters benefit from a number of racial traits:

- -4 to Strength, +6 to Dexterity, +2 to Intelligence, +4 to Charisma.
- Medium-size. As Medium-size creatures, gema have no special bonuses or penalties due to their size.
- Fey: The gema are fey, and are therefore immune to spells that only affect humanoids, such as *charm person*.
- Weapon Proficiency. Gema receive the Martial Weapon Proficiency feats for the long spear and short bow as bonus feats.
- Speed: Base land speed is 20 feet. Gema can also climb at a speed of 10 feet.
- Darkvision out to 60 feet.
- Low-light Vision. Gema can see twice as far as a human can in starlight, moonlight, torchlight, and similar conditions of poor illumination.

- Gema are immune to *sleep* attacks and abilities.
- Gema gain a +4 bonus to all saves versus mind-influencing effects and spells or spell-like effects from the Enchantment school.
- Racial Hit Dice: A gema begins with two levels of fey, which provide 2d6 Hit Dice, a base attack bonus of +0, and base saving throw bonuses of Fort +0, Ref +3, Will +3.
- Racial Skills: A gema's fey levels give it skill points equal to 5 x (6 + Int Modifier, minimum 1). Its class skills are Climb, Hide, Jump, Listen, Move Silently, Spot, and Survival. Gema receive a +4 racial bonus to Hide and Move Silently checks when in the Crystal Cairns or in any crystal forest.
- Racial Feats: A gema's fey levels give it one feat.
- Reflective Carapace (Ex): A gema's shiny carapace reflects lightning bolts, and other electrical attacks, 10% of the time back at the caster; otherwise they are merely negated. Check for reflection before rolling to overcome the creature's spell resistance.
- Stability (Ex): Gema are more stable because of their multiple legs, gaining a +4 stability bonus against trip attacks.
- Vitriifying Poison (Su): The victim of a successful bite must make a Fortitude save (DC 11). Failure means the victim is slowed, as per the spell cast by a 3rd-level sorcerer. Failing the second save one minute later causes the victim to start vitriifying (turning into glass).
- Web (Su): Gema can attack with its web up to three times per day. This is similar to an attack with a net but has a maximum range of 35 feet, with a range increment of 5 feet, and is effective against targets of up to Large size (see page 119 in the *D&D PHB v.3.5* for details on net attacks). The web anchors the target in place allowing no movement. An entangled creature can escape with a successful Escape Artist check (DC 25) or break the crystalline web with a successful Strength check (DC 20). The web has a hardness of 1, 8 hit points and takes half damage from fire.
- Automatic Languages: Sylvan. Bonus Languages: Centaur, Elven, Lumin, and Sidhe.
- Favored Class: Sorcerer. A multiclass gema's sorcerer class does not count when determining whether she suffers an XP penalty for multiclassing.
- Level Adjustment: +7.

THE SPRITES (MM)

Sprites are, well, sprites. This includes grigs, nixies, and pixies. These fey races very rarely leave Faerie permanently as Harqual is a dangerous place with many dangerous, violent humanoids and worse. Those that do are usually pixies who choose to live in the lands of the Kingdom of the Silver Leaves. A few grigs were known to live with the forest elves of the Knotwood before it fell into evil and darkness. Nixies rarely live on the Material Plane; however, the majority of them that do live on the Material Plane live on the other continents of the world not on Harqual. Their numbers are so few on Harqual due to the chaotic nature of the continent's lakes and rivers.

After the death of Tulle the River God, during the early part of Divinity War, the continent's waterways did not have a deity to tame them. Thus, rivers started flowing in all sorts of unnatural directions. However, things are a little better now as there are enough nature deities to tame the waters, and the nixies have started to revisit Harqual but most of them will

never risk the chaotic waterways permanently. The death of Tulle as well as many of the other North Gods is what drove away the sprites and why their are so few of them native to the continent.

Pixie Traits

Pixies are available as a PC race and their racial traits can be found in the *D&D Monster Manual v.3.5* (pg. 236) with the following changes:

- -2 to Strength, +4 to Dexterity, +2 to Intelligence, +2 to Wisdom, +2 to Charisma.
- Fey: Pixies are fey, and are therefore immune to spells that only affect humanoids, such as *charm person*.
- Automatic Languages: Elven and Sylvan. Bonus Languages: Common, Giant, Halfling.
- Favored Class: Players may choose either the rogue or sorcerer class as their pixie's favored class. Once the player has made this choice the decision cannot be changed. A multiclass pixie's favored class does not count when determining whether she suffers an XP penalty for multiclassing.
- Level Adjustment: +4; pixie PCs cannot have access to *Otto's irresistible dance*.

Thorns (MM 3)

Thorns are the elite warriors of the sprites, but they are not native to the Lands of Harqual; however, often a thorn will be sent to the Material Plane to protect or rescue sprites from the big races. Thorns despise orcs and goblins and they aren't fond of humans either, but they tolerate them as long as they don't get in their way. Thorns greatly respect elves, gnomes, halflings, and the rakasta and have been known to form lasting friendships with them. Thorns consider dwarves to stoic.

MINOR FEY RACES

There are few fey races that live in the Lands of Harqual beyond those already mentioned; however, there are several worth noting — the breshidi, the forlorn, shatjan, spriggans, the fey of the green, and the winter fey.

The Breshidi

The Breshidi of the City of Cardamere appear to be a race of blue-green-skinned fey-folk. At least, that is the rumor circulating through the cities of the Nebral Peninsula and the Far South. In truth, no one knows for sure what kind of creature the Breshidi are. They are unique beings that defy explanation. Some believe they are Outsiders while others who have seen one describe them as being monstrous with wicked claws and jagged teeth. Others swear they look almost angelic with fine features and lilting voices. Most sages believe that they are fey and that they often mask their appearance with illusions and polymorphing spells.

As a race they have had little contact with other races since being brought to Harqual beyond the humans of the City of Aatente and a man from Xcellian named Randolph Baer. The story of how Baer came to gain the trust of the Breshidi



remains cloaked in secrecy. (It is known that he use to be a vizier for the Merchant Lord of Xcellian, Anders Carrin, but beyond that no one really knows or is willing to tell the tale.)

The Breshidi continue to remain a mystery as does their city. Cardamere, often called the City of Fear by those who wish to gain a foothold there for their own dark purposes, is nearly impossible to enter by any means. The city's walls are made of a strange rock-like substance, which isn't affected by spells that normally work against stone. It is impossible to *scry* into the city or to pass over the walls by magic. Even the most powerful teleportation magic fails. The City of the Breshidi is only open to the citizens of Aatente and those granted the right of entry by Randolph Baer.

Those that have visited the city rarely talk about the experience with those that haven't been allowed into the city. Those that have watched and recorded those allowed to enter the city note that almost all are followers of Immotion or another good-aligned deity dedicated to magic or knowledge.



The Forlorn

The fey race known as the Forlorn is an offshoot of both the sidhe and the elves of the Far South. After the end of the Mortals War, a group of wicked sidhe that fought alongside the followers of the Sword Gods were left without a home. As expatriates of the Plane of Faerie, these sidhe were not welcome in the Unseelie Court and they had no choice but to settle in the Lands of Harqual.

They chose to settle on the Savanna of the Mist in the Far South and immediately came into conflict with the rakasta prides living there. Pitched battles were fought with numerous casualties on both sides. To increase their numbers, the sidhe made pacts with several bands of southern elves known for their own wicked ways. The Savanna of the Mist became a bloody battleground during the time of the Black Wars.

The sidhe and elves worked and lived together as near equals with the sidhe often taking the lead in matters of war. As time moved forward, the two races began to mate with each other in order to replenish their losses; however, the resulting children matured slowly and were useless on the battlefield. The sidhe turned to magic to solve their problem. They used powerful magic to blend their own souls to those of the southern elves.

The result was the Forlorn.

The magical process twisted the magical-crossbreeds into gaunt, albino humanoid-like fey with black hair and red eyes with no pupils. The Forlorn were able to breed faster than sidhe or elves and their numbers grew. So fast that many of the elves allied with the sidhe became frightened by the resulting crossbreed. The alliance fractured and soon the savanna became a three-pronged war of sidhe & Forlorn against the rakasta & their allies (i.e. rockwood gnomes) against the elves previously allied with the sidhe known as the Black Bands.

By the end of the Black Wars, the Forlorn soon outnumbered the sidhe, and they rebelled against their masters. The Forlorn were tired of war and sued for peace. While the Black Bands refused to stop fighting, the rakasta agreed to cease hostilities as long as their traditional hunting grounds were vacated. The Forlorn agreed asking only for the lands surrounding their main fortress, which would become the City-state of Dyhan.

The elves were eventually forced to surrender by the combined forces of the Forlorn, the rakasta, and a half-a-dozen bands of elven mercenaries (traditional enemies of the Black Bands) on the site of what would eventually become the City-state of Lauaefal, The Elfin City. (This city-state was founded by the elven mercenaries.) Tensions in the region remained high for hundreds of years and old enemies were rarely forgiven.

After the end of the Black Wars, the Forlorn retreated into their fortress and began to try to put the horrors of war behind them. They turned towards the arts and soon they were known for having the best bards and craftsmen anywhere in the region. Their art reflected their dark history and moods, however. The Forlorn City is a somber place and its citizens rarely crack a smile even when happy. The Forlorn's high birthrate has forced them to strictly control mating, which is one of the race's few true pleasures.

Spriggans (Fiend Folio)

Spriggans are found in many of the forests and jungles of the Lands of Harqual, but they prefer to live where elves and forest gnomes don't dominate; therefore, they are rarely found in the Great Forest of Harqual or in the Heverkent Forest of the Far South. More often, they are found in the woodland areas beyond the edges of those great forest or in one of the other darker forests of the continent such as the Imperiumi Forest on the Ragik Peninsula or the Lilliputian Jungle of the Thenin Peninsula.

Spriggans prefer to live in solitude and they move around a lot, so discovering where a spriggan dwells isn't easy by any means. They prefer to lair underneath old, abandoned ruins. Their burrows are dank and fetid places guarded by mean-spirited dire wolverines or worse. Spriggans have been known to form temporary alliances with each other. These packs roam the region around their wooded homes attacking any intruders from ambush. Spriggans use their unnatural stench to torture those they capture in ways best left unsaid.

Solitary spriggans living in the Far South often disguise themselves as ugly-looking rockwood gnomes and then enter the many city-states of the region to steal supplies and food. They enjoy killing gnomes and goblin-kin whenever they can, and they make sure their victim suffers before striking the killing blow. The average citizen of the city-states of the Far South won't recognize a spriggan for what it is as they are almost unheard of in tales. More often, these people will think that a spriggan is a dark one or a strange-looking of goblin.

The spriggans of the Imperiumi Forest are a real danger throughout the region. They control great swaths of the forest with hidden burrows everywhere. This is the one place where spriggans thrive. These fey were longtime allies of the Sword Imperium in ages past; however, they fell out of favor with the Empire shortly after the Second Ogre War. The spriggans allied themselves to the ogres as assassins, and the damage they did to the noble house of the Imperium is still being felt today. The Last Emperor paid 100gp per spriggan head, but after his death, this bounty was forgotten by all but the organization known as the Blades of the Emperor, which still hunts spriggans mainly for sport. However, the spriggans usually kill two Blades for every kin they lose.

The Fey of the Green

There are certain types of fey that tied more directly to the Material Plane due to their strong connection to nature, which druids often call the *green-fey*. (This name is a bit misleading as these types of fey aren't always tied to forests. A better name would be "elemental-fey," but in my opinion that would be confusing from a in-game perspective.)

Green-fey are those fey creatures that didn't have the option to retreat to Faerie during the Divinity War. They were stuck on Harqual to deal with the aftermath of dead deities and mortals.

Dryads and nymphs are the most common of these nature-loving fey creatures; therefore, they are the green-fey that most common people have heard folktales about while sitting around campfires. However, the others listed below are just as important to the well-being of the continent's natural places.

Dryads (MM)

Dryads are the living souls of trees. In any place where trees grow, you can find a dryad. They are common in the Cadra Forest, the Great Forest, the High Forest, and the Verdalf Forest. They are rarely found north of the Greystone Mountains and nearly unheard of in the lands of the Far South. Dryads were one of the favored followers of the god named Thorn, The Tree Friend, who died during the Divinity War. That's god's death left many dryads bitter and many of them are considered to be chaotic neutral as a result. A few dryads actually fell to become Unseelie but they are very rare. These Unseelie dryads are most often found in the Imperiumi Forest on the Ragik Peninsula. There are rumors of degenerate dryads that live on Teverroot Island and that they drink the blood of humanoids.

Dryads often come into conflict with humanoids (especially humans) who cut down forests for farmland. This is a growing problem as populations continue to rise after centuries of instability and war. Dryads aren't sure which is worse, war or peace. In ages past, huge swathes of woodlands were cut down to make siege engines for war while now entire forests fall to axes so that humanoids may grow their crops. Some dryads believe war is better and have been known to manipulate orcs into attacking humans in hopes of reducing both races numbers. It is not considered a popular behavior by most of the druid enclaves and the silver elves of Kingdom of the Silver Leaves believe it is counterproductive. Other elves have been known to think it is funny.

Note that when scholars talk about dryads, they mean both dryads and the hidden fey creature known as the hamadryad (CCR, pg. 95) that also lives in the forests and jungles of the Far South as well as anywhere else on the continent. Hamadryads are common in the Heverkent Forest and the Merewood but they are less common in the Lilliputian Jungle and small forests of the Far South such as the Malloewood and the Varwood. The hamadryads of Heverkent have no tolerance for loggers, and they have been fighting a guerrilla war against the denizens of The Loglands for centuries. Hamadryads are also common in the Desinon Forest and the Nashee Forest as well as the more isolated taiga forests of the Northlands. Hamadryads can be found in the Storm Jungle but their number there are dwindling due to the depredations of the tabaxi.

Fossergrims (Fiend Folio)

In the Lands of Harqual there are many wondrous places of incredible beauty. These remote locations often display grand rivers, lakes, and water-bound spectacles, which often defy the logic of the natural world. These wonders are sometimes the result of humanoid intervention, but more often they are due to the legacy of the death of Tulle the River God. Tulle was one of the deities of the Pantheon of the North before the Divinity War erupted. The North God was one of the first of his pantheon to be killed and the resulting chaos of his death can still be felt to this day. Rivers often flow in unusual patterns all across the continent and there are the Legacies of Tulle, magical anomalies in the waterways and watersheds, which can be both wondrous and frightening to behold.

The River God's death did more than skew the flow of water; Tulle's death also brought great suffering to the green-fey that worshiped him. Many of them were either killed outright or went completely mad. Those that survived the turmoil intact struggled to come to terms with the changes happening to their beloved lakes, rivers, streams, and waterfalls. The fossergrims were some of the hardest hit of these devotees to Tulle. Rivers dried up, which left many fossergrims homeless as their waterfalls disappeared. Those that didn't die went insane or degenerated into wicked Unselie.

Other strange rivers sprung up with unnatural features and denizens, and soon there new waterfalls to be protected; however, these new waterfalls were strange and unnatural by their very nature and the fossergrims that chose to migrate to them often were warped in esoteric ways becoming touched by the loosed divinity (*) of Tulle. For nearly a century after Tulle's death, the rivers and streams of the continent ran not only with the waters of the natural world but also with the godsblood (*) of the fallen River God.

Now, over a millennium later, the effects still linger in the bodies and souls of water-dwelling green-fey.

*See the Malhavoc Press event book *Requiem for a God* for more details on the rules for these terms.

Nymphs (MM)

Nymphs are directly tied to the sacred places of the world. They are the heroines of tales of legendary beauty, but they are more often the antagonists of tales of nature's fury. Nymphs are protectors of the wild places throughout the Lands of Harqual, and they take their responsibilities very seriously. They will always help wounded animals and woe to those that did the wounding. For while nymphs are good-hearted by nature, they will kill anyone who despoils nature whether it was on purpose or not.

If the despoiler is lucky, then an enraged nymph might only blind him or her.

Nymphs have a great love for the water and often live near lakes and major rivers. While not all nymphs are directly tied to the waterways, many of them can be if a particular waterway passes through the region they protect; therefore, many nymphs were affected nearly as much as the fossergrims and sirines by Tulle's death. Only a few of them died but many of those that survived went a little mad; therefore, some nymphs are chaotic neutral instead of chaotic good and a select few are chaotic evil.

Oreads (Fiend Folio)

Oreads are to mountains what dryads are to forests and fossergrims are to waterfalls. These fey protectors are unyielding towards those who would defile their mountain homes. They despise dwarves who relentlessly dig through the heart of a mountain for gems and veins of precious metals and for high & hill dwarves the feeling is mutual. Entire dwarven clans have been wiped out by enraged oreads leading bands of evil humanoids or giants; therefore, high & hill dwarves have no love for oreads, and they hunt them relentlessly.

As a result, oreads are one of the rarest of the green-fey on Harqual. They are extinct in the Greystone and Kul Moren mountain ranges. They are also rare in the Hinderfall Mountains as they often find themselves in conflict with the rockwood gnomes of the Realm of the Little Trees. However, they are found in almost every other mountain range on the continent and are quite common in the Aragar and Kaltar mountain ranges in the Northlands, the Reth Mountains on the Storm Peninsula, and the Patron Mountains of the Great Expanse.

Sirines (MM 2)

The death of Tulle was as traumatic for these fey as it was for the fossergrims. Just like many fossergrims, many sirines went mad after The River God's death. The legacy of this trauma is that sirines are greatly feared by common folk as there are hundreds of tales about these beautiful yet mad water maidens luring people to their deaths. Sailors greatly fear them and with good reason. An insane sirine takes great pleasure in luring men of all races to a watery grave.

However, it is important to note that not all sirines are insane. Many sirines managed to survive the chaos of the aftermath of Tulle's death with their minds intact, and while normal sirines by nature aren't good-hearted, they are fun-loving creatures. Sirines love to sing, dance, and drink while laughing the whole time. They often pay homage to Damh or Dionysus and they enjoy the company of mortals even if for only a short period of time.

Sirines are naturally flighty and will often abandon a new companion without any thought to that companions feelings. They aren't trying to be cruel, but for mortals, it can appear that way. Sirines enjoy the company of men (and women) of all races, but they never form lasting bonds with such paramours; however, they have been known to give small, nonmagical gifts to those that manage to charm them with only their words and companionship.

While this general information gives a good overview of the sirines of Harqual, it is important to note that there are exceptions. The best example of this are the sirines living in the waters of the Sword Gulf. These good-hearted sirines are devoted to the Peace Goddess whose essence is trapped in the waters of the gulf. Sirines devoted to Hela are one of the few creatures that can hear the words of the goddess in the waves of the sea and the pounding of the surf on the shoreline. Sirines devoted to Hela are always chaotic good.

The Winter Fey

These unique fey dwell in the Northlands on Harqual, and they rarely interact with other types of fey creatures. The winter fey do not consider themselves subjects of Faerie or the Seelie or the Unseelie Courts. They are bound to the frozen lands of the World of Kulan whether it be the Lands of Harqual or one of the other continents (i.e. Kanpur).

Note that not all winter fey have the Cold subtype as noted on page 113 of *Frostburn: Mastering the Perils of Ice and Snow*, but they do all related to a northern climate in some fashion. (The domovoi are the best example of a winter fey without the Cold subtype.)

Domovoi (Frostburn)

Domovoi are small yet helpful fey creatures that live throughout the villages, towns, and cities of the Northlands. They are often called "hearth beards" by high dwarves and "sootfoots" by northchild halflings. Domovoi are children of the hearth and flame, and they love to watch over their charges whether it be a township of humans, a tribe of northerners, a clan of dwarves, or a band of elves or halflings.

Domovoi are common in the Kingdom of MaShir where they have equal status as citizens as well as in the Icefoot Woods of Ahalgot, the City-state of Reims, the Twilight Lands, and the Nashee Forest. They are welcome in the Archbishopric of Coldstone but they rarely receive equal treatment in that land. They are not welcome in evil places such as the City-state of Hoarfrost and the Blighted Lands of the North.

Most communities are smart enough not to abuse a local domovoi but those that do soon regret it. Domovoi are quick to anger when mistreated and they'll either cause trouble for those who do or simply abandon the abuser taking the firewood with them. Domovoi are available as a PC race and they have all the racial traits listed on page 122 of *D&D Frostburn: Mastering the Perils of Ice and Snow*.

Ice Sprites (Frost & Fur)

While this creature is called a sprite, it has little in common with those fey creatures. It does share the same heritage as other sprites but that is where the similarity ends. Ice sprites left the circles of Faerie ages ago and now dwell exclusively on the Material Plane. No one is sure why the ice sprites did this but most sages that are aware of the schism believe it to be based on differences in religious ideology.

Ice sprites worship Uller, the Interloper God of Hunting, Archery, and Winter, exclusively. Ice sprites devotion to The Winter God often reaches a fanatical pitch on nights when the moon is full as bands of the fey rush out into the frozen night air hunting snowshoe hares, arctic foxes, and even ice drakes. Ice sprites love the hunt and are naturally proficient with bows of all kinds. They fight with winged hunting dogs while on the hunt, which can be quite a sight as the group swoops down on their prey.

Ice sprites are found throughout the frigid plains and taiga forests of the Northlands. However, they are encountered most often near the Wisp Wood and on the Frigid Plains in the west as well as the region known as the Lashee Divide in the east. Ice sprites are often seen in the City-state of Woodend trading pelts and handmade crafts to local merchants for metal weapons and tools as well as hardtack bread and dried fruits and vegetables. Ice sprites have a taste for dried apple chips almost as much as they do for fresh meat.

Ice sprites speak Sylvan.

Ice Sprite Traits

Ice sprite characters benefit from a number of racial traits:

- -2 to Strength, +2 to Dexterity, +4 to Charisma.
- Fey: Ice sprites are fey, and are therefore immune to spells that only affect humanoids, such as *charm person*. Ice sprites have the Cold Subtype.
- Small. Ice sprites gain a +1 size bonus to AC and attack rolls and a +4 size bonus to Hide checks, but they must use smaller weapons than humans use, and their lifting and carrying limits are three-quarters of those of Medium-size creatures.
- Weapon Proficiency: Ice sprites receive the Martial Weapon Proficiency feats for the longbow (including composite longbow) and shortbow (including composite shortbow) as bonus feats.
- An ice sprite's land speed is 20 feet. It also has a speed of 40 feet when using its ice meld ability.
- Racial Feats: An ice sprite receives Ice Hearing as a bonus feat. This feat is described on page 71 of *Frost & Fur: The Explorer's Guide to the Frozen Lands*.
- Ice Meld (Su): As a full-round action, an ice sprite may meld with any body of ice. While within a body of ice an ice sprite may not be attacked; however, the only sense the ice sprite can use is its Ice Hearing (a silent enemy will be

undetected). The ice sprite may exit the ice as an additional full-round action. Use of this ability provokes attacks of opportunity.

- Spell-like Abilities: 5/day – *ray of frost* (DC 14); 3/day – *expeditious retreat*, *obscuring mist*. Caster level 4th.
- Damage reduction 10/cold iron.
- Spell resistance 16 + class levels.
- Automatic Languages: Sylvan. Bonus Languages: Auran, Barbarian, Centaur, Elven, Twilightspeak, and Waracou.
- Favored Class: Ranger. A multiclass ice sprite's ranger class does not count when determining whether she suffers an XP penalty for multiclassing.
- Level Adjustment: +4.

Rusalka (Frostburn)

These aquatic-dwelling fey are to the winter fey what sirines are to the green-fey. They are the children of the waterways, but they dwell exclusively in the northern lands. Unlike sirines, rusalka never considered Tulle to be their patron deity, but many of them mourned The River God's passing. However, the waterways in the Northlands were the least affected by Tulle's death; therefore, rusalka are less likely to be crazed as some of the aquatic green-fey. Rusalka primarily worship Larea, The Hunting Princess, as their patron deity but some have been know to worship Lokun, The Sky Traveler.

Note that while rusalka are usually chaotic neutral, they aren't limited to that alignment. Rusalka are children of the Balance as much as they are children of the waterways; therefore, they can be of any neutral alignment. They consider themselves to be the protectors of the natural world in the north. They have little tolerance for those that disrupt the natural order of the wilderness, and they oppose any unchecked urbanization of the Northlands.

This unyielding viewpoint has led the rusalka dwelling in the Shining River into conflict with the citizens of the Kingdom of Jewels, a land of newcomers to the continent after the time of the The Transformation. The races of that land are less concerned with the traditions of the north and seek to exploit every resource they can in order to dominate the region around Lake Gem. As a result, the rusalka have been know to bribe vodyanoi with sexual favors in order to get them to drown the kingdom's citizens and to flood their lands.

However, rusalka aren't as intolerant towards all civilizations of mortals in the north. The Kingdom of MaShir is one of the oldest lands on the continent, and it can be argued that MaShir should be considered too urban by the rusalka. Yet the rusalka of Lake Mire and the surrounding waterways do not oppose the activities of that kingdom. This has more to do with the respect that MaShirites have for the natural world (and the Balance) than any sort of double standard. They are careful when it comes to using the resources the land gives them, and they often give back as much as they take if not more.

Shatjan (Creature Catalogue)

Shatjan are the wardens of the Northlands. They protect traditional hunting grounds from those that would hunt caribou and other types of deer into extinction. They aren't fanatical about keeping hunters away from the herds, however, as the hunting tradition is important to many races throughout the Northlands. For example, the human barbarian tribes, known as northerners, rely heavily on caribou for their way of life, but they treat each kill as a sacred event and use every part of the animal. Northerners show great respect to shatjan. They consider them sacred servants of Cronn and will never kill one unless the welfare of the tribe is at stake.

While shatjan do respect Cronn, they are more likely to worship other North Gods such as the Daghdha and Sanh as well as the Interloper God known as Halmyr. The more militant female shatjan have been known to worship either Dike or Inanna while the more militant male shatjan have been known to worship Cull or Hades. Shatjan never worship the Sword Gods and rarely will they pay homage to the Fey Gods. The Daghdha is the closest the shatjan have to a patron deity.

Shatjan are found throughout the Northlands as well as on the Ragik Peninsula and just south of the Greystone Mountains. They are fighting a losing battle on the peninsula but stubbornly refuse to give up the traditional migration paths there for caribou and other deer. They consider the evil souls of the Sword Lands to be interlopers and kill most Imperial soldiers on sight. They are a little less forgiving towards the common folk of those lands as they rarely have any recourse but to kill or be killed.

Shatjan get along with northchild halflings, the rmoahali of the Nashee Forest, the citizenry of the Kingdom of MaShir, the centaurs of Harqual, and the dwarves of the Kingdom of the Greystones. They are a little less enamored with the silver elves of the Kingdom of the Silver Leaves, but they rarely judge a single silver elf just by his race. They respect silver 'wilds' for their dedication to the barbaric way of life and forest elves for their dedication to the Balance. Shatjan are not fond of hunter elves as they are inclined towards chaos and hunting for pleasure as well as food.

Shatjan consider humans (that aren't northerners) to be troublemakers at best and a scourge on the Northlands at worst. Like with elves they usually give humans a chance to prove themselves but shatjan are quick to judge, especially the more militant ones. The shatjan have become enamored with the citizenry of the Kingdom of Ahamudia and enraged by the citizenry of the Kingdom of Jewels. The Ahamudians give back to the lands while the various races of the Gem Kingdom are prone to stripping an area bare, especially the humans of that kingdom.

Shatjan are not sure what to make of the niomus. The winged race seems to have a sense of honor yet they continue to associate with races that seem to have no honor. Shatjan do not like siarrans at all; they consider them shifty double-talkers who are little more than "four-armed humans." Shatjan are not sure how they feel about the blind race known



as the illonis. It matters little as most of the illonis migrated south after being brought to the region around Lake Gem during the time of The Transformation.

Shatjan speak Sylvan and Barbarian.

Shatjan Traits

Shatjan characters benefit from a number of racial traits:

- +2 to Strength, +4 to Constitution, +2 to Wisdom, +2 to Charisma.
- Fey: Shatjan are fey, and are therefore immune to spells that only affect humanoids, such as *charm person*. Shatjan have the Cold Subtype.
- Medium-sized. As Medium-size creatures, shatjan have no special bonuses or penalties due to their size.
- Weapon Proficiency. Shatjan receive the Martial Weapon Proficiency feats for the shortbow (including composite shortbow) as a bonus feat.
- A shatjan's land speed is 25 feet.
- Racial Hit Dice: A shatjan begins with eight levels of fey, which provide 8d6 Hit Dice, a base attack bonus of +4, and base saving throw bonuses of Fort +2, Ref +6, Will +6.
- Racial Skills: A shatjan's fey levels give it skill points equal to $11 \times (6 + \text{Int Modifier, minimum } 1)$. Its class skills are Diplomacy, Handle Animal, Hide, Knowledge (nature), Listen, Move Silently, Ride, Sense Motive, Spot, and Survival.
- Racial Feats: A shatjan's fey levels give it three feats.
- +9 natural armor bonus.
- Breath Weapon (Su): 5-foot line, once per round, damage 3d6 cold, Reflex negates (save DC = $\frac{1}{2}$ shatjan's HD + Constitution modifier).
- Lower Temperature (Su): As a free action, once per round, the shatjan can lower the temperature by 10 degrees in a 10-foot radius centered on the shatjan. All normal effects for cold weather apply. When the shatjan chooses to end this effect, the temperature returns to normal at a rate of 10 degrees per round. If the shatjan uses this ability again, the effects stack.
- Damage reduction 10/cold iron.
- Predict Weather (Su): Twice per day, a shatjan can determine with 100% accuracy the weather conditions (sky, temperature, precipitation) in a nine square-mile area centered on itself. It can predict the weather up to 16 hours in advance.
- Snow Move (Ex): A shatjan can walk on top of deep snow and suffers no penalties when moving through snowy or icy terrain.
- Speak With Animals (Sp): A shatjan can *speak with animals*, as the spell, at will.
- Natural Attack: Shatjan may attack with a gore (1d8) and are always treated as being armed when using their natural attack.
- Automatic Languages: Sylvan and Barbarian. Bonus Languages: Centaur, Druidic, Elven, Giant, Halfling, Twilightspeak, and Waracou.

- Favored Class: Barbarian. A multiclass ice sprite's barbarian class does not count when determining whether she suffers an XP penalty for multiclassing.
- Level Adjustment: +5.

Vodyanoi (Frostburn)

Vodyanoi are one of the strangest fey creatures on the continent. They, like the rusalka, dwell in the rivers and lakes of the Northlands. However, they are much more moody and indifferent towards mortals and care nothing for what they do as long as mortals pay them the proper respect. Vodyanoi insist on regular sacrifices from nearby mortals; they are quick to anger if slighted and will wipe out entire villages with floods. Vodyanoi care nothing for the Balance and will only champion it if it benefits them in some way.

Their one weakness seems to be their avid lust for beautiful female fey creatures. Vodyanoi will do almost anything to win the affection of a rusalka, and they have been known to kidnap nymphs and sirines in order to slake their lust. If very desperate, they will even kidnap a female elf or particularly beautiful human woman. Some less than savory villages will sacrifice a town virgin to a vodyanoi if they are unable to provide the creature with its regular sacrifice. More often a village under the watchful eye of a vodyanoi will try to secretly hire adventurers to kill the creature.

Vodyanoi are not much for religion but they have been known to worship Uller while the more peaceful ones will worship Lokun or even Cronn, The Father of the North Gods. These devoted vodyanoi are rare to say the least.

THE GIANT RACES OF HARQUAL

Most of the races listed in this section are not available as player character races; however, there are a few exceptions (most notably stone giants and the vonakindra).

PART ONE: THE TRUE GIANTS

The giant races of Harqual, like dragons, are more inclined towards neutrality. They are the only giants on Kulan who are so inclined; however, their societies don't revolve around the concepts of the Balance. Instead, the *true* giants of Harqual lean towards neutrality due to their desire for survival.

The ogres and their leaders, known as Scions, have given giants a bad reputation on Harqual. This had led to a certain degree of hostility towards giants whether deserved or not. Many giants are, therefore, isolationists by nature living in a closer harmony with nature in order to hide their true numbers from “giant haters.”

Bog Giants (Fiend Folio)

These 10-foot-tall giants are the most rare of the true giants of Harqual. They are most often found in deep swamplands and jungles of the Far South; although, they can be found in any swamp or marshland on the continent. They are quite common in the southern forests of Heverkent as well as in the Lilliputian Jungle on the Thenin Peninsula.

In the north they are limited to the swamplands on the coast of the Sword Gulf, known as Le Marécage de Fey, and the deepest parts of the Great Harqual Forest. Rumor has it amongst the frost giants of the Northlands that there may be several bog giant tribes living in the Horrid Marsh and along the coast of the Dragon's Eye Reach. The truth of this is not known.

Bog giants are always neutral. They are the most likely of the true giants to live within the Tenets of the Balance. In fact, many bog giant tribes are ruled by matriarchs who worship Mirella.

Cloud Giants (MM)

The cloud giants of Harqual rarely touch the earth of the continent. They live in beautiful cloud citadels, which can be as large as many ground-dweller cities. These bands of cloud giants are often related by blood and tend to shun all other giants except for their own kind and the occasional storm giant. The cloud giants of Harqual live as humans would but on a much larger scale.

Cloud giant citadels are highly mobile and those living high above Harqual migrate south when winter comes. They settle their floating fortresses above the Heverkent Forest and the Hinderfall Mountains while in the Far South. When they migrate back north in the spring they usually settle their fortresses above the Great Harqual Forest and the Greystone Mountains.

Cloud giants, like humans, can be of any alignment, but they as a race tend towards being neutral. Cloud giants worship the deities of Harqual more often than one of the World Gods. This includes Gruumsh, Kord, Ptah, Ran, Sanh, and Vaprak. When they do chose to worship a World God then they often choose to venerate one of the giant deities such as Annam, Hiatea, or Stronmaus. Note that many cloud giants of Harqual consider Ptah not Stronmaus to be their patron deity and many of them take his teachings to heart traveling across the world and beyond.

Cloud giants aren't as insular as other giants when it comes to dealing with other non-giant races. They have a fondness for many of the avian races of Harqual including the aarakocra, giant eagles, and the race of avian elves known as the ee'aar. Cloud giant citadels are usually open to these allies as well as known spelljamming ships. Cloud giants are happy to receive such visitors as long as they are on their best behavior. Cloud giants often trade with the star gnomes of Kulanspace.

Firbolgs (MM 2)

Nearly as rare as bog giants, and even more reclusive, are the firbolgs. Firbolgs tend to be peaceful but are quick to anger when nature or their kin are threatened. Firbolgs dwell in communities known as steadings and live by hunting and gathering as well as by agriculture.

Firbolgs tend to live in more northerly climes but can be found in temperate regions as well. They are often mistaken for tall, bulky humans from a distance. However, spotting one of these reclusive 10-foot-tall giants is a very rare event. They rarely leave the hills and deep forests that they call home. There are dozens of firbolg steadings scattered across the Northlands from the Sival Forest in the west to the Lands of the Nashee in the east. They are also found in the Desinon Forest and the Will o' Wisp Woods.

Firbolgs are extremely rare in the Great Harqual Forest. There is only two known firbolg steadings, and they constantly move around while avoiding both the blood elves of the Knotwood and the silver elves from the Kingdom of the Silver Leaves. Most elven scholars believe the firbolgs tend to settle in the regions known as the Wild Treelands and on the edge of the Hallowed Lands on the western edge of Great Harqual Forest.

Firbolgs are almost always neutral. They tend to worship gods with nature, strength, or some aspect of the north in their portfolios. This includes Annam, Cronn, the Daghdha, Ehlonna, Hiatea, Kord, Larea, and Uller. Firbolgs respect and revere Cronn and Daghdha before all others. Males tend towards worshiping Cronn while females more often worship the Daghdha.

Fire Giants (MM)

The fire giants of Harqual are known for being boorish and vindictive towards their enemies. However, not all fire giants are inherently evil. Most are usually partially neutral, whether it be LN, NG, N, NE, or CN, but can be of any alignment with a tendency towards neutral evil.

Fire giants are rare on Harqual as they prefer to live near active and dormant volcanoes. In truth, there is only one truly active volcano on the continent. This is Mount Vasnae in the Thunder Mountains. This range is known for the mountain orcs of the Black Kingdom. The fire giant tribes living near Mount Vasnae have a semi-permanent alliance with the mountain orcs and are completely evil with most tending towards being lawful evil.

The only other "well-known" volcano on the continent is the dormant, unnamed volcano known for the large community that now exists in the mouth of the volcano, Cauldron. This dormant volcano is part of the Kul Moren Mountains sitting near the range's northeastern edge. Fire giants live all around the dormant volcano and there are at least four separate fire giant tribes living in the Kul Moren Mountains as the mountain range is known for its hot spots (i.e. geysers, hot springs, lava tubes & vents).

Beyond these two mountain ranges, fire giants do not exist on Harqual in great numbers. There are a few scattered tribes in the mountain ranges of the Far South as well as in the mountains of the Storm Jungle. Fire giants are more often encountered on one of the many islands surrounding the southern lands of Harqual as well as the mountain range of Teverroot Island on the outer edge of the Sword Gulf. Here, nearly half a dozen fire giant tribes constantly fight the gray dwarves of Duroko and Durgan as well as the evil followers of Xuar.

Fire giants worship Lokun, the North God of Mischief and Fire, before all others. They, like the frost giants, see Lokun as their patron deity. However, a fire giant is more likely to forgo worship of the Sky Traveler for a deity that better suits that character's alignment and lifestyle. This can include deities such as Angrboda, Apollo, Baphomet, Gruumsh, Hades, Karontor, Kord, Konkresh, Surtur, and Vaprak.

Fire giants can breed with humans and orcs, which is usually done by magical means; therefore, there are half-fire giants, called fire jovians, living anywhere that both humans and fire giants or orcs and fire giants coexist. Note that fire giants usually don't consider humans or orcs to be good choices as mates. Since fire giants are rare on Harqual, fire jovians are very rare.

This half-breed PC race is detailed in Green Ronin's *Bastards & Bloodlines: A Guidebook to Half-Breeds* (pg. 37).

Frost Giants (MM)

The frost giants of Harqual are the favored race of Lokun. Unlike other frost giants in other parts of the world Harqual's frost giants are rarely evil. They are also less inclined towards chaos but they are almost never lawful. Most are either neutral or chaotic neutral.

Frost giants are rarely encountered south of the Greystone Mountains; however, there are a few frost giant tribes now living in the Rilous Mountains: the mountain range on the Ragik Peninsula that came to Harqual during The Transformation. These tribes migrated south to the mountains soon after The Transformation ended. Most believe that Lokun guided the tribes' Jarls to the new mountain range through dreams and omens. (Frost giant Jarls are either clerics or shamans not blackguards.)

Most frost giants live in the high, rolling hills of the Northlands in the Desinon Forest and west of the Sival Forest near (and in) the Kingdom of MaShir. These frost giants live by hunting, ranching, and raiding other giant tribes as well as other races living in the Northlands. Those living closer to MaShir are more likely to raid others while those near the Desinon Forest tend towards hunting and ranching.

Those frost giants actually living within the border of MaShir do not raid others, however. They live as the citizens of that barbaric kingdom do; although, they still lean towards chaos. Most live on the mountainous island known as Tel'Meth just off the continent's northwestern coast. They raise dire sheep and dire goats in the highlands of the island living off the land in nomadic clan groups. Tel'Meth frost giants are not as large as other frost giants being only 10 feet tall and weighing 1,860 pounds (9 HD), and are always chaotic good. (Tel'Meth frost giants will have their own monster stats and racial traits, eventually.)

Frost giants are also common throughout the islands surrounding Harqual's northern coast. This includes the Sovereign Islands of Soleil, Hougard, and the Jarl Islands. Their numbers are highest on Hougard, which is the Godly Realm

of Lokun followed by the Jarl Islands — a chain of islands where frost giant Jarls go to live out their remaining years. (At least, those not in favor with the Sky Traveler.)

Frost giants rarely worship deities other than Lokun. Those that do choose to worship another god usually pick another North God such as Cronn, the Daghdha, Larea, or Sanh. There are rumors of more evilly-inclined frost giant tribes living around the Greystone Mountains and Cold Barrens that worship either Angrboda or the demon lord Kostchtchie. The Interloper God, Uller, has made it his goal to gain worshipers amongst Lokun's followers; therefore, he is attempting to sway certain frost giant tribes to worship him by offering them power and wealth.

Like fire giants, frost giants sometimes breed with humans. (They never willingly breed with orcs.) Frost jovians are more common than fire jovians as frost giants tend to have better relations with the humans living in the Northlands, especially with the citizens of the Kingdom of MaShir. (Frost jovians have been known to migrate to more southerly lands.)

This half-breed PC race is detailed in Green Ronin's *Bastards & Bloodlines: A Guidebook to Half-Breeds* (pg. 37).

Hill Giants (MM)

The hill giants of Harqual are unchanged from the statistics and cultural information given in the *D&D Monster Manual* v.3.5. They often worship one of the following World or Interloper Gods: Baphomet, Erythnul, Gruumsh, Karontor, Konkresh, or Vaprak. (Hill giants are not available as a player character race on Kulan, regardless of the player character breakdown in the MM.)

Hill giants and orcs often raid other races together and sometimes their interactions produce offspring. Orcs pride themselves on being able to pleasure hill giant females; therefore, orcish hill jovians are more commonplace than many sages would suspect. They are definitely more common than human-bred hill jovians, which is never a pleasant experience for the human.

This half-breed PC race is detailed in Green Ronin's *Bastards & Bloodlines: A Guidebook to Half-Breeds* (pg. 36-37).

Ice Giants (Frost & Fur)

Rarer than frost giants are ice giants. Ice giants live mainly in the great taiga forests of the Northlands but can also be found living on the tundra in areas such as the Frigid Plains and the Lashee Divide. They are also found on many of the islands of the North Sea such as Scon, Syoul, Tru, the Isles of Ice, and even the Cold Dragon Isles.

Ice giants tend towards chaos and evil in alignment but many of their kind are chaotic neutral as well, especially those living near good or neutral frost giants. However, as a race they are more like hill giants in temperament and intelligence. They solve most problems with brute force regardless of alignment and like their privacy. They have the ability to regenerate.

Ice giants are often covered with layers of ice in their thick hair & fur and in the white wilderness of the Northlands they have been known to simply lay down and hide in the snow rather than confront outsiders that might attack them. Note that some evil ice giants like to surprise opponents by using this tactic to surprise opponents.

Once in a long while, a southerner will mistake an ice giant for some sort of elemental. The barbarians of the Northlands never make this error. They have learned from past experience what to look out for when there is a possibility of encountering these unpredictable giants.

Chaotic neutral ice giants often worship Cronn or Lokun but rarely will they pay homage to any of the other North Gods. Chaotic evil ice giants worship Angrboda, Kostchtchie, or Vaprak. However, most ice giants pay homage to Uller. Unlike with frost giants ice giants see the Winter God as their patron not the Sky Traveler.

Reef Giants

Reef giants are said to closely related to stone giants and they indeed look similar to those mountain-dwelling giants. Appearance aside, reef giants are happiest when living near coastal areas around the reefs that they call home. Reef giants are only found in the Karmine Sea off Harqual's southeastern shores. They can often be spotted fishing along the continent's coastline with their large tridents.

Reef giants are the friendliest race of true giants, and they are more than happy to swap stories and, sometimes, trade goods with outsiders. Reef giants will warn sea captains about dangerous sea creatures and hazards, but they will let cruel pirates and the like sail into dangerous territory.

Reef giants almost never live in deep water as they have a elemental connection to the continental shelves of the Karmine Sea. This connection is so strong that reef giants have the Earth subtype. Reef giants usually spend only two-thirds of their life in the water as they love to travel inland meeting new people and seeing new places. However, a reef giant will not stay away from the sea for long as they become sullen if away from the smell and taste of their aquatic home.

Reef giants can breath both air and water normally. They do not suffer any penalties for being out of the water for long periods of time. Reef giants often worship Aegir, The Old Man in the Sea, or Ahto, the Interloper God of the Sea.

While reef giants are friendly towards many land-bound race they rarely become intimately involved with humans, and a reef giant would never consider such a relationship with an orc. However, there are reef jovians. These half-giants are half-merfolk. They are nearly unheard of anywhere inland, and an individual reef jovian is always a unique character with a unique background.

Note that I don't have racial traits for reef jovians, but once I do, they will be added here.

Stone Giants (MM) (Epic Race)

The stone giants of Harqual are unchanged from the cultural information given in the *D&D Monster Manual v.3.5*. They often worship one of the following gods: Annam, Calphas, Daghdha, Hades, Hergund, Meriadar, or Syreth.

Stone giant is available as a player character race in the Lands of Harqual with the following changes to their racial traits:

- +8 to Strength, +2 to Dexterity, +4 to Constitution, +2 to Wisdom.
- Automatic Languages: Barbarian and Giant. Bonus Languages: Common, Draconic, Elven, Goblin, Orc, Terran.
- +10 natural armor bonus.

Note: These changes to racial traits are only for PC characters. Standard stone giants are as presented in the *D&D Monster Manual v.3.5*. This change was made due to the fact that I believe that the Ability Score Adjustments provided for many of the monsters in the *D&D MM v.3.5* are too high to be used as is for PCs.

Green Ronin's *Bastards & Bloodlines: A Guidebook to Half-Breeds* doesn't have a listing for stone jovians; however, I'm likely to create them to go along with the other jovian races. Stone jovians are more common than frost jovians but rarer than hill jovians. They rarely live outside their giant parent's community but are drawn towards adventuring. Stone jovians are always half-humans; stone giants cannot breed with orcs for some unknown reason.

Storm Giants (MM)

One of the greatest of the true giant races are the gentle, yet immensely powerful storm giants. Storm giants, like cloud giants, prefer not to step upon the earth of the continent. Unlike cloud giants, however, most storm giants live under the warm waters of the Hallian Sea as well as the Guardian Bay, which opens up into the southern reaches of Aegir's Sea. They rarely travel north of the waters surrounding the Storm Peninsula in the west and the Varan Peninsula in the east.

However, not all storm giants live under the sea. Some, such as those in the Wulman Gulf, live on colossal floating citadels. These floating structures are even larger than they appear. The citadels float like icebergs with the bulk of the citadel underwater. (Strangely, Harqual is the only place on the World of Kulan where storm giants live in such a manner.)

Storm giant citadels whether underwater or floating on the sea are beautifully designed constructions made from coral and/or obsidian. These citadels always have places for both air and water-breathers to visit in comfort. How the storm giants of the Wulman Gulf get their citadels to float remains a mystery to other races. The citadels do not radiate powerful magic and there isn't any signs of the magitech that would be needed for such immense structures.

Unlike other storm giants, those living in the waters around Harqual are not overly reclusive. They are great friends of the sea-dwelling races as well as the reef giants of the Karmine Sea and any good-hearted cloud giants. They have a soft spot for merfolk and shoal elves in particular. Many of these races undersea communities are located near storm giant citadels. Storm giants find humans and most other land-dwellers to be crude beings walking around clumsily. They do have respect for the rakasta who they see as graceful and down to earth.

There is a rare breed of storm giant with violet skin, blue-black hair, and silvery gray eyes. These storm giants are almost always chaotic neutral unlike green-skinned storm giants who are often chaotic or neutral good. Violet-skinned storm giants are more reclusive than their green-skinned cousins preferring to build their citadels deep under water near the edge of the continental shelf. These highly chaotic storm giants are die-hard loners shunning even other storm giants.

There are rumors of even rarer albino-skinned breed of storm giant living deep under the waters of the Hallian Sea and beyond. It is said that they are completely evil and they worship the God of Evil Depths, Yeathan (a World God). It is said these corrupt storm giants rise to the surface to sink sailing vessels and swamp small islands with their powerful spell-like abilities.

Green-skinned storm giants are often clerics or fighters while violet-skinned storm giants tend to be powerful sorcerers. Green-skinned storm giants consider Aegir to be their patron deity, while violet-skinned storm giants have turned to worshipping Ran, the Interloper Goddess of Storms, as their patron deity. In reality, most storm giants pay homage to both

these deities as well as other deities with the sea and storms as part of their portfolio. This includes Ahto, Deep Sashelas, Sanh, Stronmaus, and rarely Velit, The Sea Prince.

PART TWO: THE JÄTTEN (IMMORTAL GIANTS)

Unique amongst the giant-kin of Harqual, jätten are immortal giants who serve powerful elemental patrons (or rarely, a deity). A jätten's body doesn't age once it reaches maturity as they are timeless. All jätten have a shimmering, protective aura, which surround their bodies. Normal giants recognize a jätten's favored status from elemental forces upon sight.

Not all true giants can become jätten. This usually means the rarer true giants become jätten as unique individuals and not as entire clans or families. (Jätten are basically giants with the Immortal Template from *Book of Templates: Deluxe Edition* by Silverthorne Games.) Jätten alignments tend towards those of their normal kin but exceptions are more likely.

Cloud Jätten

Cloud giants are more likely to become jätten than any other giant race. As a result, cloud jätten see themselves as the scions of the immortal giants. However, they usually live in solitude from their normal kin and tend to be very insular.

Cloud jätten see themselves as the protectors of the sky and all its creatures. Therefore, they have no tolerance for those that pollute the air or kill avian creatures. They are more likely to have their own followers, which are usually powerful cloud giant fighters.

Cloud jätten usually have an elemental patron from the Elemental Plane of Air. These patrons are usually neutral or good as cloud jätten tend to loath evil creatures. Evil cloud giants sometimes are granted immortality by a Lightning Scion and enjoy causing chaos.

Fire Jätten

Fire giants are only granted immortality by an elemental patron from the Elemental Plane of Fire. Thus, fire jätten are more likely to be evil than good as Fire Princes of Elemental Good are rare.

Regardless of alignment, fire jätten tend to lord themselves over normal fire giants and strive to sway dragons with fiery breath weapons to turn away from the Balance. Thus, fire jätten often butt heads with powerful clerics of Mirella and the Majestic Dragons. Such incidents tend to be bloody.

Frost Jätten

Frost giants almost always gain immortality from a Ice Lord; although, certain deities with cold or north in their portfolio sometimes bestow immortality on a particularly pious frost giant. Lokun and Cronn are most likely to grant immortality to a frost giant.

As a result, frost jätten fall into one of two groups. Chaotic evil frost jätten attempting to bring about destruction and another ice age or chaotic good frost jätten who protect lesser races and oppose evil giants.

Hill Jätten

Hill jätten almost always gain their immortality from an Earth Prince of Elemental Evil. These immortal giants are vile, destructive individuals who attempt to sink communities into the earth or cause huge mudslides to bury entire villages. Hill jätten will bully their lesser kin as well as earth ogres. They gather large bands to lay waste to those that their elemental patron wish to destroy.

Stone Jätten

Stone giants are least likely to become immortals. Stone giants tend to live within the Balance and usually refuse a Stone Lords patronage. Stone giants that do take up with a Stone Lord often become evil if they weren't already.

Stone giants are more likely to become jätten in the service of Mirella or a nature deity in order to keep other powerful jätten in check. These stone jätten are usually neutral or neutral good in alignment.

Storm Jätten

Storm giants that become immortal almost always gain their power from a Lightning Scion or an Air or Water Lord. Storm giants in the service of a Lightning Scion are always chaotic evil in alignment and relish in destruction and suffering. Those few storm giants that gain their immortality from an Air Lord are chaotic good and often protect wayward ships while storm jätten that pay homage to a chaotic Water Lord are just as likely to sink a ship as save it.

Other Immortal Giants

Of all the other true giants, ice and reef giants are the most likely to become immortals.

- Ice jätten are always evil and gain their power from an Evil Ice Lord. Ice jätten are greatly feared by the barbarians of the Northlands.
- Reef jätten usually gain immortality from a good-aligned Earth or Water Lord. As these elemental beings are very rare, reef jätten are the rarest of jätten.
- Bog giants never become jätten unless an extraordinary individual gains the favor of Mirella. However, there haven't been any reported cases of a bog giant gaining immortality in this way.
- A firbolg has never gained immortality and none of their kind are likely to do so. Why this is remains a mystery.

PART THREE: THE OTHER GIANT RACES

While the True Giants and Jätten are the dominant races of giant-kind on Harqual, they interact very little with the other races of the continent. (The Frost Giants of MaShir being the main exception.) Most humans, even the barbarians of the Northlands, rarely meet true giants and the jätten are merely legends amongst the commoners of the continent. Even great heroes might meet one jätten in his or her lifetime.

No, more often the denizens of Harqual must deal with the predatory nature of the ogres and the trolls. While giants in their own right, they are considered beneath true giants the way humans consider dogs beneath them. Jätten view ogres and trolls as annoying pests that need to be swatted (or dominated) from time to time. One race, of lesser giants are

held in more regard by true giants — the vonakynindra. These forest-dwelling giants are related more to elves than giants, however. They are also very rare and as isolated from humans as true giants.

Ogres (MM)

The ogres of Harqual are infamous even in the islands of the Hallian Sea beyond the continent's southern shore. Twice in Harqual's past the ogres have gathered together great armies of their kind and other evil humanoids to attempt to lay waste to civilization. Known as the First and Second Ogre Wars these times feel like ages ago for the continent's populace, but in reality, the Second Ogre War started in 701 N.C. ending twelve years later (713 N.C.). The First Ogre War is indeed farther in the past than it seemed even 10 years ago. It started in 449 N.C. and ended in 551 N.C.

It is important to note that treaties between civilization and the ogres didn't end these wars. Instead, the ogres and their allies simply retreated back into the isolated strongholds or simply disbanded. Many knights and warriors tried to hunt down ogres to rid the continent of the constant threat of invasion after both conflicts ended, but they made little progress as the ogres have size, a high birth rate, and the protection of the ogre scions on their side. (This hasn't stopped many of these ogre-hunting organizations from existing to this day; although, their numbers fluctuate due to constant deaths and new recruitment.)

What are ogre scions, you say? Well, imagine a Huge-sized ogre with higher Intelligence & Wisdom and you sort of have the idea. In fact, ogre scions are a distinct race of highborn ogres that are even more evil than regular ogres. They view Harqual as belonging to them and their god, Vaprak. They constantly whip their lesser ogre cousins into a bloodthirsty frenzy and set them upon remote communities and fortresses. One could argue the Ogre Wars never ended for the ogre scions. Ogre scions are considered neutral evil in alignment and are better organized than normal ogres. However, they are still fractured enough that it takes a great leader to unite the ogre-kin and evil humanoids into a united front.

In both Ogre Wars the ogre scion who united the ogre-kin was an immortal like the jätten. The first immortal ogre scion was killed near the end of the First Ogre War while the second simply disappeared two years before the end of the Second Ogre War. Rumors abound that this immortal ogre scion has returned to Harqual or that a new ogre scion has gained immortality and is preparing to start a Third Ogre War.

Only time will tell what the continent's future holds...

DM's Note

Ogres and ogre scions are not available as PCs. However, the Half-Ogre racial entry in *D&D Savage Species* is available for PCs. However, such a character will have a difficult time being accepted by the general populace of the continent. Such a character will have to prove his good intentions (if he or she has any) in order to gain the trust of most NPCs. There is less stigma attached to half-breeds in the lands of Far South so that area would be best for a half-ogre character to adventure in.

Trolls

Slightly less in numbers than the ogres and ogre scions are the races of trolls. Trolls come in a number of sub-races: standard trolls, dire trolls, forest trolls, ice trolls, and tree trolls.

Standard Trolls

The general race of trolls as per the **TROLL** entry in the *D&D Monster Manual v.3.5* can be found in most temperate and warm environments. They are rarely found north of the Greystone Mountains as that is the domain of the ice trolls. Surprisingly, standard trolls are rarely found in the Great Forest of Harqual. Most believe that standard trolls cannot hope to compete with their more intelligent forest troll kin. In temperate lands, trolls are most often found in mountains and swamp terrain; although, many have been encountered wandering the vast plains and untamed, open wilderness surrounding the forested lands in the west (i.e. the Wild Plains and the Nomad Lands).

DM's Note

Trolls are not available as PC races; although, a character could be a Half-Troll as per the template in *D&D Fiend Folio*. This template can be added to any standard PC race (i.e. elves, dwarves, etc.) but great care should be used as to whether a player is allowed to add it to a race with a Level Adjustment above +1.

Dire Trolls

Dire trolls walk upright but hunched forward with sagging shoulders, just like normal trolls. Their gait is uneven, and when they run, their arms dangle and drag along the ground. For all this seeming awkwardness, dire trolls are extremely agile.

A typical adult dire troll stands 13½ feet tall and weighs 750 pounds. Males are slightly larger than females. A dire troll's rubbery hide is moss green, mottled green and putrid gray, or simply putrid gray. Their hair is usually grayish-black or dirty white.



Forest Trolls (MM3, modified)

Forest trolls stand only 6 to 6½ feet in height and weigh 250 pounds. They have better mental ability scores than normal trolls. Their hides are less rubbery and never mottled gray or putrid gray, being mainly forest or moss green in color and rarely mottled green. They have longer hair on their heads, which always has twigs and leaves braided into it. Forest trolls are less hunched over than normal trolls and exceptional versions often have a high Dexterity score. Forest trolls are usually neutral or neutral evil in alignment.

Forest trolls have much in common with their larger troll cousins including fearlessness and a taste for intelligent flesh. Unlike normal trolls they are more careful about who they attack as they have a stronger sense for survival. Some forest trolls have given up their need for intelligent prey surviving by hunting and gathering but these individuals are very rare. Gangs of forest trolls will always be neutral evil in alignment and have numbers ranging from 2 to 8.

Forest trolls suffer normal damage from sonic and electricity damage not fire and acid damage, and they have fast healing instead of regeneration.

Forest trolls live exclusively in the Great Forest of Harqual. They hate silver elves completely finding them soft and too civilized (tasty too). Forest trolls and forest elves have always had a violent relationship; although, the two races respect each other more than either would admit. Forest trolls never eat forest elves they've killed. Forest trolls fear the vonakyndra believing them to be ancestral spirits of an ancient humanoid race that forest troll's say they served in ages past.

Forest Troll Traits

Forest trolls are available as PCs. They have the following racial traits:

- +4 to Strength, +2 to Dexterity, +4 to Constitution, -2 to Charisma.
- Giant: Forest trolls are giants, and are therefore immune to spells that only affect humanoids, such as *charm person*.
- Medium-size. As Medium-size creatures, forest trolls have no special bonuses or penalties due to their size.
- A forest troll's base land speed is 30 feet, It can also climb at a speed of 20 feet.
- Keen Vision (Ex): Forest trolls have low-light vision that allows them see twice as far as a human can in starlight, moonlight, torchlight, and similar conditions of low illumination. They also have darkvision at a range of 60 feet.
- Racial Hit Dice: A forest troll begins with three levels of giant, which provides 3d8 HD, a BAB of +2, and base saving throw bonuses of Fort +3, Ref +1, and Will +1.
- Racial Skills: A forest troll's giant levels give it skill points equal to 6 x (2 + Int modifier, minimum 1). Its class skills are Climb, Hide, Listen, Spot, and Survival. A forest troll has a +8 racial bonus on Climb checks, due to having a climb speed, and can take 10 on a Climb check, even if rushed or threatened. A forest troll's skin allows it to blend in with its surroundings and provides a +2 racial bonus on Hide checks. This bonus increases to +4 in forest settings.
- Racial Feats: A forest troll's giant levels give it 2 feats.
- +3 natural armor bonus.
- Natural Weapons: Claw (1d3 plus poison) and bite (1d4 plus poison).
- Special Attacks (see *D&D Monster Manual III*, page 179): Poison.
- Special Qualities: Fast healing 3, scent, sonic and electricity damage cannot be "fast healed."
- Automatic Languages: Giant. Bonus Languages: Common, Elven, Gnoll, Goblin, Orc, Sylvan, Undercommon.
- Favored Class: Ranger. A multiclass forest troll's ranger class does not count when determining whether he suffers an XP penalty for multiclassing.
- Level Adjustment: +6.

These Racial stats are based loosely on the **TROLL, FOREST** entry in *D&D Monster Manual III*; however, Harqual forest trolls have less Hit dice, the Ranger as their favored class, and a few other key differences.

Ice Trolls

Ice trolls are closely related to both normal trolls and ice giants. Barbarian legends tell of the first ice trolls being bred to act as shock troops for evil ice and frost giants. The truth of this legend is not known. What is known is that ice trolls are more numerous than ice giants and are considered a major threat by the barbarians of the Northlands and the dwarves of the Greystone Mountains.

Ice trolls normally come from the region known as the Cold Barrens but can be found anywhere in the Northlands. The taiga forests of the far north are full of them. Even frost giants consider them a danger to the north. The problem is that ice trolls reproduce faster than rabbits. Luckily, ice troll flesh is very tasty and many carnivores of the Northlands prefer them to other prey. This keeps their numbers in check.

Ice trolls are always chaotic evil in alignment but are the dim bulbs of the troll races. They rarely have an Intelligence Score above 3 and a Wisdom Score above 5. They make up for this by being quicker than normal trolls (Dex 17). However, ice trolls regenerate at a much slower rate (only 2) and take normal damage from acid and double damage from fire. They are immune to magical or mundane cold-based attacks and have the Cold Endurance feat (see page 47 of *D&D Frostburn*) as a bonus feat.

Mountain Trolls (MM 3)

While mountain trolls are not native to the Lands of Harqual, they have been encountered on the continent from time to time. Many sages speculate that these massive trolls often arrive on Harqual through a magical gateway from another continent or world. It is possible that they may arrive on the continent through one of the many way gates that link the various regions of Harqual as it is believed that the system of magical gates connects to other continents as well. However, the Ways are considered too hazardous to use unless you have a natural talent for magic, which means that mountain trolls using them by themselves is unlikely.

Other sages suggest that irate members of the Mountain Men, a sect of fanatical male druids and rangers, are responsible for bringing mountain trolls to the continent. It has been suggested that these evil, ireful men are so against the idea of humanoids settling in mountain ranges that they will go to any lengths to drive them out including transporting mountain trolls to Harqual from other continents, most likely Kanpur. If true, then it is just another reason to fear these half-crazed men.

The last confirmed sighting of a mountain troll was in the City of Cauldron. During a year that nearly destroyed the city a dozen times, an army of mountain orcs attacked the city in conjunction with a mountain troll. It is believed the attack was an attempt to destroy a particular adventuring group by a group of evil Carcerian cultists known as the Cagewrights. The adventuring group, known as the Order of the Silver Hand, defeated the troll and the invading army and went on to be heroes in the city and the rest of the Kul Moren Mountains.

Tree Trolls

A typical tree troll is roughly 9 feet tall, weighing around 500 pounds. These massive giants are sometimes mistaken for treants and may indeed be related to those creatures, as well as to trolls. They aren't as aggressive as other trolls although they are still carnivores by nature.

They are mainly native to the forests and mountains of the Far South. They are common throughout the Merewood and the Heverkent Forest. They are often found in the company of treants and will usually leave rockwood gnomes alone. Tree trolls are also rumored to be found in colder climates and could possibly be found in the Great Forest of Northern Harqual or even further north.

The Vonakyndra

Vonakyndra are a reclusive race of forest-dwelling giant-kin related to both elves and giants. They stand roughly 10 feet in height and weigh no more than 200 to 250 lbs. They are a lean giant race but are very muscular as well.

Vonakyndra look almost as forest elves do; although, they can have facial hair and often do. Their skin ranges from bronzed to forest green and they most often have black eyes and hair. Vonakyndra never have blue eyes or blond hair. They dress in a similar fashion to forest elves if living within the confines of the Great Forest of Harqual. Those vonakyndra clans known to live further north often dress similar to the barbarians of the Northlands.

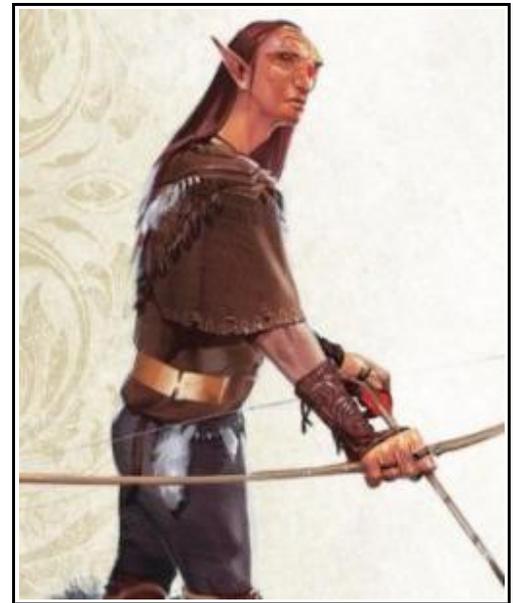
Vonakyndra may choose either fighter or sorcerer as their favored class. Vonakyndra often multiclass as either fighter/sorcerers or as fighter/clerics.

Vonakyndra consider both the Daghdha and Corellon their patron deities. Vonakyndra clerics of the Daghdha can choose any two of the following domains: Animal, Forest, Plant, Renewal, and Weather. Vonakyndra clerics of Corellon can choose any two of the following domains: Chaos, Good, Magic, Protection, and War.

Vonakyndra Traits

Vonakyndra benefit from a number of racial traits:

- +6 to Strength, +2 to Constitution.
- Giant: Vonakyndra are giants, and are therefore immune to spells that only affect humanoids, such as *charm person*.
- Large-sized: As Large creatures, vonakyndra gain a -1 size penalty to Armor Class, a -1 size penalty on attack rolls, and a -4 size penalty on Hide checks. But they must use larger weapons than humans use, and their lifting and carrying limits are twice those of Medium-size characters.
- Weapon Proficiencies. Proficient with longsword, longbow, composite longbow, shortbow, and composite shortbow, regardless of character class.
- Vonakyndra base land speed is 40 feet.
- Immunity to magic sleep spells and effects.
- +2 racial bonus to Will saves against enchantment spells or effects.
- Low-Light Vision: Vonakyndra can see three times as far as a human can in starlight, moonlight, torchlight, and similar conditions of poor illumination.



- Racial Hit Dice: A vonakynadra begins with two levels of giant, which provide 2d8 Hit Dice, a base attack bonus of +1, and base saving throw bonuses of Fort +3, Ref +0, Will +0.
- Racial Skills: A vonakynadra's giant levels give it skill points equal to $5 \times (2 + \text{Int Modifier, minimum } 1)$. Its class skills are Climb, Hide, Listen, Search, Spot, and Survival. Vonakynadra gain a +2 racial bonus to Search, Spot, and Listen checks. *+2 competence bonus on Survival checks to avoid becoming lost in a forest.
- Racial Feats: A vonakynadra's giant levels give it one feat.
- +3 natural bonus to armor class.
- Elven Blood: For all effects related to race, a vonakynadra is considered an elf.
- Automatic Languages: Elven and Giant. Bonus Languages: Common and Sylvan.
- Favored Class: Players may choose either the fighter or sorcerer class as their vonakynadra character's favored class. Once the player has made this choice the decision cannot be changed. A multiclass vonakynadra's favored class does not count when determining whether she suffers an XP penalty for multiclassing.
- Level Adjustment: +4.

Other Types of Giants on Harqual

There are a few other distinct types of giants on Harqual that don't fall into any of the previous categories. These giants aren't considered true giants, and they are considered rare throughout the continent.

A few of these distinct types of giants came into being after The Transformation but not all of them.

Colossi of the Chain

While the Jiltan are the dominant race of the City-state of Christopherson, they share their home city with several other ex-slave races. (For more on the Jiltan see *Part Four: The Other Races* under **The Racial Miscy** section.) The most visible of these races from beyond the walls of the city-state is the giant race known as the colossi of the chain. These massive giants were bred by the former masters of the city-state to act as slave laborers.

They are responsible for operating the chain elevators, which allows visitors to ascend to the top of Christopherson's massive Fatestone walls. The chains elevators were designed to work like a block & pulley but on much more massive scale. The colossi operate this simple yet dangerous system through sheer strength. Fatestone repels magic, which makes it impossible to magically *fly* over the city-state's wall or use *passwall* to pass through.

Therefore, visitors who cannot naturally fly must pay the 100 gp toll to enter Christopherson. One their home world, the colossi of the chain were nothing but slaves to the evil Councilors who controlled the city from the Forbidden Spire. Now they are valuable members of a freed community and they along with the Jiltan share in the wealth that comes from the toll. This has made many of them very wealthy, very fast. Unfortunately, the colossi are not very bright, so they tend to waste their gold as quickly as they earn it. The more intelligent colossi let a trusted Jiltan friend guard their money for them.

Colossi of the chain look similar to stone giants in coloration and physical features; although, they are much larger. A colossus of the chain stands as tall as a cloud or storm giant and it is as wide as a fire giant. They rarely wear clothing as their skin is naturally resistant to the elements. A colossus's hands are calloused from decades of hard work; their skin is as

hard as stone, and they are hairless. Their eyes are the color of flickering fire, and their teeth are the color of polished Mithral.

Colossi of the chain have a very low birthrate, so they almost never leave their city-state home. They believe they are too important to the welfare of Christopherson's citizens to simply leave to explore the "New World" as they call the Lands of Harqual.

Death Giants (MM 3)

Death giants are only native to Teverroot Island, which is the base-of-power on the Material Plane of the evil deity they sold their souls to in ages past. The followers of Xuar the Jealous Arcane control most of that island, and it was there that the death giants were forced to relocate to after giving themselves to Xuar. With their souls permanently tied to the evil Sword God's realm, Dark Rite, on the Gray Wast, the death giants find themselves slaves to the necromancers and undead priests of The Betrayer.

Originally, these giants were peaceful and followers of the North Gods when Xuar was still a North God. He tricked them into his service before betraying his godly kin, which doomed the death giants to evil and eternal servitude. Now, death giants are used by Xuar's followers as shock troops and assassins against any faith that opposes The Necromancer.

One might think that the death giants might be bitter, but the reality is that they are now so wholly evil that they enjoy killing Xuar's enemies. However, they do believe that they should be the masters and not the slaves. They believe that only they can crush the Churches of the North Gods and that they are the favored children of The Jealous Arcane. Regardless, they must suffer in bondage, for now.

Ettins (MM)

Ettins are two-head brutes that make ogres look civilized. They are rarely encountered beyond the frigid hills and highlands of the Northlands, and they are considered to be a menace when they do roam down into the lowlands. Ettins can be found primarily in the hills surrounding the Aragar and Kaltar Mountains as well as the highlands surrounding the Cold Barrens.

Ettins rarely range into the hills surrounding the Twilight Valley as the barbarians of the valley and the nearby dwarves will kill them on sight. However, there are a few troupes of ettins that brave the hills surrounding the Verge Mountains as they often find allies amongst the orcs of the Verge Tribes. Ettins sometimes hire themselves out to larger orc tribes as mercenaries.

Ettins hate ogres and the feeling is mutual. No one is sure why this is but ettins will attack ogres on sight even if they are outnumbered. As a result, ettins are great ogre hunters and once in a while a desperate tribe of northerners will offer an ettin a deal if it will try to kill a group of nearby ogres. An ettin is likely to make such a bargain but that doesn't mean it won't betray them to a group of orcs at a later date.

Note that ettins greatly fear ogre scions, so if they learn that one is nearby, they will leave that area and not return for generations.

While ettins are not known for their intellect, they do have some instinct for the natural world. They cannot rival the wisdom of druids or rangers, but they get by on their own without the need for companionship. Many sages believe that ettins are insane as an ettin's heads will often converse with each other, but they are, in truth, naturally gifted when conversing with themselves or others of their kind.

These conversations rarely make sense to non-ettins.

Giants of the Tyrian Valley

After the time of The Transformation, many new creatures brought to the Lands of Harqual have slowly spread out into the surrounding wilderness from the point they arrived on the continent. The Tyrian Valley is one of the best examples of this as an entire valley has more creatures living in it than just humanoids. The new creatures from this transformed area includes such unique beasts of burden as the erdlu, the kank, and the mekillot as well as the savage giants of Tyr's home world. While very few of these giants were teleported to Kulan, those that were brought to the Lands of Harqual have adapted very quickly.

Most of these giants seem to be drawn to the deserts of the Great Expanse and are extremely territorial. Others have migrated into the lands of the Chara Coast, but rarely will they approach the sea. They seem to fear the sight of so much water. Rumors abound of strange beast-headed giants now living in the Patron Mountains near the City-state of Tyr and that these strange giants have psionic power like many of the citizens of Tyr. The truth is likely more mundane than the rumors but it is true that the denizens of the Tyrian Valley do have psionic powers including many of creatures that call the valley home.

It should also be noted that there is a unique race of jovians living amongst the other races of the City-state of Tyr. These half-giants seem to be a race all to their own and breed true amongst each other. They have a tendency towards savagery but that is true of all the races of the Tyrian Valley. They make great warriors and in recent years have been seen in the Chara Cities working as bodyguards and as gladiators. This race isn't an actual giant race, but they refuse to refer to themselves as jovians. Half-giants have all the racial traits of the Half-Giant entry in *Chapter 2: Races* in the *Dark Sun 3* PDF document, which can be downloaded from the DARK SUN Fan Website, [The Burnt World of Athas](#).

Half-giants, as a race, are not native to the World of Kulan; therefore, they have the Extraplanar subtype. However, a half-giant that is born in the Lands of Harqual is considered to be native to the World of Kulan, but a native half-giant would still be considered a child at this time.

Stick Giants (CCR)

Anyone who has encountered one of these colossal creatures never forgets it, ever. Stick giants appear to be plants rather than giants, but they are undeniably giants. Standing over 65 feet in height, stick giants are almost always found in the heart of the Great Forest of Harqual where they can blend in with the tallest trees. However there are a few "runts" living in the Cadra and Verdalf Forests as well as the mountain ranges of the Northern Heartlands. Rumors abound of stick giants living in the Far South but these sightings are more likely to be treant elders.

It is believed that stick giants are throwbacks to an early era even before the time of the rise of the North Gods. They seem to revere the Balance as a being rather than a philosophy, and they have great respect for Mirella the World Goddess. Druids give stick giants the same respect they give to the Majestic Dragons. The death of a stick giant is rare but has been known to happen. These giants live a long time and some of them fall into a deep melancholy after centuries of life. These depressed stick giants often commit suicide-by-adventurers.

Note that truly good or evil stick giants are extremely rare and most of them are True Neutral. It is whispered that there is an evil family of stick giants living in the Storm Jungle, which isn't too far fetched as storm trees grow as tall as 70 to

75 feet in height. Many sailors from the seaport of Gillian claim that they have encountered strange aquatic versions of these giants, which they call “driftwood giants” but this is unlikely as stick giants are naturally buoyant. No, the rumors of stick giants in the Heverkent Forest in the Far South are more likely to be true.

It is believed that the tallest stick giant ever known to live was 90 feet tall and lived in the heart of the Great Forest near the northern edge of the Hidden Hills, which lies just south of the Lands of the Loch Folk. It is not known whether or not this stick giant still lives but if it does then it would have the powers of an Epic druid.

Sword Giants

Sword giants prove that not all giants are born or bred, some giants are made. Sword giants were created by the followers of the Sword Gods during the time of the Divinity and Mortals Wars. They are a race of awaken constructs created from carefully wrought stone. The priests of the now deceased god known as Amand were responsible for unleashing this evil race of giants on the world, and the effects of the creation can still be felt throughout the Old Sword Lands to this day.

Sword giants look like stone golems from a distance, but once a person comes face-to-face with these beasts, their true nature becomes unnervingly all too clear. Sword giants were molded with the symbols of the Sword Gods etched on to their bodies and once awakened, these symbols appear as deep, unnatural-looking scars. Sword giants have no hair on their bodies and they only wear clothes when it is too cold to go naked. Sword giants are slave warriors to the followers of the Sword Gods; although, there are a few that have left that region.

Sword giants were crafted without reproductive organs; therefore, they cannot reproduce on their own. They must be crafted and then awakened by those who know how the process works. Luckily this process is known to very few and the sword giants themselves cannot duplicate the process. Only a few high-ranking members of the Dark Reborn know how this process works, and they rarely have the resources to create new sword giants. Still, sword giants are commonplace throughout the Old Sword Lands and entire regiments of them can be found in the Järir Autarchic in the service of The Autarch, Halvor Ødegård.

Most sword giants are completely loyal to the fallen Dark Children of Hiisi, and it is their wish to raise their creator god, Amand, from the dead as well as Teve. They are fanatical and ruthless in this desire and will betray other mortals in any attempt to revive the Sword God of War. Others unwillingly serve the Black Cult of Hiisi who they hate as well as the Church of Battus, the Sword God of Violent Death, which they grudgingly respect. Others hire themselves out to the whoever will pay them the most and allow them to kill followers of the North Gods. Sword giants are always evil and most of them are Lawful Evil.

THE GNOMES OF HARQUAL

There is only one major race of gnomes on Harqual; however, it hasn't always been that way.

A LITTLE BIT OF GNOME HISTORY

In past eras gnomes were as widespread as elves and halflings. Gnomes came to Harqual during the migration of the **Ne Mei'neav** from wildspace during the Second Era.

Note: Ne Mei'neav was the term given to the *new races* by the barbarians of the Northlands (i.e. dwarves, elves, gnomes, etc.). The term is archaic and not even the barbarians use it anymore. (**Mei'neav** by-itself refers to the *new people* or new human cultures that came to Harqual in the same way.)

During this time period, gnomes were respected members of the Ne Mei'neav, and their god, Garl, was given a place of Honor at the Great Table of Cronn as were Corellon, Moradin, and Yondalla.

Gnomes wished to live peacefully amongst the forested lands of the Ragik Peninsula but it was not to be so. The dark gods Mussin and Nether had fallen to Kulan after the destruction of the World of Trel in Kulanspace during the First Age. These two gods together with the outcast Xuar formed a deadly alliance. They began corrupting the followers of the North Gods throughout Harqual.

Then, as the Third Era began, Hiisi, Lord of Darkness, came to Harqual and war swept up the continent — mortal versus mortal, god versus god. The hardest hit of the Ne Mei'neav were the gnomes. Dozens of gnome clans native to the Ragik Peninsula were slaughtered by the followers of the Sword Gods.

The newly formed lands of the Sword Gods expanded and fought the gnomes to the brink of extinction. The gnomes fell back every year as the corrupt worshipers of the Sword Gods came at them with all their might. Soon the lands of the Sword Gods swept over half of the northern lands enslaving all those who did not convert to worship their dark gods. Many barbarians, gnomes, halflings, elves, and dwarves would fall to what would become the Empire of Swords.

War raged for so long that the people soon forgot when the war had begun. The war amongst the gods (known as the Divinity War) soon moved into the Outer Planes while the mortals continued to slaughter each other. The Mortals War soon engulfed the entire continent from the Northlands to the Far South.

The demihuman races found themselves outnumbered and most retreated into their respective homelands. However, the gnomes did not have homes to retreat to anymore. Most had settled on the Ragik Peninsula and those lands were now in the iron grip of the Sword Imperium. Thus, the gnomes had little choice but to continue south away from the worst parts of the Mortals War.

They found allies in the rakasta and the lightfoot halflings living in the Far South. The gnomes quickly adapted to life in the verdant forests of Heverkent and the hills and peaks of the Hinderfall Mountains. Here the gnomes survived the end of the Mortals War and the hundreds of years of unrest known as the Black Wars as well as the First and Second Ogre Wars. However, it was only through the divine protection of the Patron of Magic, Immotion, that they survived. The goddess used a portion of her essence to give the forest-dwelling gnomes the spark of magic in their souls. Now known as rockwood gnomes, they have become even closer to nature allying with the treants and sylvan creatures of Heverkent.

Rockwood Gnome Traits

Rockwood gnomes benefit from a number of racial traits:

- -2 to Strength, +2 to Constitution, -2 to Wisdom, +2 to Charisma.
- Small: Rockwood gnomes gain a +1 size bonus to AC and attack rolls and a +4 size bonus to Hide checks, but they must use smaller weapons than humans use, and their lifting and carrying limits are three-quarters of those of Medium-size creatures.
- Rockwood gnome base land speed is 20 feet.
- Low-light Vision. Rockwood gnomes can see twice as far as a human can in starlight, moonlight, torchlight, and similar conditions of poor illumination.
- Weapon Familiarity. Rockwood gnomes may treat gnome hooked hammers as martial weapons rather than exotic weapons.
- +2 racial bonus to saving throws against illusions.
- +1 racial bonus to attack rolls against kobolds, goblinoids, orcs, and reptilian humanoids (i.e. lizardfolk).
- Add +1 to the Difficulty Class for all saving throws against abjuration spells cast by rockwood gnomes. This adjustment stacks with those from similar effects.
- +4 dodge bonus to Armor Class against monsters of the giant type. Any time a creature loses its Dexterity bonus (if any) to Armor Class, such as when it's caught flat-footed, it loses its dodge bonus, too.
- Rockwood gnomes receive a +2 racial bonus to Listen checks, for their keen hearing, and to Craft (alchemy) and Smell checks, because their sensitive noses allow them to monitor alchemical processes by smell. Rockwood gnomes receive a +2 racial bonus on Knowledge (arcana) and Spellcraft checks because they spend their lives devoted to magic. Rockwood gnomes can use Knowledge (arcana) and Spellcraft untrained. Rockwood gnomes receive a +4 racial bonus to Hide checks, which improves to +8 in a wooded area.
- Rockwood gnomes have the innate ability to *pass without trace* (as the spell).
- *Speak with Animals* (Sp): Once per day a rockwood gnome can use *speak with animals* as a 1st-level druid to communicate with a burrowing mammal (badger, fox, rabbit, etc.).
- Rockwood gnomes may cast *detect magic*, *Nystul's magical aura*, and *read magic* each once per day (caster level equals the gnome's character level). Rockwood gnomes with Charisma scores of 10 or higher may cast *dancing lights*, *ghost sound*, and *prestidigitation*, each once per day as a 1st-level sorcerer (spell failure penalties for armor apply).
- Automatic Languages: Gnome and Suar. Bonus Languages: Dwarven (Torin-dialect), Halfling, Heverkent, Kitt, Orc, Rakasta, Sylvan, and Yuan-Ti.
- Favored Class: Sorcerer. Rockwood gnomes are embedded with the very essence of the magic of nature. Thus, a multiclass rockwood gnome's sorcerer class does not count when determining whether he suffers an XP penalty for multiclassing.
- Level Adjustment: +2.

MINOR GNOME RACES

Since the end of time of The Transformation, there is a new, minor race of gnomes on Harqual that live almost exclusively in the Kingdom of Ahamudia.

Bitran Gnomes

The word “Bitran” is the collective name given to the dwarves and gnomes that were brought to Kulan from the world known as Maran (my Dark World campaign setting). While these newcomers to Kulan are distinctively two different races, they are in fact considered one people regardless of race.

The gnomes of Bitran were transported to Kulan during the Transformation. Cutoff from their previous world, they have been tested by the evil of the Empire of Swords and endured the loss of clan members not duplicated by the mysterious magical event. Bitran gnomes live amongst their dwarven cousins and the two races are considered equals. (The King of the Bitran is a gnome.)

Bitran gnomes have the touch of magic in them, even more so than their dwarven cousins. They can just as easily become sorcerers as they can become illusionists; however, they rarely become other types of specialist wizards and they never become generalist wizards.

Bitran Gnome Traits

Bitran gnomes have the following racial traits:

- -2 to Strength, +2 to Constitution, +2 to Charisma. Bitran gnomes are both robust and charming, but are not the strongest in a fight.
- Bitran gnomes aren't native to the World of Kulan; therefore, they have the Extraplanar Subtype.
- Small. As a Small creature, a Bitran gnome gains a +1 size bonus to Armor Class, a +1 size bonus on attack rolls, and a +4 size bonus on Hide checks, but he uses smaller weapons than humans use, and his lifting and carrying limits are three-quarters of those of a Medium character.
- Bitran Gnome base land speed is 20 feet.
- Low-light Vision: A gnome can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination.
- Weapon Familiarity: Gnomes may treat gnome hooked hammers as martial weapons rather than exotic weapons.
- +2 racial bonus on saving throws against illusions. *Not reflected in the saving throw numbers given here.
- Add +1 to the Difficulty Class for all saving throws against illusion spells cast by gnomes. This adjustment stacks with those from similar effects.
- +1 racial bonus on attack rolls against kobolds and goblinoids.
- +4 dodge bonus to Armor Class against monsters of the giant type. Any time a creature loses its Dexterity bonus (if any) to Armor Class, such as when it's caught flat-footed, it loses its dodge bonus, too.
- +2 racial bonus on Listen and Craft (alchemy) checks.

- Spell-like Abilities (Sp): 1/day—speak with animals (burrowing mammal only, duration 1 minute). A gnome with a Charisma score of at least 10 also has the following spell-like abilities: 1/day—dancing lights, ghost sound, prestidigitation. Caster level 1st; save DC 10 + gnome's Cha modifier + spell level.
- Endure (Su): A Bitran gnome is permanently affected as if a resistance orison had been cast upon the character. (This replaces the ability to cast 0-level spells (cantrips). Note that all Bitran gnomes have this ability regardless of their Intelligence score.)
- Automatic Languages: Bitran. Bonus Languages: Aphranaen, Goblin (Maran), Javeldian, Nihil, Orc (Maran) and Vananean. Bitran gnomes haven't been exposed to the cultures of Harqual for very long and, thus, have a limited number of obscure Maran languages to choose from.
- Favored Class: Players may choose either the Illusionist or Sorcerer class as their Bitran gnome's favored class. Once the player has made this choice the decision cannot be changed. A multiclass Bitran gnome's favored class does not count when determining whether he suffers an XP penalty for multiclassing.
- Level Adjustment: +1.

Other Variant Gnome Cultures on Harqual

There are a few other distinct cultures of gnomes on Harqual. These distinct cultures are similar enough to the *D&D Player's Handbook v.3.5* version of gnomes (i.e. city gnomes) or to Rockwood gnomes (i.e. Jzadirune gnomes) that the differences are negligible. The main exception are the whisper gnomes.

A few of these distinct gnomish cultures came into being after The Transformation but not all of them.

Gnomes of Jzadirune

In 750 N.C, events began in (and under) the City of Cauldron that would eventually shake the city to its foundation, literally. Insane cultists, invasion & war, and the near destruction of the city by a magically-induced volcanic eruption. Life has never been simple in Cauldron City. The rise to power of the Order of the Silver Hand was unprecedented in the region and now, roughly seven years later, Cauldron has a new Lord Mayor, Hezekiah Grofus, and a new way of life under the watchful eye of Argo Flameheart and the Church of Jalivier.

Therefore, it isn't hard to imagine that some people in the mountain realm might have overlooked the reclamation of the abandoned gnomish enclave known as Jzadirune. This enclave was abandoned in the year 674 N.C. when a magical plague known as the Vanishing destroyed most of the enclave's gnomish inhabitants. Those that did survive fled south and eventually became part of the strong gnomish communities of the Far South. Now eighty-three years later, the gnomes of Jzadirune have returned or at least some of their descendants and relatives have.

The migration north to reclaim Jzadirune was spearheaded by a rockwood gnome named Jasper Drundlesput (NG male rockwood gnome, Exp4/Facotum4) who is both a mathematician and professor of gnomish history. He came north in 749 N.C. to find the lost enclave and fell victim to the evil denizens that had taken up residence there. He was rescued by an adventuring group that would eventually evolve into the Order of the Silver Hand. Of the members of that group of adventurers, he quickly found a great respect for the dwarf Toryn Stonecutter as well as Hezekiah Grofus and the fire river

halfing Amaryllis Greenbottle. The Order helped restore Jzadirune by clearing out the evil denizens and eventually helping Jasper find a cure for the Vanishing.

Jasper now controls the enclave and has aligned Jzadirune with the Dominion of Cauldron as a vassal community. As the enclave lies directly underneath Cauldron City, its residents are considered honorary Cauldronites by those that know they are there. Over 1,600 gnomes now live in the Dominion of Cauldron, so very few people are aware of the fifty gnomes living under the rebuilt streets of Cauldron City. In truth, all the gnomes of Cauldron and the 1,300 gnomes living amongst the citizens of the Dwarven Holds of Kul Moren consider themselves citizens of Jzadirune. The community continues to grow under Cauldron and in 756 N.C. Jasper received permission to expand the enclave to include the old, abandoned dwarven stronghold known as the Malachite Fortress.

Jzadirune gnomes have all the racial traits of rockwood gnomes, and they still consider themselves to be part of that gnomish heritage; however, they refer to themselves as the gnomes of Jzadirune, which often confuses those that don't know about the reclaimed enclave. Most Cauldronites simply refer to Jzadirune gnomes as gnomes. **Note:** There are some rockwood gnomes living in the Principality of Pretensa and a few other regions of the Southern Heartlands, but they don't consider themselves to be Jzadirune gnomes. These northern-dwelling rockwood gnomes migrate south during the winter months as they consider their "homeland" to be the Far South (and they don't like the cold weather).

Gnomes of Korvosa

As the least numerous of the demihuman races of Korvosa, the gnomes of the city-state tend to be loners or students at the Acadamae. Korvosan gnomes, also known as gnome mages, have more of a fey heritage than the rockwood gnomes of the Far South; however, they are not fey. Like rockwood gnomes, they seem to be touched by magic but in a less obvious way. They are more plain in their appearance, which allows them to blend in more while visiting other city-states of the Far South. And visit them they do.

On their home world, gnome mages weren't born and bred in Korvosa. Most of them came to Korvosa to study at the Acadamae or even the lesser known Theumanexus College. While many Korvosan gnomes still attend these two magical academies, some have left Korvosa to explore the Far South seeking new magical mysteries to uncover. This often leads them into conflict with the native races of the region who tell the Korvosan gnomes to leave well enough alone.

Unfortunately, such warnings go unheeded as these gnomes have a wanderlust and curiosity that puts kitts to shame. They have been encountered as far west as Echostone and as far north as the Sovereign City of Yuln. Once a Korvosan gnome latches on to a magical mystery (or any kind of mystery), he or she cannot let it go unexplored. More than one gnome mage has died while delving into an ancient spellweaver vault.

Since the number of gnome mages is so small, the race is doomed to obscurity and likely extinction on Harqual. Rockwood gnomes do not like these gnomes and the feeling is mutual; therefore, relations of any kind is unlikely. Korvosan gnomes tend to get along with the gnomes living in the City-state of Rhamsandron, however. If the gnome mages are to survive as a people on Harqual, they will likely have to marry into the city gnome families of the "City-State."

Korvosan gnomes have all the racial traits listed in the *D&D Player's Handbook v.3.5*; however, they favor the Illusionist class, and they have different racial languages: remove Common from and add Taldane to Automatic Languages; add Thassilonian and Varisian to their list of Bonus Languages. The Gnome language they speak is nearly identical to the Gnome language of Harqual.

Korvosan gnomes, as a race, are not native to the World of Kulan; therefore, they have the Extraplanar subtype. However, a gnome mage that is born in the Lands of Harqual is considered to be native to the World of Kulan, but a native gnome mage would still be considered an infant at this time.

Gnomes of the “City-State”

The city gnomes of Rhamsandron are a unique race of gnomes brought to the continent during the time of The Transformation. Unlike their city dwarf cousins, the city gnomes of the “City-State” aren't flourishing in other places beyond Rhamsandron. They suffer from not only the stigma attached to being gnomes but also the stigma attached to not being rockwood gnomes.

In the Far South, rockwood gnomes are respected but not completely liked by many of the other races, especially in city-states and other larger communities. They are considered too rural and dedicated to preserving the Heverkent Forest, which many urban-dwelling races see as a valuable resource. (Note this isn't always the case but it is a common dispute between rockwood gnomes and other races.) Therefore, the city gnomes of Rhamsandron often get mistreated by those that dislike rockwood gnomes.

At the same time, rockwood gnomes consider the city gnomes of Rhamsandron to be as bad as some humans. City gnomes rarely show the proper respect toward nature and they don't worship the Gnome Deities. It doesn't help that city gnomes often look down upon rockwood gnomes as being rural rubes, which is bias based on racial divisions from their home world. The city gnomes of Rhamsandron often refer to rockwood gnomes as forest gnomes, which leads to irate arguments.

The city gnomes of Rhamsandron have found a kindred folk in the gnomes of the City-state of Korvosa; however, they don't suffer from that gnomish race's wanderlust and breakneck curiosity. City gnomes are more laid back; they are more likely to stay at home to tinker with new small mechanical contraptions or brew a new type of ale. They don't consider adventuring to be a priority, but a city gnome will leave the comforts of home in order to meet new people and see the new world from time to time.

City gnomes have the all the racial traits as listing in the *D&D Player's Handbook v.3.5*; however, they favor the Wizard class instead of the Bard class and they have slightly altered Automatic Languages: add Rhamsandronish; remove Common.

The city gnomes of Rhamsandron, as a race, are not native to the World of Kulan; therefore, they have the Extraplanar subtype. However, a city gnome that is born in the Lands of Harqual is considered to be native to the World of Kulan, but a native city gnome would still be considered an infant at this time.

Whisper Gnomes (Races of Stone)

During the gnomish exodus of the Ragik Peninsula, some of the gnomish enclaves decided to stay and fight while others went into hiding. Those that stayed and fought didn't fare well while those that went into hiding disappeared from the conscious thoughts of the denizens of the north. Constantly hunted by the Blades of the Emperor, these gnomes lost a lot of their jovial mannerisms and gained a knowledge of stealth and trickery. Slowly, they relocated their enclaves to the lands surrounding the Twilight Valley and there they have remained unto this day.

These are the whisper gnomes.

Whisper gnomes are rare and nearly unheard of beyond the Twilight Valley and the hills surrounding the Greystone Mountains. They prefer it that way as many groups of Blades of the Emperor still hunt for gnomes. Whisper gnomes are not welcome in the dwarven holds of the Kingdom of the Greystones as the dwarves do not trust them. They are grudgingly accepted into the inns and taverns of the Twilight Lands but almost never into the home of family of northerners. Whisper gnomes are not forced out of the Archbishopric of Coldstone, but they are rarely welcome there.

Whisper gnomes have a strange kinship with half-orcs and the two races often work together, and whisper gnome enclaves have been known to hide rogue half-orcs from silver elf and high dwarf patrols. This hasn't endeared them to the elves of the Kingdom of the Silver Leaves and they rarely visit that land unless their need is great. Whisper gnomes get along with hairfoot halflings but their relations with icefoot halflings is chilly to say the least. The race they seem to trust more than any are the small and adventurous kitts. Kitts rarely judge a whisper gnome based on the actions of another whisper gnome.

There isn't a *true* whisper gnome land or kingdom but they do live in one area more than any other. The region is known as the Hidden Vale, which lies between the Twilight Valley in the west and the Cold Barrens and Greystone Mountains to the east. Whisper gnomes took root in this area just as the Mortals War was ending. They live in underground, hidden burrows in the hills ringing the vale as well as in several camouflaged, above ground hamlets and villages in the vale. These hidden homes are near impossible to detect unless you know what to look for and whisper gnomes rarely welcome anyone into their homes.

Whisper gnomes have all the racial traits listed on page 96 in *D&D Races of Stone* with the following changes and additions. Whisper gnomes can choose either Rogue or Scout as their favored class. Once this choice has been made it cannot be changed. Whisper gnomes speak Gnome and Waracou as Automatic Languages and have the following options for Bonus Languages: Barbarian, Dwarven, Elven, Goblin, Halfling, Kitt, Orc, and Undercommon. Whisper gnomes like to know what their (few) allies and (many) enemies are saying about them.

THE HALFLINGS OF HARQUAL

There are three major races of halflings on Harqual: Hairfoot, Lightfoot, and Northchild. These halfling races are few and isolated from each other. Thus, they have completely different outlooks on life.

HAIRFOOTS

Hairfoot halflings are a fun-loving race of humanoids with hardened soles on their hairy feet. They are more likely to remain close to home than other halfling races and they are happiest when smoking a pipe, swapping stories, or taking care of their farmsteads. Sadly, competition with humans has left many hairfoot communities abandoned and the small humanoids either have been integrated into human culture or have moved into the Great Forest to live amongst the silver and forest elves. Hairfoots take this all in stride, however, as they adapt well to new situations.

Hairfoots in the Eastern Shores have had a hard time lately. The recent changes in doctrine in the Kingdom of Thallin means that, now, no hairfoots live within that kingdom's borders. Also, the corruption of the Knotwood has forced the abandonment of many hairfoot communities along the southern edge of the Great Forest. They have had to migrate farther south to Anoria, Izmer, Minar, and Wolffire. The strongest presence of hairfoots is in Calot, on the southwestern shore of Lake Qualitian. Here, hairfoots control nearly 40% of the land and farming industry. Calot is small but that's the way hairfoots like it.

Hairfoots have more of a presence in the western lands of Northern Harqual such as in the Aerie Holds, Barony of Poli, City-state of Halandra, County of Valeny, Monarchy of Avion, and the Onan Territories. However, these hairfoots have completely integrated themselves into human culture and most of their ancestral roots have been lost or forgotten. Hairfoots are very rare north of the Great Forest and Greystone Mountains.

Also, Hairfoots are almost never found south of the Great Expanse and those few encountered traveling those lands are either exiles or are traders looking for new markets for hairfoot goods. Hairfoots get along with lightfoots for the most part, but they have so little contact with them that most hairfoot-lightfoot relationships are based on individual interaction. While not unheard of, marriage between hairfoots and lightfoots is so rare as to be unique.

Hairfoot Halfling Traits

Hairfoot halflings benefit from a number of racial traits:

- -2 to Strength, +2 to Dexterity, -2 to Intelligence, +2 to Wisdom. Hairfoots are quick on their feet and are highly intuitive, but they lack physical strength and rarely follow scholarly pursuits.
- Small. As Small creatures, hairfoot halflings gain a +1 size bonus to Armor Class, a +1 size bonus on attack rolls, and a +4 size bonus on Hide checks. But they must use smaller weapons than humans use, and their lifting and carrying limits are three-quarters of those of Medium-size characters.
- Hairfoot halfling base land speed is 20 feet.
- Low-light Vision. Hairfoot halflings can see twice as far as a human can in starlight, moonlight, torchlight, and similar conditions of poor illumination.
- +1 racial attack bonus with slings or thrown rocks. Hairfoots are good at throwing rocks and using them in slings. Hairfoots don't gain this bonus with other ranged weapons like lightfoots do.

- +1 racial bonus to all saving throws. Hairfoots are highly capable of avoiding mishaps.
- +2 morale bonus to saving throws against fear. (This bonus stacks with the halfling's +1 bonus to saving throws in general.).
- Hairfoot halflings are good with animals, self-sufficient, and stealthy. They receive a +2 racial bonus to Handle Animal, Move Silently, and Survival checks. Their keen hearing bestows a +2 racial bonus to Listen checks.
- Automatic Languages: Halfling. Bonus Languages: Common, Elven, Goblin, Kitt, and Orc.
- Favored Class: Scout. A multiclass hairfoot halfling's scout class does not count when determining whether he suffers an XP penalty for multiclassing.
- Level Adjustment: +0.

LIGHTFOOTS

The lightfoot are the most stable race of halflings on Harqual. They dominate the lands of the Far South and have population numbers that meet if not exceed many of the other races in the southern lands. They are more numerous than hobgoblins, kitts, and even humans, regardless of the events of the time of The Transformation. That magical conjunction greatly changed the lands of the Nebral Peninsula by duplicating/teleporting the human cities of the Belin to Harqual from an alternate Material Plane. The mists of The Transformation caused many lightfoot communities to disappear into nothingness all across the Far South.

Even with this grievous loss, lightfoots continue to thrive. From Mt. Song and Bandon town on the Nebral Peninsula to Zafira and Woodhold on the Varan Peninsula, the lightfoot are found everywhere in the Far South. From Selquin and Osebye in the west to Jyl and Waile in the east, the lightfoots thrive.

Lightfoots are the most urban of all the halfling races on Harqual; although, they do tend to wander from city to city in nomadic wagon trains, like gypsies. However, these families also own property in many of the Far South's cities and communities. When a lightfoot gets too old to travel then he or she retires to his or her favorite community and settle down to raise the next generation of lightfoots. These lightfoot elders are highly respected.

While lightfoot halflings tend to be distrustful of humans and goblinoids, for the most part, they have good relations with kitts, the Torin, the rakasta, and rockwood gnomes. There are many communities in the Far South where lightfoots are more numerous than humans. In these communities, things are built to Small size and Medium-sized equipment cost as much as three times more than normal, unless you can find a rakasta trader willing to sell Medium-sized items. (Then it only costs twice as much.)

Lightfoot Halfling Traits

Lightfoot halflings have the exact same racial traits as listed for Halflings in the *D&D Player's Handbook v.3.5*, except for the following additions and changes:

- +1 racial attack bonus with all ranged weapons.
- Racial Feat: Lightfoot halflings gain the Urban Tracking feat from Unearthed Arcana as a bonus feat at first-level.
- Lightfoot halflings can use Knowledge (local) untrained.

- Automatic Languages: Halfling and Suar. Bonus Languages: Dwarven (Torin-dialect), Elven, Gnome, Goblin, Kitt, Orc, and Rakasta.



NORTHCHILD HALFLINGS (AKA ICEFOOTS)

Northchild halflings, also called icefoots, are nearly indistinguishable from their hairfoot cousins. What gives them away, besides their savage appearance, is the fact that the hair on their feet covers the whole foot. Also, Northchild halflings tend to wear their hair unkempt and long like the human barbarians they sometimes live amongst.

Icefoots are very rarely encountered anywhere south of the Greystone Mountains. They do not feel comfortable in the southern lands and a person would have to force an icefoot to go south of the Great Expanse. They are happiest living wild off the land but will trade with barbarian friendly lands such as MaShir and Acheos. They often travel and settle with human barbarians but do have their own traditional homelands as well. The largest of these homelands is the Icefoot Woods of Ahalgot in the west, but there are also icefoot bands as far north as the Desinon Forest, as far to the east as the Lands of the Nashee, and as far south as the Cold Barrens of the North.

It is rumored that a sub-race of Northchild halflings might live farther north amongst the islands of the North Sea. These 'mythic' icefoots are said to be able to walk on top of snow and ice as easily as a silver 'wild' do across the flat plains of the Northlands. Some believe they can magically pass through solid ice, as per the arcane spell, *passwall*.

Northchild Halfling Traits

Northchild halflings benefit from a number of racial traits:

- -2 to Strength, +2 to Dexterity, +2 to Constitution, -2 to Charisma.
- Small: As Small creatures, icefoots gain a +1 size bonus to Armor Class, a +1 size bonus on attack rolls, and a +4 size bonus on Hide checks. But they must use smaller weapons than humans use, and their lifting and carrying limits are three-quarters of those of Medium-size characters.
- Speed: Base land speed is 20 feet.
- +1 racial bonus on attack rolls with thrown weapons and slings.
- +1 racial bonus to all saving throws. Northchild halflings are highly capable of avoiding mishaps.
- +1 racial bonus on saving throws against cold effects and a -1 racial penalty on saving throws against fire effects. These adjustments apply to cold and fire effects from any source, whether magical or mundane.
- +2 morale bonus to saving throws against fear. (This bonus stacks with the icefoot's +1 bonus to saving throws in general.)
- Cold Endurance: Icefoots gain Cold Endurance (see page 47 of D&D Frostburn) as a bonus feat.
- Skills: Northchild halflings are agile, surefooted, and athletic. They receive a +2 racial bonus to Climb, Jump, and Move Silently checks. Their keen hearing bestows a +2 racial bonus to Listen checks. Also, they are taught to survive in the wild from a young age. Thus, they gain a +2 racial bonus on all Survival checks.

- Automatic Languages: Barbarian, Halfling. Bonus Languages: Common, Dwarven, Elven, Giant, Gnomish, Goblin, Kitt, Orc, Waracou, and any one additional regional 'barbarian' language. (The most common is called Waracou.)
- Favored Class: Barbarian. A multiclass Northchild halfling's barbarian class does not count when determining whether she suffers an XP penalty for multiclassing.
- Level Adjustment: +0.

MINOR HALFLING RACE

Since the end of The Transformation, there is a new minor race of halflings on Harqual living in the Kingdom of Ahamudia.

The Nihil

The Nihil are the major race of good-hearted halflings from the home world of the Maran races. During the time of The Transformation, many of their kind were duplicated on or teleported to the Lands of Harqual. Unlike many of the other Maran races, almost all of the Nihil of old Javeldos were teleported to Kulan instead of some of them being duplicated as clones or simulacrum. This has left a void in the citizenry of the other world's kingdom, but it has been a boon for the newly formed Kingdom of Ahamudia.

The Nihil are unusual for halflings. At least, they are considered unusual by the other halfling races of Harqual that have encountered them. The Nihil are natural arcanists and linguists and rarely do they become rogues; although, they have quickness and guile to excel at that life path. They seem to have more in common with the silver elves of the Great Forest than with halflings. The Nihil aren't as jovial as other halfling races but do find pleasure in the discovery of new forms of magic and new languages to learn.

So being brought to the Lands of Harqual was seen by the Nihil as gift from the New Gods. They have adopted to worshiping the deities of their new home with vigor. They especially revere the Patron of Magic of the North Gods, Immotion, as well as the Interloper God of Light, Apollo. Being a good-hearted people, the Nihil prefer to worship gods of good; therefore, they have shied away from venerating Boccob the Uncaring or The Witch Goddess, Wee Jas, and they would never consider worshiping The Mister of Magic, Math Mathonwy.

The Nihil are slowly being exposed to the worship of Yondalla and the other Halfling Deities, but they have yet to embrace those gods. They see the North Gods as their saviors and greatly respect the teachings of Bast, Casiia, Jalivier, and Ramara.

Nihil Traits

The Nihil benefit from a number of racial traits:

- -2 to Strength, +2 to Dexterity, +2 to Intelligence, -2 to Charisma. The Nihil are quick on their feet and quick-of-mind, but they lack the powerful frames of larger races and they tend to be bookish and oddball.
- The Nihil aren't native to the World of Kulan; therefore, they have the Extraplanar Subtype.
- Small: As Small creatures, the Nihil gain a +1 size bonus to Armor Class, a +1 size bonus on attack rolls, and a +4 size bonus on Hide checks. But they must use smaller weapons than humans use, and their lifting and carrying limits are three-quarters of those of Medium-size characters.

- Speed: Base land speed is 20 feet.
- +1 racial attack bonus with the weapons of wizardry. The Nihil rarely train with martial weapons, but they do learn to use the traditional weapons of arcanists from an early age. This gives them a natural aptitude with such weapons.
- +1 racial bonus to all saving throws. The Nihil are highly capable of avoiding mishaps.
- +2 morale bonus to saving throws against fear. (This bonus stacks with the Nihil's +1 bonus to saving throws in general.)
- Skills: The Nihil are knowledgeable, skilled, and studious. They receive a +2 racial bonus to Appraise, Craft, Knowledge, and Profession checks. Their keen hearing bestows a +2 racial bonus to Listen checks.
- Automatic Languages: Javeldian and Nihil. Bonus Languages: Aphranæn, Barbarian, Bitran, Common, Goblin (Maran), Halfling, Kitt, Onan, Orc (Maran), Sylvan, Undercommon, and Vananean. While the Nihil haven't been exposed to the cultures of Harqual for very long, they are natural gifted when it comes to learning new languages; therefore, they have a larger selection of Bonus Languages than the other Maran races.
- Favored Class: Players may choose either the Trader or Wizard class as their Nihil halfling's favored class. Once the player has made this choice the decision cannot be changed. A multiclass Nihil halfling's favored class does not count when determining whether he suffers an XP penalty for multiclassing.
- Level Adjustment: +1.

Other Variant Halfling Cultures on Harqual

There are a few other distinct cultures of halflings on Harqual. These distinct cultures are similar enough to one of the major races of halflings (i.e. fire river halflings) or the *D&D Player's Handbook v.3.5* version of halflings (i.e. common halflings) that the differences are negligible. The main exception to this is the halflings of the Tyrian Valley.

A few of these distinct cultures came into being after The Transformation but not all of them.

Fire River Halflings

There are many unique cities and communities along the Fire River from Lalaton on Lake Anoria to the spiraling metropolis of Sumdall on the shore of Guardian Bay. While most of these communities are part of the Kingdom of Izmer or the Domain of Anoria, several of them were forced to go it alone or have willingly joined the newly formed Principality of Pretensa after the annexation of Mor's End by the City-state of Flamerule in 753 N.C.

Other communities were abandoned completely, and many of the hardest hit were the riverside villages of the Fire River halflings. For generations, these halflings, also known as riverfoots, have lived near and on the Fire River and rarely did they pay homage to anyone. Those living within the boundaries of the Kingdom of Izmer were considered subjects of the Royal House of Izmer; however, the Fire River halflings rarely saw it this way. Now that Izmer has been divided into two kingdoms, there is even less of a reason for riverfoots to bow down to anyone.



Fire River halflings have little in common with hairfoots as they are more prone to wanderlust, which takes them up and down the Fire River on barges. In the past, Fire River halflings have rarely migrate further north than the City of Mor's End, and since Mor's End's annexation by Flamerule, riverfoots prefer to stop in or near the City of Pretensa. In Mor's End, they have no rights and are pressed into slavery if caught sailing their barges on Lake Anoria. In the communities of Izmer, they are considered vagabonds and are mistrusted even though the Queen considers riverfoots to be her subjects.

It is in the Principality of Pretensa that Fire River halflings have the most rights. The Prince of the newly formed kingdom has a great love for riverfoots, and he counts many of their leaders as his close personal friends. Pretensa is the once place along the Fire River where riverfoots feel at home. Yes, there are some old prejudices by some of the die hard, ex-Izmerian nobility, but they know better than to oppress Fire River halflings under the watchful eye of their sovereign prince.

Fire River halflings have all the racial traits of lightfoot halflings; however, their languages are changes as per the following: Automatic Languages: Halfling and Common. Bonus Languages: Anorian, Dwarven, Elven, Eversinki, Goblin, Kitt, Orc.

Halflings of Korvosa

The halflings of Korvosa, on their original home world, were renown for being sailors on the high sea. (They are often referred to as shipbound halflings.) On Harqual, they still serve the same function for the merchant houses of Korvosa. In fact, without much of rural industry to support the Transformation city, the halfling sailors of Korvosa are now being relied upon to help save the city-state from starvation on a daily basis. This has given them increased power and prestige in the city-state but it has also driven some of them to sail away to find their own fortunes on Harqual and beyond.

The halflings of Korvosa tend to mix well with the lightfoot halflings of the Far South. They have found a strange kinship with the lightfoots even though there are many cultural differences between the two races. They are the one Korvosan race that doesn't suffer from extreme prejudice in other lands. Kitts, lightfoots, the rakasta, and Torin dwarves often accept them as friends and allies while southern elves and humans grudgingly respect their abilities as seafarers. The rockwood gnomes are less accepting of Korvosan halflings due to the relations the gnomes have had with the other Korvosan races. The rockwood gnomes try not to judge, but it's hard since they completely distrust the dwarves and the gnomes from Korvosa.

Korvosan halflings have all the racial traits listed in the *D&D Player's Handbook v.3.5*; however, they have different racial languages: remove Common from and add Taldane to Automatic Languages. The Halfling language they speak is nearly identical to the Halfling language of Harqual.

Korvosan halflings, as a race, are not native to the World of Kulan; therefore, they have the Extraplanar subtype. However, a Korvosan halfling that is born in the Lands of Harqual is considered to be native to the World of Kulan, but a native Korvosan halfling would still be considered an infant at this time.

Halflings of the "City-State"

The halflings of Rhamsandron are a unique race of halflings brought to the continent during the time of The Transformation. These halflings are most often referred to as "common" halflings but not by members of the race. "City State" halflings are skilled workers and many in the "City State" are craftsmen. They also love to perform and many of these

halflings become bards. Those without the gift to entertain or the skill (or desire) to work often turn towards thievery as a way of life.

The halflings of the “City State” tend to be homebodies by nature; however, after being transported to another world, these curious halflings have been quick to explore this strange new land called Harqual. What they have discovered, in the Far South, is a land that is dominated more by halflings (and other races) than by humans. This has driven many of them to seek out the halfling dominated city-states of the Far South: Ellihan, Salubia, Vail, and Zafira. They have found the societies of these city-states to be both intriguing and alien at the same time. Common halflings do not worship the Halfling Deities, which has led to a lot of friction when dealing with the lightfoot halflings of the Far South.

They have also been drawn to the lands of the demihuman monarchy known as The Carillon Kingship and the confederacy known as the Four Cities of the Foxe. How they have been welcomed in those lands depends greatly on whether or not they have left Rhamsandron behind permanently. Those that have not are usually refused entry into the lands of the Carillon Kingship. The citizens of the Four Cities are more tolerant, but Rhamsandron has gained a sinister reputation in the Far South since its arrival on Harqual and those that openly associate with the “City State,” regardless of race, are met with suspicion, at best.

Common halflings have the all the racial traits as listing in the *D&D Player's Handbook v.3.5*; however, they have slightly altered Automatic Languages: add Rhamsandronish; remove Common.

The common halflings of Rhamsandron, as a race, are not native to the World of Kulan; therefore, they have the Extraplanar subtype. However, a common halfling that is born in the Lands of Harqual is considered to be native to the World of Kulan, but a native halfling of the “City State” would still be considered an infant at this time.

Halflings of the Tyrian Valley

The halflings of the Tyrian Valley are another unique halfling race brought to the Lands of Harqual during The Transformation. The Tyrian Valley sits on the eastern side of the Patron Mountains within the boundaries of the Great Expanse. Unlike the other Tyrian races, the halflings of the Tyrian Valley rarely consider themselves citizens of Tyr.

Many Harqualians consider Tyrian halflings the hardest of the Tyrian races to understand. They can be extremely savage and prefer to eat meat raw. Yet, they have a solid racial tradition that includes art, singing, and storytelling. They believe in finding harmony from within, yet they are prone to xenophobia, which seems contradictory to those Harqualians that have met them and lived to tell about it.

For Tyrian halflings have a tendency to eat intelligent foes. They see little difference between eating a horse and eating an elf. This tendency makes them unwelcome in most of the civilized lands surround the Great Expanse, especially in the lands of the Chara Coast. The fact that a group of Tyrian halflings have forcefully taken up residence in the small forest located east of Deepwater hasn't helped relations. The citizens of the coastal region often call these halflings the Unworthy.

Tyrian halflings make poor slaves and they prefer to die rather than remain in captivity. Those few that have found themselves in the slave pits of the Chara Cities welcome being whipped to death or killed in the arena. One or two are believed to have escaped but the truth is never known for sure in the Chara Cities. What is known is that Tyrian halflings take great joy in raiding the communities that surround the Chara Cities.

There is a rumor that a large family of Tyrian halflings migrated south to the Merewood and have become embroiled in race war with the phanatons living there.

Tyrian halflings have all the racial traits of the Halfling entry in *Chapter 2: Races* in the *Dark Sun 3* PDF document, which can be downloaded from the DARK SUN Fan Website, [The Burnt World of Athas](#).

Tyrian halflings, as a race, are not native to the World of Kulan; therefore, they have the Extraplanar subtype. However, a Tyrian halfling that is born in the Lands of Harqual is considered to be native to the World of Kulan, but a native Tyrian halfling would still be considered a child at this time.

THE RACIAL MISCY

The Lands of Harqual are home to a very diverse base of sentient beings. The ones talked about so far are the most common and/or visible with a few minorities. However, many other races play a part on Harqual whether they live in isolated regions, live a nomadic existence, live deep underground, or are settlers from other continents and worlds who now live on Harqual.

PART ONE: THE GOBLINOID RACES

Traditional goblinoid races are uncommon on Harqual. The other intelligent races most often refer to orcs as goblins and goblinoids as krugs. Two other minor races, usable as PC races are the bhuka from *D&D Sandstorm* and the snow goblins from *D&D Frostburn*. The baklath, while technically a goblinoid race, have little in common culturally with goblins and hobgoblins; therefore, they are listed under the **Avian Races** section at the beginning of this document.

Note: *Krug* is a name of a humanoid from the Microsoft game known as *Dungeon Siege*. If you've played that game then you can imagine how the goblinoids of my world look and behave. (Ur! Ur!)

The Bhuka (Sandstorm)

The goblinoid race known as the bhuka can be found through the entire World of Kulan and is a well-known race on such continents as The Fallenlands and Triadora. However, on Harqual, they are a very rare race, that is completely unknown anywhere north of the southern most regions of the Great Expanse. The bhuka is unusual for a goblinoid race in that they tend towards a lawful society and most individuals tend towards good. They are also known for having a highly developed art and social-based society. Bhukas worship a World Goddess known as Kikanuti, and they are a peaceful race, for the most part.

Bhukas, on Harqual, have been, in the past, restricted to the region known as the Shuntlands. More specifically, they lived exclusively in The White Desert, which sits between the Kail and Halaian mountain ranges on the Varan Peninsula. However, pressure from the surrounding city-states has pushed the bhuka out of that region. Many have migrated west through the Relaini Bay Region to the Great Expanse. Others migrated south and west to settle in the wide-open spaces of the Savanna of the Mist while others made a much harder journey across the Karmine Sea to the island of Frey (see under Other Variant Goblinoid Cultures).

Those that found their way to the Great Expanse have been the luckiest as they have found a kindred spirit in the desert elves that dominate the Expanse. Those that migrated to the Savanna of the Mist have had troubles with both the zebranaurs and the rakasta but have found some acceptance from the Torin. Those that made the crossing to Frey were unlucky in that the city-states of the Domain of Frey are not known for being accepting of outsiders. The few bhuka bands that survived the first forays against them by the Freyans quickly moved into the harsher parts of the island where even the Freyans fear to tread.

It is important to note that the bhuka haven't completely abandoned The White Desert and the remaining "phratries," as they call their communities are known to be more likely to fight their enemies (LN). The White Sands is the strongest phratry in the region and they help protect the region from interlopers wishing to exploit the salt karsts of The White Desert.

The bhukas of Harqual have the same racial traits as noted for Bhukas listed in *D&D Sandstorm: Mastering the Perils of Fire and Sand*.

Bugbears (MM)

Bugbears are the most common type of goblinoid encountered in the northern parts of Harqual. They live throughout the region known as the Eastern Shores with most living in the Sunus Mountains. Bugbears are known for starting wars with other races with little provocation. They are found mainly in the more temperate mountain ranges including the Sunus, the Kul Moren Mountains, and the few bands living in the Thunder Mountains. The mountain range surrounded by the Storm Jungle is too warm for bugbears to live there and the Greystone Mountains are too cold.

The bands living in the Sunus Mountains are the largest and most likely to cause trouble – so much so that travel through those mountains without an armed escort is not recommended. The largest band in the mountain range is known as the Sunus Bugbear Tribe. It has twice the normal numbers for bugbears listed in *D&D MM v.3.5*, including noncombatants. It used to have three to four times that number but a recent military campaign against Minar and the Barony of Wolffire has left the band dwindled in size.

The war was fought due to the conceit of the tribe's vicious leader, King Brulok. Long has this bugbear king wished to conquer the fertile lands of Minar and enslave the humans and elves that dominate there. He would have succeeded if not for the resiliency of Minar's citizens and for the timely action of the Baron of Wolffire who came to the aid of the beleaguered Duke of Minar. The war has made the two countries strong allies, which has put severe pressure on the Sunus Bugbear Tribe. King Brulok still rules the tribe with an iron fist but some believe that his rulership might come to a violent end, and soon.

Bugbear Traits

Bugbears benefit from a number of racial traits:

- +2 to Strength, +2 to Constitution, -2 to Intelligence, and -4 to Charisma. Bugbears are muscular and tough but they are lacking in intellect and personality.
- Medium-size: As Medium-size creatures, bugbears have no special bonuses or penalties due to their size.
- A bugbear's base land speed is 30 feet.
- Darkvision out to 90 feet.
- Racial Hit Dice: A bugbear begins with three levels of humanoid, which provide 3d8 Hit Dice, a base attack bonus of +2, and base saving throw bonuses of Fort +1, Ref +3, and Will +1.
- Racial Skills: A bugbear's humanoid levels give it skill points equal to 6 x (2 + Int modifier). Its class skills are Climb, Hide, Listen, Move Silently, Search, and Spot.
- Racial Feats: A bugbear's humanoid levels give it two feats. A bugbear gains Stealthy as a bonus feat.
- +3 natural armor bonus.
- +2 racial bonus on Hide and Move Silently checks.
- Automatic Languages: Goblin and Undercommon. Bonus Languages: Common, Draconic, Elven, Giant, Gnome, and Orc.

- Favored Class: Fighter. A multiclass bugbear's fighter class does not count when determining whether she suffers an XP penalty for multiclassing.
- Level Adjustment: +1.

Goblins (MM)

The rarest of the goblinoid races are the goblins, often referred to as krugs. They are considered a dying species on Harqual, as they cannot hope to compete with gnolls, orcs, and bugbears. The odds of a goblin PC would be 1 in a 100 (roll percentile dice). Goblins have all the racial traits as per that listed on page 134 of *D&D Monster Manual v.3.5*, except that they don't speak Common or Draconic.

Hobgoblins (MM)

Hobgoblins are another race of goblinoids on Harqual, and are often referred to as high krugs or hobkrugs. Most in the North believe that hobgoblins are extinct on Harqual, and while that's a myth, hobgoblins are indeed rare on Harqual (but nowhere near as rare as goblins). Hobgoblins only exist in great numbers in the Far South. They live amongst the other races having gone *urban*, and they are even considered somewhat civilized by the other races of the southern lands.

Note that there is no such thing as a hobgoblin band or tribe anywhere on Harqual or on any of the islands surrounding it. Most groups of hobgoblins in the Far South are either gangs of thieves in the worst parts of the cities or tactical war bands that act more like mercenaries throughout the more rugged terrains of the region — most notably in the Paian Hills and the foothills surrounding the Kail and Halaian mountain ranges.

Hobgoblins are somewhat common in the following cities and are considered full citizens with equal rights and obligations: Cutte, Deyinir, Evanes, Ferinmal, Fyrdin, Greol, Hyadin, Jyl, Rhid, Salubia, Siafox, Sulinon, Stenheuve, Tulsax, Waile, and Xcellian. In all other cities they are uncommon or rare.

Hobgoblin Traits

Hobgoblins benefit from a number of racial traits:

- +2 to Dexterity, +2 to Constitution, -2 to Charisma. Hobgoblins have a natural agility and resiliency but they are lacking in social graces.
- Medium-size: As Medium-size creatures, hobgoblins have no special bonuses or penalties due to their size.
- Darkvision out to 60 feet.
- Low-light Vision. Hobgoblins can see twice as far as a human can in starlight, moonlight, torchlight, and similar conditions of poor illumination.
- A hobgoblin gains Stealthy as a bonus feat.
- +2 racial bonus on Hide and Move Silently checks.
- Automatic Languages: Goblin and Suar. Bonus Languages: Axiomatic, Draconic, Dwarven, Giant, Orc, and Rakasta.
- Favored Class: Scout. A multiclass hobgoblin's scout class does not count when determining whether he suffers an XP penalty for multiclassing.
- Level Adjustment: +1.

Half-Hobgoblins (Bastards & Bloodlines)

Since hobgoblins are more common than humans in the Far South, it should come as no surprise that there are more half-hobgoblins than half-elves, half-orcs, or other half-breeds throughout the region. These half-krugs, as they are often called, result from having a dwarven parent and a hobgoblin parent. Such couplings are often violent but sometimes love (or lust) can produce half-hobgoblin children, especially when Torin dwarf and a hobgoblin adventure together (a common occurrence in the Far South).

In most cases, a half-hobgoblin is raised by its hobgoblin parent, if possible, or is abandoned on the doorstep of an orphanage. A half-hobgoblin child's early life is usually hard. For while hobgoblins are generally accepted as citizens in many places, half-hobgoblins are not. Hobgoblins are surprisingly tolerant towards half-hobgoblins since their race's population is in danger of becoming "endangered." Torin dwarves are known for their tolerance toward other races so half-krugs often find kinship amongst the dwarves of the Far South.

Note that it is possible for half-hobgoblins to result from the coupling of a hobgoblin with a human, as well. However, there have only been a handful of known half-human hobgoblins ever born. Humans tend to react violently towards half-human hobgoblins, especially those from the northern lands.

Half-Hobgoblin Traits

Half-hobgoblins have all the racial traits listed on page 30 of *Bastards & Bloodlines: A Guidebook to Half-Breeds* except for the changes noted below:

- +2 to Dexterity, +4 to Constitution, -4 to Charisma. (Half-human hobgoblins have the following ability score adjustments: +2 to Constitution, -2 to Charisma.)
- Darkvision out to 60 feet. (Half-human hobgoblins have darkvision out to 30 feet.)
- Low-light Vision. Half-hobgoblins can see twice as far as a human can in starlight, moonlight, torchlight, and similar conditions of poor illumination. (Half-human hobgoblins don't have this ability.)
- Half-hobgoblins have Survival as a class skill, regardless of their class, and gain a +4 racial bonus on Survival checks made to discern direction.
- Automatic Languages: Dwarven and Goblin. Bonus Languages: Axiomatic, Draconic, Giant, Orc, Rakasta, and Suar.
- Level Adjustment: +1. (Half-human hobgoblins: +0.)

Snow Goblins (Frostburn)

Snow goblins, or 'froggies' as they're sometimes called, are only found in the northern lands of Harqual. There they have out-competed goblins and bugbears for living space since they are more adaptable to Harqual's cold climate. The northern lands of Harqual are known for having harsh winters, which is the perfect environment for snow goblins.

In fact, if left unchecked, this race would likely spread everywhere in the north.

The elves and dwarves of the northern lands will never let this happen. They consider snow goblins to be a menace almost as bad as orcs and gnolls. The dwarves of the Greystone Mountains spend a great deal of time and energy exterminating snow goblins from the hills surrounding the mountain range, which tends to drive the snow goblins into the

Northlands where they come into conflict with the barbarian tribes. (The snow goblins know better than to travel south into the forested lands of the silver elves.)

Regardless, new snow goblin troupes are always popping up somewhere, and these goblinoids can be found as far north as The Blighted Lands of the North, as far west as the Old Sword Lands, as far east as the Jagged Peninsula, and as far south as the Thunder Lands. Actual snow goblin tribes are usually limited to the areas around the Greystone and Rilous mountain ranges; however, it is rumored that one huge snow goblin tribe lives in the eastern hills of the Aragar Mountains near the western shore of Lake Desinon.

Snow goblins have all the racial traits listed on page 137 of *D&D Frostburn: Mastering the Perils of Ice and Snow* except that they don't speak Common or Draconic and may speak Barbarian, Dwarven, and Elven as bonus languages.

Other Variant Goblinoid Cultures on Harqual

There are a few other distinct cultures of goblinoids on Harqual. These distinct cultures are similar enough to one of the goblinoid races detailed in the *D&D Monster Manual v.3.5* or the bhuka from *D&D Sandstorm* that the differences are negligible. The main exception to this are the Goblins of Maran.

A few of these distinct cultures came into being after The Transformation but not all of them.

Black Head Krugs

[Work in Progress](#)

Goblins of Maran

[Work in Progress](#)

Old Salts

[Work in Progress](#)

Sandbar Krugs

[Work in Progress](#)

PART TWO: THE LIZARDFOLK

Slightly more common than the goblinoid races are the lizardfolk. In the Lands of Harqual, there isn't as much stigma towards lizardfolk as there is towards goblins and other savage humanoid. However, humans find lizardfolk unnerving and strangely foreign. Regardless, lizardfolk are one of the oldest living races that are native to the Lands of Harqual and always have been.

Lizardfolk (MM)

Standard lizardfolk live almost exclusively in the southern regions of Harqual; they are found throughout the marshlands of the Far South. This includes the bog-like hedge mazes found in the deepest part of the Merewood, the fens of the inner

reaches of the Heverkent Forest (near the northern edge of the Lake of the Horde), the island known as Thessalgard Island (near the Chara Coast), the Accursed Mire (on the southern shore of the Thenin Peninsula), and the Falchion Islands.

Most lizardfolk are neutral in alignment with tendencies towards good. Only those lizardfolk living in the Accursed Mire tend towards evil and worship the World God known as Laogzed. Other lizardfolk bands worship Mirella, Larea, or an aspect of Ehlonna known to them as the Swamp Princess.

Lizardfolk Traits

Regardless of alignment, lizardfolk have all the racial traits as per that listed on page 169 of *D&D Monster Manual v.3.5*, except for the following changes in languages:

— Automatic Languages: Aquan and Draconic. Bonus Languages: Goblin, Gnoll, Halfling, Rakasta, Suar, and T'skrang.

Green Folk (Bastards & Bloodlines)

[Work in Progress](#)



T'skrang (Earthdawn)

The t'skrang of Harqual are reptilian beings with a flair for the dramatic. They average 5 feet 9 inches tall, and their tails add another 6 feet of length. They weigh an average of 200 lb., of which nearly 40 lb. is the tail. Their skin color ranges from verdant green to green-yellow or green-blue, with aqua-blue and even sunset-red variants. T'skrang have cauliflower-shaped ears set into the sides of their heads. They mature physically by the age of 10, and often live 80 or more years.

The t'skrang talent for tale-telling casts doubt on their claims of a 181-year-old t'skrang, particularly because careful Torin dwarven observations place the oldest known t'skrang at a mere 115. T'skrang scholars blame this variance on faulty Torin dwarven calculations, which of course the dwarf's vigorously deny.

The t'skrang are only found in the Far South. They live exclusively near the many waterways of the region, especially along the Tulle River, also known as the River of the Dead God. T'skrang were the favored race of the, now dead North God Tulle, known as the River God or the Fisher. The t'skrang spent many centuries

in isolation from the rest of the Far South, mourning the death of their patron god, and only had interaction with the rockwood gnomes of the Heverkent Forest.

Only in the last 200 years have the t'skrang once again come forth from the Heverkent Forest to trade along the banks of the waterways of the Far South. They travel from place to place selling and buying good from their mobile, tribal raft-ships. It is said that if a t'skrang can't find an item for you then it doesn't exist in the Far South.

T'skrang give primary loyalty to their families, though like humans, they can transfer this loyalty to tribes and city-states. Some individuals pledge their loyalty to other races' societies, but pirate federations are the closest thing to a nation the t'skrang have built for themselves, in the past.

Females lead t'skrang society, which is matriarchal in most aspects. T'skrang prefer to live in roofed dwellings and floating tribal rafts along the Tulle River, and submerge portions of their riverside homes. T'skrang love to swim and immerse themselves in water, they become sulky and irritable if unable to do so at least once a week.

T'skrang get along fine with rockwood gnomes, rakasta, elves, and some humans. They admire Torin dwarves for their finely crafted goods but don't find them a kindred spirit due to them originating from under the earth. They consider halflings (and to a lesser extent, kitts) to be kindred spirits and will often stop and chat with one of them just for the pleasure of conversation.

T'skrang Traits

T'skrang benefit from a number of racial traits:

- -2 to Wisdom, +2 to Charisma. T'skrang are always flamboyant and outgoing, but they tend to leap into the water without looking.
- T'skrang have both the Reptilian and Aquatic subtypes.
- Medium-size: As Medium-size creatures, t'skrang have no special bonuses or penalties due to their size.
- Speed: Base speed is 30 feet. They also swim at a speed of 30 feet.
- Low-light vision (limited). T'skrang can see twice as far as a human can, but only while underwater.
- T'skrang may hold their breath for a number of minutes equal to their Constitution times 2.
- Natural Attacks: T'skrang can attack with their claws for 1d4 points of damage. They may also use their tail as a natural weapon. In combat, some t'skrang will strap weapons to their tail as to increase the damage done (small weapons only). A t'skrang's tail does 1d3 points of damage plus ½ Strength damage. They may choose it as the weapon for any weapon related feats.
- Skills: T'skrang gains a +2 racial bonus to Bluff and Diplomacy. T'skrang are master storytellers, fast talkers and love to gossip. They also gain a +4 racial bonus to Jump and Balance checks due to their tails. They also gain a +8 racial bonus to all Swim checks.
- Automatic Languages: Aquan and T'skrang. Bonus Languages: Draconic, Dwarven, Elven, Gnome, Halfling, Kitt, and Rakasta.
- Favored Class: Bard. A multiclass t'skrang's bard class does not count when determining whether she suffers an XP penalty for multiclassing.
- Level Adjustment: +1

Other Lizardfolk Races

There are several distinct sub-races of lizardfolk on Harqual. These other lizardfolk are found throughout the World of Kulan much like standard lizardfolk.

The Blackscale (MM 3)

Blackscale lizardfolk are the rarest of the lizardfolk races. They are found exclusively in the region known as the Thunder Lands on Harqual. They are known in the Verdalf Forest and are allies of the hunter elves. Others live in the Forests of Liran

but are not allies of that human Kingdom. They have no love for the mountain orcs of the Black Kingdom, however, and “the enemy of my enemy is my friend” is a phrase often used to describe the relations between the Blackscale and the citizens of Liran.

The Blackscale of Harqual are exactly like those living on other continents on the World of Kulan, except for the gods they worship. Blackscale tend to worship nature or weather gods such as Ehlonna, Larea, or Sanh. Blackscale lizardfolk are almost always neutral in alignment, with an equal chance of being neutral good or neutral evil if the lizardfolk is so inclined. Blackscale lizardfolk are described on page 95 of *D&D Monster Manual III*.

Blackscale lizardfolk are not generally available as a PC race.

Cliffborn (Classic Monsters Revisited)

[Work in Progress](#)

The Poison Dusk (MM 3)

Poison Dusk lizardfolk are found throughout the temperate marshes of the World of Kulan. On Harqual this includes the Helguar Swamp near Mor’s End, in the Kingdom of Anoria; the large marsh near the city of Ambian known as Le Marécage de Fey; the fen known as the Mistwater surrounding the city of Eversink; and the desolate swamplands of Caer Amylonyon on the eastern edge of the Great Forest.

Poison Dusk lizardfolk, also known as Gidameru Lizardfolk on Harqual, always live within the Tenets of the Balance and always worship a deity that insists that its followers do so. This includes, but is not limited to, Larea, the Daghda, and Sanh. They often worship Mirella as their patron goddess but rarely does she choose a poison dusk lizardfolk to become one of her chosen clerics.

Poison dusk lizardfolk have all the racial traits listed on page 96 of *D&D Monster Manual III*. They are available as a PC race and are the race of lizardfolk most likely to become adventurers.

Sandfolk (Classic Monsters Revisited)

[Work in Progress](#)

PART THREE: THE SAVAGE RACES

Beyond the standard humanoid races, goblinoids, and lizardfolk these other humanoids live either on the continent proper or one of the major islands surrounding Harqual. Some, like bullywugs, are isolated to one region.

Bullywugs (Monsters of Faerûn)

Bullywugs are nasty creatures; of that there is little doubt. They tend to prey on anyone who comes too close to the smaller marsh-covered islands of the chain known as the Falchion Islands located in the Wulman Gulf. They rarely settle on the island known as Ochel, as that island is home to the populace of the city of Kaaluntor and its outlying communities.

While numerous, the bullywugs don't have the numbers to fight an entire city. Regardless, they wouldn't last long fighting a two-pronged war, for they are constantly at war with the tribes of lizardfolk that share their islands. As the lizardfolk have achieved better relations with Kaaluntor, their ability to fight the bullywugs has improved.

Only the bullywugs high birthrate keeps them from being wiped out. Being aquatic has helped them evade some lizardfolk raids. The bullywugs have started to move out towards the shores of Harqual but are, as of yet, still isolated to the Wulman Gulf Region. Many sages who track bullywug movements, believe the frog-like humanoids are trying to push their way inland on the Thenin Peninsula and infest the Lilliputian Jungle.

Bullywugs have the following ability score adjustments: +2 to Constitution, -2 to Intelligence, -2 to Wisdom, and -2 to Charisma. For more details on Bullywugs, see page 25 of *D&D Monsters of Faerun*.

Centaurs, Harqualian

Centaurs live in the forests of the Northlands (beyond the Greystone Mountains) and are steadfast allies of the barbarians living in the north. For as long as barbarians have lived on Harqual there have been these centaurs living alongside them, or at least that's what both the barbarians and these centaurs say.

All centaurs have thicker hair than centaurs of other worlds and the human torso part of their body is covered with hair front and back. Males have thick beards, which are usually kept braided and their long manes are always tied up in a ponytail. Females do not have facial hair and their manes are left loose to blow in the frigid winds of the Northlands.



The origin of the centaurs is a mystery that baffles even the high elves of Kingdom of the Silver Leaves. It is widely known by powerful diviners that a centaur-like race, known as zebranaurs, is common all over Kulan. However, what's not known is why zebranaurs are so dominate across the world and yet centaurs are not.

Those adventurers that have traveled the world have never encountered centaurs anywhere except on Harqual. And even on Harqual these centaurs are limited to northern reaches of the continent. Zebranaurs dominate the southern lands of Harqual and for some unknown reason the northern-dwelling centaur elders won't willingly cross the Great Expanse, and they attempt too forbid young centaurs from making the journey. Most of these adventuresome centaurs either never come back or reappear several years later with strange arcane symbols tattooed into their hides. Most don't remember what happened and those that do never speak of their experiences.

Strangely enough, centaurs can actually leave Harqual from the north without any strange disappearances (i.e. on a ship) and come back just as easily. And if they land on the shores of the southern half of the continent nothing strange happens. Only when a centaur crosses into the Great Expanse do they disappear in a shimmer of light. Where they go remains a mystery.

Centaurs often are barbarians and fighters as well and sometimes they become multiclassed ranger/druids and barbarian/druids. Centaurs worship the gods of the Pantheon of the North. They have never heard of Skerrit, the patron deity of centaurs on other worlds. They revere the Daghdha before all the other gods of the pantheon.



Racial Traits for Harqualian Centaurs

Centaurs of Harqual possess the following racial traits.

- +4 to Strength, +2 to Dexterity, +4 to Constitution, -2 to Intelligence, +2 to Wisdom, -2 to Charisma.
- Large. As Large creatures, centaurs of Harqual gain a -1 size penalty to Armor Class, a -1 size penalty on attack rolls, and a -4 size penalty on Hide checks. But they must use larger weapons than humans use, and their lifting and carrying limits are twice those of Medium-size characters.
- Monstrous Humanoid: Centaurs are monstrous humanoids, and are therefore immune to spells that only affect humanoids, such as charm person.
- A centaur's base land speed is 40 feet.
- Centaurs of Harqual have darkvision out to 60 feet. Darkvision is black and white only, but it is otherwise like normal sight, and centaurs can function just fine with no light at all.
- +1 racial bonus on saves against cold effects and a -1 racial penalty on saves against fire effects. These adjustments apply to cold and fire effects from any source, whether mundane or magical.
- Racial Hit Dice: A centaur of Harqual begins with four levels of monstrous humanoid, which provide 4d8 Hit Dice, a base attack bonus of +4, and base saving throw bonuses of Fort +1, Ref +4, Will +4.
- Racial Skills: A centaur's monstrous humanoid levels give it skill points equal to $7 \times (2 + \text{Int Modifier, minimum } 1)$. Its class skills are Hide, Knowledge (agriculture), Knowledge (nature), Listen, Move Silently, Spot, and Survival. Centaurs of Harqual gain a +2 racial bonus on all Knowledge (agriculture), Knowledge (nature), and Survival checks.
- Racial Feats: A centaur's monstrous humanoid levels give it two feats. Centaurs of Harqual gain Alertness as a bonus feat.
- +2 natural bonus to armor class.
- Spell-like Ability: Centaurs have the ability to use *ray of frost* once per day as a 1st-level cleric.
- Automatic Languages: Centaur and Barbarian. Bonus Languages: Giant, Gnoll, and Orc.

- Favored Class: Ranger. A multiclass centaur's ranger class does not count when determining whether he suffers an XP penalty for multiclassing.
- Level Adjustment: +3.

Giths (Terrors of Athas)

[Work in Progress](#)

Gnolls, Harqualian

Gnolls are evil humanoids with the head of either a hyena or a jackal. Hyena-headed gnolls can be found anywhere north of the Great Expanse and are the most commonly encountered gnolls on the continent. Jackal-headed gnolls live exclusively in the Great Expanse and the Far South and are more rare. There isn't very little difference between these two types of gnolls, as they are both cruel and unpredictable.

Gnolls stand roughly 7 to 8 feet in height and weigh nearly upward to 350 pounds. The jackal-headed gnoll is slightly smaller than its northern cousin — standing 6½ to 7 feet in height and weighing 300 pounds. They have shaggy dirty brown to brownish-red fur covering their entire bodies including the head. Jackal-headed gnolls aren't as heavily furred, an adaptation of the harsher climate they live in. They have blood-red eyes that allow them to see in the dark. Gnolls do have clawed toes and fingers but attack with manufactured weapons.

Gnolls of Harqual are dangerous and unpredictable in a fight, often attacking in pack-like ambushes after using their canine cry ability to sow confusion. Gnolls attack with battleaxes in melee but prefer to hit opponents from behind with short bows.

Gnolls often worship the God of Slaughter, Erythnul, or the God of Bloody Combat, Vaprak.

Racial Traits for Harqualian Gnolls

Gnolls of Harqual possess the following racial traits.

- +2 to Strength, +2 to Constitution, -2 to Intelligence, -2 to Charisma.
- Medium-size: As Medium-size creatures, Harqualian gnolls have no special bonuses or penalties due to their size.
- Monstrous Humanoid: Gnolls are monstrous humanoids, and are therefore immune to spells that only affect humanoids, such as *charm person*.
- A gnoll's base land speed is 30 feet.
- Gnolls of Harqual have darkvision out to 60 feet. Darkvision is black and white only, but it is otherwise like normal sight, and centaurs can function just fine with no light at all.
- Racial Hit Dice: A gnoll of Harqual begins with two levels of monstrous humanoid, which provide 2d8 Hit Dice, a base attack bonus of +2, and base saving throw bonuses of Fort +3, Ref +3, Will +0.
- Racial Skills: A gnoll's monstrous humanoid levels give it skill points equal to 5 x (2 + Int Modifier, minimum 1). Its class skills are Intimidate, Listen, and Spot.
- Racial Feats: A gnoll's monstrous humanoid levels give it one feat.
- +1 natural bonus to armor class.

- Canine Cry (Su): A gnoll can make a bark-like, laughing sound that causes opponents to panic when they hear it. This is a supernatural ability that causes confusion, as per the *confusion* spell cast by a 5th-level sorcerer. It is usable once per day.
- Automatic Languages: Gnoll and either Common or Suar. Bonus Languages: Goblin and Orc.
- Favored Class: Fighter. A multiclass gnoll's fighter class does not count when determining whether he suffers an XP penalty for multiclassing.
- Level Adjustment: +2.

Other Gnoll-like Races

There is one distinct sub-species of gnoll on Harqual — flinds. There are also half-gnolls, which can be used as a PC race.

Flinds

Flinds are a unique race of gnolls that are said to have ogre or giant blood. They are not like flinds found on other world. They stand roughly 14 feet in height and weigh over 2,500 lbs. They are heavily furred and are only found in the northern reaches of Harqual. Otherwise they appear exactly like a hyena-headed gnoll looks.

It is rare to encounter a flind south of the Greystone Mountains. And while they are larger and more bestial than other gnolls, they are also more intelligent and cunning. Most detractors of the 'flinds are related to ogres' theory point to this fact as to why flinds cannot possibly be related to ogres. They are too intelligent to be related to the dull-witted brutes.

Flinds are very dangerous opponents, fighting with large wooded clubs (tree limbs really) or a large, forged-metal bar known as a flindbar. This is a racial weapon for them and is designed for a flind's large clawed hands. It is a clumsy weapon in the hands of another race, unless special training is somehow acquired. Flinds sometimes attack from cover with rocks, but are just as happy to enter melee and pummel opponents. Flinds are fond of luring in their opponents and then using their special roar ability to cause fear and panic.

Female flinds often worship the Mother of Monsters, Angrboda, or the Goddess of Pain and Torture, Loviatar. Male flinds often worship the God of Bloody Combat, or form cults to dead Sword God of War, Amand. However, flinds cannot become true clerics of Amand, as they have no one to grant them their spells. These followers of the dead god are now being lured in to the church of Gruumsh. While flinds may become blackguards in service of He-Who-Never-Sleeps, they still consider themselves followers of Amand.

Half-Gnolls (Bastards & Bloodlines)

[Work in Progress](#)

Kobolds (Races of the Dragon)

Kobolds are rare on Harqual. Those that do live on the continent proper, are often found serving a Majestic Dragon. The Black Sand Tribe serving Adamanditar, The Majestic Blue Dragon of Harqual, is the most famous tribe of kobolds. Like their master, they are true neutral in alignment and worship the All-Mother, Mirella.

However, most kobolds living on one of the many islands surrounding the continent are more like your typical kobold. They tend towards evil and law and rarely welcome outsiders. There exists a few neutral evil tribes that live within the Tenets of the Balance, but they are extremely rare.

One area, on the mainland, where kobolds are found in greater numbers in the mountain range known as the Kul Moren Mountains. The kobolds living there tend to live amongst dwarves, and tend to be lawful in alignment.

Neanderthals (Frostburn)

Humans are widespread on Harqual and all are similar enough to fall under one racial type. Sure, humans often have different views and cultures but these differences almost never change a human's physical attributes. However, some variations do occur. The most notable race is the barbarian tribes of the Northlands who seem to thrive in the colder climates of the continent. But even they are still just human. Not so for the race of feral humans known as Neanderthals. This rare sub-race of humanity is quite unique, with a gift for surviving even the most extreme environmental conditions, whether heat or cold. Neanderthals are rare anywhere south of the Dragon's Eye Region in the Northlands. They keep to themselves for the most part but do trade with the more advanced barbarian tribes for items they can't make themselves. They rarely trade for manufactured goods, however, as they have a strong affinity with primitive weapons and gear. Neanderthals racial details and traits are detailed on pages 36 to 38 of *D&D Frostburn: Mastering the Perils of Ice and Snow*.

The Orcs

While goblinoids are rare on Harqual, orcs are everywhere. They often align themselves with whatever evil race has the most power at a given time. They have been known to work with tabaxi, ogres, bugbears, and evil giants. Most orcs are neutral evil.

Standard Orcs (MM)

Standard orcs are found everywhere and most consider them a menace. They raid barbarian tribes, rural communities, and small forts alike. They've been known to attack larger settlements in conjunction with ogres and troll. The southern lands are filled with orcs. These orcs tend more towards law and many half-orcs live amongst the other races of the south. Southern orcs rarely raid large settlements and fight with rakasta for living space. The more widespread cat race usually wins these conflicts.

Orc Traits

Standard orcs have all the racial traits as per that listed on page 204 of *D&D Monster Manual v.3.5*, except for the following changes in languages:

- Automatic Languages: Orc and Common or Suar. Bonus Languages: Dwarven or Dwarven (Torin-dialect), Giant, Goblin, Skulk, and Undercommon.

Orcs of Maran

[Work in Progress](#)

Mountain Orcs

Based on material created by Nick Herold.

Mountain orcs, known to some as thunder orcs, are the oldest of the orc species, and the most common. Mountain orcs are green-skinned humanoids with a flat face, a tiny flat nose, small but sharp teeth and large cat-like eyes. They walk with a slight stoop, and their fingers are long and nimble. They reproduce rapidly, and it is only their fear of sunlight and the vigilance of heroes that keeps them from overrunning Harqual.

Mountain orcs come from primarily from the Black Kingdom of the Thunder Orcs in the Thunder Mountains but can be found in any temperate and cold mountain range. They are quite common in Kul Moren Mountains, especially around the great peak known as The Fortress. They are more rare in mountain ranges of the Eastern Shores and very rare in the Greystones, as the dwarves there have hunted them to near endangered-like levels. Small pockets of mountain orcs can be found in the mountains of Farion Island, but they are unheard of in the mountains of Calla Island. They are never found anywhere south of the Great Expanse or in the mountains of the Storm Jungle, as they don't like warm climes.

A typical mountain orc stands little more than 4 feet high, and weighs about 120 pounds. Their eyes are yellow or green and almond-shaped, and excel at seeing in the dark. They have little hair, and wear it in a topknot. Most mountain orcs wear old, soiled clothing, and many of them adept at scrounging together armor and clothing from scraps left behind by their victims.

Mountain orc clerics usually worship The Black Tyrant, Nether.

Mountain Orc Traits

Mountain orcs benefit from a number of racial traits:

- +4 to Dexterity, -2 to Intelligence, -2 to Wisdom, -2 to Charisma.
- Medium-size. As Medium creatures, mountain orcs have no special bonuses or penalties due to their size.
- Mountain orc base land speed is 30 ft.
- Mountain orcs have darkvision out to 90 feet. Darkvision is black and white only, but it is otherwise like normal sight, and mountain orcs can function just fine with no light at all.
- Mixed Blood: For all effects related to race, a mountain orc is considered a goblinoid and an orc. Mountain orcs, for example, are just as vulnerable to special effects that affect goblinoids or orcs as their goblinoid and orc ancestors are, and they can use magic items that are only usable by goblinoids or orcs.
- +4 racial bonus on Climb and Craft (armorsmithing, trapmaking and weaponsmithing) checks.
- *Light Sensitivity* (Ex): Mountain orcs are dazzled in bright sunlight or within the radius of a *daylight* spell.
- Automatic Languages: Common, Orc, and Goblin. Bonus Languages: Abyssal, Dwarven, Elven, Giant, and Infernal.
- Favored Class: Rogue. A multiclass mountain orc's rogue class does not count when determining whether he suffers an XP penalty for multiclassing.

Half-Orcs (Player's Handbook)

Half-orcs are plentiful throughout the Lands of Harqual and in many places they are accepted as being as equal as other nonhuman races are. They are especially common in the lands of the Far South, and many have risen to positions of power in the southern lands. Half-orcs tend to be shunned anywhere that elves are dominant, however, as elves and orcs rarely get along.

The stigma attached to half-ogres, due to the vicious nature of ogres, isn't always applied to half-orcs in relation to the vicious nature of orcs. This is true more regarding those half-orcs born from the ranks of standard orcs, than it is when dealing with half-orcs of mountain orc heritage.

Note that half-orcs are more closely tied to full-blooded orcs, in relation to their Orc Blood racial ability. They are not only subject to special effects that affect orcs, but also have light sensitivity, just like regular orcs.

Half-Orc, Mountain

[Work in Progress](#)

Mountain Half-Orc Traits

Mountain half-orcs have slightly different stats than what is listed in the D&D Player's Handbook v.3.5:

- +2 to Dexterity, -2 to Wisdom, -2 to Charisma.
- Speed: Base land speed is 30 ft.
- Darkvision 90 ft.
- *Light Sensitivity* (Ex): Mountain orcs are dazzled in bright sunlight or within the radius of a *daylight* spell.
- Goblin Blood: For all effects related to race, a mountain half-orc is considered a goblinoid. Mountain half-orcs, for example, are just as vulnerable to special effects that affect goblinoids as their mountain orc ancestors are, and they can use magic items that are only usable by goblinoids.
- Skills: +2 racial bonus on Climb and Craft (armorsmithing, trapmaking and weaponsmithing) checks.
- Automatic Languages: Orc and Goblin. Bonus Languages: Abyssal, Common, Draconic, Dwarven, Elven, Giant, Gnome, and Infernal.
- Favored Class: Rogue. A multiclass mountain half-orc's rogue class does not count when determining whether he suffers an XP penalty for multiclassing.



Phanatons

Phanatons are an odd, reclusive, intelligent race of bipedal anthropomorphs that look like a cross between a raccoon and a monkey. They are close to nature and live exclusively in the forests of Southern Harqual.

A phanaton has a 4-foot prehensile tail and a membrane of skin stretching from its arm to its leg. These membranes can be stretched out allowing the phanaton to glide from tree to tree. A phanaton's fur is colored like that of a raccoon, with a dark mask over the eyes, gray-brown fur, and a ringed tail. Their eyes range from bright green to a tawny yellow.

Phanaton Traits[Work in Progress](#)**Zebranaurs**

Zebranaurs have the upper body of a human and the lower body of a zebra. A zebranaur's upper body is normally brown, without the characteristic black-on-white stripes that cover its lower body. Many have a short mane of coarse black bristles running from the middle of the lower back up to the nape of the neck. Most favor a spiked hairstyle, but others prefer the traditional styles of the populace of the Far South.

Zebranaur society is very simple. They are nomadic, tribal creatures who remain close to nature and are most at home in the wild, much like the humans who live nearest to them. This race thrives in the warm plains and savannas of the Far South (as well as the warm savannas of Kulan's continents). How they came to be in so many places around the world is a mystery. This is due to the fact that regular centaurs seem to be isolated to Harqual.

When the zebranaur are questioned about the matter, they simply shrug their shoulders and state that it has always been that way. Then they point out the versatility of other races such as humans, elves and dwarves. Zebranaurs simply state that if these races can be so diverse, then why not their people as well. They have no reasoning why their centaur cousins seem to be so isolated on Harqual.

The closest Zebranaurs have to a patron is Mirella the All-Mother.

**Zebranaur Traits**[To be revised](#)**PART FOUR: THE OTHER RACES**

While the following races are less inclined to control specific regions of the continent, they are by no means minor races; however, they are the rarest races on the continent. Several have ties to specific lands or kingdoms such as Fatestone minotaurs, the Hutaakans and the griff. Others control specific city-states brought to Harqual during the time of The Transformation (i.e. the Jiltan).

Cactus Folk (Bas-Lag)

This race lives in the wastes of the Great Expanse and often come into conflict with the desert elves and bhuka. They are a race of plant creatures and favor the fighter class. They even have their own specialized racial weapons.

This is a brand new race, from the pages of *Dragon Magazine* #352. The article that details the race is based on the fictional world created by China Miéville, known as Bas-Lag.

Fatestone Minotaurs

The Fatestone minotaurs are the least known of the unique races from the City-state of Christopherson. This race of minotaurs rarely leaves the confines of that city-state; however, sometimes the Jiltan will ask a Fatestone minotaur to go on missions throughout the Far South to gather information and material wealth in order to help the city-state survive on this New World.

Fatestone minotaurs look like cursed minotaurs except that they are completely hairless and their skin seems to be made of Fatestone. Somehow, these strange, monstrous humanoids exist as living, breathing beings. Their skin is as hard and smooth as a steel blade, yet a Fatestone minotaur's skin feels soft to the touch. Their eyes are a deep violet in color and their teeth are a brilliant white.

What role Fatestone minotaurs once played in the former slave society of Christopherson remains a mystery. They and the other races of the strange city-state don't talk about it. Now, however, Fatestone minotaurs often act as soldiers for the city-state and guardians of specific locales in Christopherson that the Jiltan wish to remain isolated from its citizens and visitors. Each Fatestone minotaur seems to be a family of one. They seem to have only one gender and it isn't known how they reproduce or even if they can.

Fatestone minotaurs are naturally resistant to all forms of magic and they can shrug off physical damage as easily as a duck shrugs off water from its body. (Their natural damage reduction improves as they age; however, their natural resistance to magic is static: SR 25.) Fatestone minotaurs cannot learn to cast any sort of arcane magic; however, they could receive access to divine magic as clerics, druids, or any other divine spellcasting class.

The Griff

The griff are descended from griffons that have been magically altered by the tabaxi, who use them as a slave race. Most griff stand roughly 7-¾ ft tall and look like a strange mix of griffon and humanoid. Their hands are more like claws and their legs bend back at the knees and they have wings that allow them to glide. Griff's cannot truly fly and must start from an elevated position to become airborne. Good griff clerics worship the tabaxi god known as Sa the Tolerant, while evil griff clerics worship Erythnul. **Note:** Griff clerics are either killed by the tabaxi or exist in hiding throughout the other lands of Storm Peninsula.





Hutaakans

Hutaakans are a proud, hardened race of jackal-headed monstrous humanoids that live exclusively in the Rilous Mountains enclosing the land known as the Kingdom of Ahamudia. However, they do not control that entire mountain range. The Hutaakans live mainly in the western half of the range in and near the City of the Jackal, called Hutaalar.

The Hutaakans, like the citizens of Ahamudia, were brought to Harqual during the Transformation from the world known as Maran. On that world, the Hutaakans were a dying race, hunted by the Shard Soldiers of the Black Emperor of Kiltann. For years, they warred alongside the other races fighting against the Kiltanni Empire.

Unlike the other races, the Hutaakans were not viewed as good slave labor and those that were captured were either beheaded or sent to die in the Coliseum of the Colossus in the Imperial City of Skulai. Their numbers began to dwindle and the sheer number of Shard Soldiers sent to exterminate their kind soon overwhelmed the Hutaakans.

Those that survived fled west towards the Great Interior Sea or north towards what would become the Kingdom of Javeldos. Here in the southern tip of the Great Rileanaeousi Range, a group of Hutaakans make their home. They built Hutaalar out of nothing but rock and time, until the day came when The Transformation brought them to Harqual and the World of Kulan. (All of the Hutaakans living in that range were transported to Kulan.)

Initially cutoff from their god, Vaflar, the jackal-headed humanoids kept to themselves and did not get involved with the war between Ahamudia and the Sword Empire. They did this because they feared that getting involved in another war would decimate their young folk and the elders were not will to take that risk.

Now, as their connection to the Lord of the Hutaakans has been re-established, they have felt comfortable enough to introduce themselves to the Javeldians now living on Harqual. (They had previously remained hidden when living on Maran.) They have signed several treaties with Ahamudia, Bitran, and the citizens of the Mines of Morhan. They have remained aloof towards the other lands surrounding the Rilous Mountains.

Hutaakan Traits

Hutaakans benefit from a number of racial traits:

- -2 to Strength, +2 to Intelligence, +2 to Wisdom.
- Hutaakans aren't native to the World of Kulan and have the Extraplanar Subtype.
- Monstrous Humanoid: Hutaakans are monstrous humanoids, and are therefore immune to spells that only affect humanoids, such as *charm person*.
- Medium-size. As Medium-size creatures, hutaakans have no special bonuses or penalties due to their size. (Use human height and elf weight. See the PHB in Chapter 6: Description.)
- Speed: Base land speed is 30 feet.
- Darkvision out to 60 feet.
- +1 natural armor bonus.
- Hutaakans have a +4 racial bonus on Hide and Move Silently checks.
- Automatic Languages: Hutaakan and Orc (Maran). Bonus Languages: Draconic, Gnoll, Javeldian, and Vananean.

— Favored Class: Cleric. A multiclass hutaakan's cleric class does not count when determining whether he suffers an XP penalty for multiclassing.

The Jerren (Book of Vile Darkness)

The lands of the Ragik Peninsula have existed under a veil of darkness for over a thousand years. The Old Sword Lands are infamous for the evil that infests its decadent cities and haunted ruins. However, when scholars debate about the evils of the Old Sword Lands, they rarely refer to the Jerren. This is usually due to the ignorance of the scholars regarding the existence of the Jerren. Demihumans are rarely encountered in the Old Sword Lands unless they are slaves, so the idea of a race of halflings that have embraced evil that live throughout the Ragik Peninsula is considered laughable.

You will not laugh if you meet these evil demihumans, however.

The Jerren live primarily throughout the Lehti Plains and near the fringes of the Imperiumi Forest; although, they can be encountered as far east as the Firetop Hills and as far south as the Rävén Plains. They do not consider themselves citizens of the Old Sword Lands and, in fact, they often prey upon the human lands of the Ragik Peninsula. It isn't known how this race of evil halflings came into being but those that do know about them (and lived to tell about it) believe that the Jerren sold their souls to some ancient evil hundreds of years ago. It is believed they were once like other halflings but no one knows for sure.

The Jerren look like lightfoot halflings (that haven't slept for two weeks), but they can pass for hairfoots with a well-thought-out disguise. They enjoy infiltrating the human lands around them in order to cause as much chaos and suffering as possible. While the Jerren are highly nomadic, they rarely travel beyond the Ragik Peninsula. Instead, they wander the plains of the peninsula in the spring and summer, hunting and raiding, and live in hidden burrows during the fall and winter. They prefer to live on a diet of meat and enjoy eating intelligent prey.

The Jerren rarely worship the Sword Gods of the Sword Imperium and never worship the North Gods. Instead, they prefer to worship Interloper Gods such as Erythnul, Konkresh, Olidammara, or Uller. A few Jerren have been known to worship Gruumsh or Vaprak; however, these vile individuals are often loners as those two Interloper Gods are considered to be unappealing choices to the bulk of the Jerren community. While Jerren cannot be good-aligned, a few have chosen neutrality instead of evil as a way of life. These Jerren outcasts have been known to worship such Interloper Gods as Boccob, Dionysus, Hel, and even the halfling deity known as Mahrídaar.

The Jerren are not available as a PC race in a standard campaign. However, it is possible to have a Jerren PC in an evil or neutral campaign set anywhere in the Old Sword Lands.

The Jiltan

The City of Christopherson, located on the southern coast of the Far South, is home to the odd red-skinned, four-armed, four-eyed humanoids called the Jiltan. Unlike the Breshidi of the City of Cardamere, the Jiltan are an outgoing race of warriors who are glad to have been brought to Harqual by The Transformation.

On the world they lived, the Jiltan were a slave race under the command of what they call the Tyranny of the Triumvirate States, three lands of evil humans, dark elves, and humanoids. These lands existed in a wedge-shaped area of control around Christopherson, which was at the region's center. (The city had a different name on that world. The Jiltan

renamed it after they were brought to Harqual.) The Tyranny would breed the Jiltan (and other races) as slave warriors to use in their battle against their enemies and sometimes even against each other.

The city was controlled by a council of powerful, evil spellcasters. These Councilors rarely entered the city itself, instead dominating the Jiltan from dozens of towers that surrounded the city. The life of a Jiltan was considered meaningless to the Councilors. They would kill one as calmly as an innkeeper would swat a fly.

Thus, when the City of Christopherson was transported to Harqual, the Jiltan were ecstatic. The dark towers of the Councilors didn't make the trip. The Jiltan awoke to find themselves free for the first time in their existence. The small underground movement that had worked against the Councilors quickly took control and began looking for ways to make sure that the Councilors didn't find a way to bring Christopherson back to the world of the Triumvirate States.

As a result, they have been open to negotiation with just about everyone. As former slaves, they are wary of those who would abuse them, however. They don't trust spellcasters but realize that if they are going to protect themselves in this New World then they will have to have access to powerful magic, one way or the other. They have begun hiring themselves out to the other races of the Far South as mercenaries and guards, and their prices are high. (These prices often include one magical item per contract.) The Jiltans' skills as soldiers are considered worth the price by many.

Almost all Jiltan are warriors with a large minority being fighters. Those with access to new tutors are quick to take to the ways of rangers, paladins, and marshals. Of all the spellcasting classes, Jiltan only become bards and sorcerers. They don't trust book-magic and are not devoted to any deity. However, a new underground movement has formed in Christopherson, which is dedicated towards learning how to cast spells as the Councilors did. The members of this movement believe the new city-state will only stand a chance against an invasion by the Councilors, which they believe is inevitable, if they know how to counter book magic and divine will.

As for Christopherson itself, the city is a dark, foreboding place designed like a maze with steel cell-like houses and narrow, black cobble stoned streets. There is no such thing as privacy in the city as the dwellings have bars instead of walls and roofs. However, stealing is a major offense, and outsiders who steal are put to death. Most buildings are one story; although, a few of the more pronounced buildings, near the center of the city, are often two or three-story structures. The Jiltan have begun to buy large blankets and rugs from outsiders to hang over the bars of the dwellings on the major roadways of the city-state. This is done to make the place seem more hospitable to outsiders as they travel along the roads buying finely crafted weapons and hiring mercenaries.

In the center of the city is a tall spire where the Councilors would look down upon the city when they did visit it. No Jiltan will willingly enter that structure; although, they have allowed non-spellcasters from outside the city to attempt to enter and destroy any evil that exists within it. No one has ever come back. The underground movement in the city-state would dearly love to learn the secrets of the Forbidden Spire.



The city's wall is made of a dark, blacked metal-like material that the Jiltan call Fatestone. It is thought to be indestructible. The city doesn't have any gates as the citizens were meant to leave. To enter the city, one must pay a toll at one of the many chain elevators that allow access to the top of the city-state's walls. You must pay 100 gp or one minor magical item (i.e. a potion) to ascend in a chain elevator and then descend the long, Fatestone stairs built on the inside. Once inside, there are no other costs besides paying for weapons or hiring mercenaries.

Jiltan Traits

The jiltan benefit from number of racial traits:

- +2 to Strength, +2 to Dexterity, -2 to Intelligence, +2 to Charisma. A jiltan is naturally strong and agile and is also a natural leader; however, a jiltan rarely excels at book learning.
- A jiltan isn't native to the World of Kulan; therefore, a Jiltan PC has the Extraplanar Subtype.
- Medium-sized: As a Medium creature, a jiltan has no special bonuses or penalties due to his size.
- +1 racial bonus to attack rolls made with any of the following weapons: dagger, handaxe, light hammer, light mace, light pick, and short sword. A jiltan PC also selects any one martial weapon with which to be especially proficient, which gives the character a +2 racial bonus to attack rolls made with that weapon.
- Speed: Base land speed is 30 feet.
- Low-light Vision. A jiltan can see three times as far as a human can in starlight, moonlight, torchlight, and similar conditions of poor illumination.
- +4 natural bonus to armor class.
- A jiltan gains Multiweapon Fighting as a bonus feat.
- Skills: A jiltan gains a +2 racial bonus on all Balance, Climb, Jump, Tumble, and Spot checks. Spot is always a class skill for a jiltan due to their multiple eyes.
- Automatic Languages: Jiltan. Bonus Languages: Giant, Sign Language, Skulk, and Terran.
- Favored Class: Fighter. A multiclass jiltan's fighter class does not count when determining whether he suffers an XP penalty for multiclassing.
- Level Adjustment: +3.

Jozhals (Terrors of Athas)

[Work in Progress](#)

Kreens (Expanded Psionics Handbook)

[Work in Progress](#)

Kuo-toas (MM)

Kuo-toas are known through many of the lands of the Southern Heartlands as well as those of the Far South. However, they are not known for being friendly. Kuo-toas are almost never encountered inland on Harqual instead being known for raiding

coastal communities for food and treasure. For years this was the largest threat off the shore of Avion and the city-states of the Storm Peninsula. Now with the tabaxi on the rise kuo-toas are less of a threat. (The tabaxi don't like them except as food.)

As a result, open water-dwelling kuo-toas, in that region, have begun to move farther south. However, those that live underground have stayed true to their lairs and refuse to give up the fight for a region they consider rightly theirs. These underground-dwelling kuo-toas are finding themselves forced to align with other Underearth races, especially deep minotaurs. They often raid aboveground communities, along riverbanks, for slaves to sell to deep minotaurs. The rural communities of tabaxi, living along the River of Tu, have been hardest hit by these raids.

However, the kuo-toas are quickly finding that tabaxi don't make good slaves, as they are too proud and violent. Thus, the various communities struggling for survival along the River of Storms have become the kuo-toas newest targets. Even the city of Tallawan, located at the mouth of said river, has had problems with kuo-toan raiders. (The kuo-toas often attack en masse through the sewer system, dragging citizens back with them into the Underearth. This, plus the continued threat of the tabaxi makes life in Tallawan difficult, to say the least.

Kuo-toan raiders from the open sea are still a major factor along the coast of Guardian Bay, and kuo-toas are considered a major threat to the stability of the region. Izmer, in fact, has a standing bounty of 30gp per head. While that might seem like a lot, kuo-toas are a major problem for Izmer. Not only do they raid from the sea, but dozens of kuo-toan bands and/or tribes are known to attack river communities along the length of the Fire River as far inland as Pretensa. They are a constant threat from the depths of the two major lakes in the region. (So much so that the communities around those lakes are made up of NPCs much higher in level than you'd normally find.)

In the Far South, kuo-toas are less of a problem from the sea, as the water seems to be too warm for them. Instead they are found only underground. The kuo-toas of the Far South have some dealings with the despotic communities of Siafox and Tulsax on the Varan Peninsula, as well as the many warlords who ride through the region. Kuo-toas have been spotted in the trading bazaars of such cities as Arhein, Cutte, Fialli, Fyrdin, Osebye, Quave, Rhid, Thenin, Tidad, and Varanhold. Note that not all of these communities welcome kuo-toas, forcing the fish men to conduct their dark trade in secret. The cities of Thenin and Arhein are a place where kuo-toas have, recently, been driven underground, as the Republic of the Thorn re-embraces the worship of Jalivier.

Kuo-toas are not available as a PC race; however, a player can choose to play a half-kuo-toa (see below).

Half-Kuo-toas (Bastards & Bloodlines)

[Work in Progress](#)

The Luminous (Mythic Races)

The luminous of Harqual are descendants of the gray elves of Amylonyon who were beset by an evil warlord during the time known as the Black Wars. Most of the gray elves were either killed or taken as slaves by the warlord and the elven traitor that helped him.

A small few refused to surrender, willing to sacrifice themselves to protect their ancient homeland. Long believers in the power of righteousness and good, the elves that would become the luminous would surely have been wiped out if not for the intervention of the god Jalivier, known as the Defender of the Light.

He had long watched them and felt a kinship with the besieged elves of Amylinyon, who had long ago begun to worship him and the Interloper God known as Apollo. Jalivier knew that if any were to survive, he would have to intervene. Thus, Jalivier, with Apollo's help, transform the gray elves of Amylinyon into the Luminous. And while Amylinyon was lost, now known as the Ruins of the Gray, the luminous continue to live on Harqual as native Outsiders.

The luminous appear to be humanoid-like in appearance and have heights and weights similar to elves. However, the only feature that gives away their former elven heritage are the pointed luminescent ears on their head. A luminous' body is made up of pure positive energy, which is disturbing to behold. A luminous has semitransparent skin, no body or facial hair, and no physical features like other creatures do. However, a luminous' body has just enough features to distinguish between males and females.

The luminous have become solitary creatures since the destruction of Amylinyon and rarely associate with other races. They do still feel a kinship with the elves of Harqual, and have also been known to live amongst humans, especially in the lawfully aligned Kingdom of Navirosov and Monarchy of Avion.

See the FFG sourcebook *Mythic Races* for more details about the luminous including racial statistics.

Rakshasas (MM)

[Work in Progress](#)

Spell Weavers (MM 2)

The spell weavers are an ancient, six-armed race, which is considered to be a dead or dying race. Most people have never met a spell weaver, or at least, they don't remember the meeting.

What is known about them is often just conjecture or based on what has been discovered through the exploration of the dozens of spell weaver ruins found throughout the region known as the Thunder Lands, as well as several hidden vaults scattered throughout the Great Expanse.

Spell weavers have a natural ability for magic, especially cold and necromantic magic. It is also believed that a small number of them, have the ability to use psionic powers, but this just might be unfounded speculation.

Spell weavers are not available as a PC race.

Witchknives (MM 3)

Witchknives are a psychically-gifted race that are rare on Harqual. They tend to live in deserts and other inhospitable places. They are very rare in the Great Expanse, however, due to centuries of warfare between their race and the desert elves that now control much of that land. Why the war started is unknown, but to say that desert elves and witchknives hate each other is understatement.

Witchknife Traits

See page 195 of *D&D Monster Manual III* for this races stats, modified as noted below:

- +4 to Dexterity, -2 to Constitution, +2 to Intelligence, +2 to Wisdom, +4 to Charisma.
- Psionics: To be changed to use the rules from XPH.

— Favored Class: Rogue or wilder.

The Yuan-ti (MM)

The yuan-ti aren't, by their nature, underground dwellers instead preferring warm forests. However, the few warm forests on Harqual are dominated by other species, forcing the yuan-ti to either move off the continent proper or underground. Most choose to move underground, which enables them to constantly war against those that displaced them from their rightful homelands.

Heverkent Forest, which surrounds the Hinderfall Mountains, is the best example of this. The Mortals War drove the gnomes south, away from the expanding evil of the Empire of Swords, until they reached the Far South. Here they sought to find protection and peace in the depths of Heverkent. What they found was more conflict.

The good denizens of the forest were fighting a losing battle against the yuan-ti. Tired of running the gnomes allied with the halflings, rakasta, and fey of the south against the yuan-ti. The result was the snake men being overwhelmed by an influx of new enemies. They had little choice left, flee or die.

They chose to disappear into the earth to live to fight another day.

Heverkent quickly became known as a bastion for good-hearted creatures and nature lovers. Ancient yuan-ti idols that stood from the time of ancient Valossa were torn down. The evil of the yuan-ti waned until the time of the First and Second Ogre Wars. The yuan-ti had refused to be silent anymore, allying themselves with evil Underearth creatures.

They came up out of the earth in the hundreds of thousands. They had one purpose, destroy the gnomes and their allies. However, the gnomes had prepared strong defenses with the help of Heverkent's sylvan population, including the treants. Still, the onslaught was too much for the small folk and the yuan-ti soon had the advantage.

Heverkent was at risk of being lost to the snake men once again.

Yet, the gnomes had an ally the yuan-ti couldn't have expected to face. The goddess Immotion, Patron of Magic, favored the gnomes of Heverkent. She increased their knowledge of magic, giving them innate abilities, as well as a closer understanding of the natural world. This gift of 'the touch of magic' tipped the scales of war in the favor of the gnomes and their allies.

The yuan-ti had no choice but to retreat into the earth once more. Here, these snake men have remained, brooding in the darkness. They often align themselves with morlocks, who hate the rockwood gnomes of Heverkent Forest and Hinderfall Mountains as much as the yuan-ti do, as well as bugbears and, sometimes, evilly-aligned kobolds.

Note that the Far South has two other major forests where the yuan-ti once held sway — the Merewood and the Lilliputian Jungle. The former was once home to a more powerful race of yuan-ti related to the ancients of Valossa. The Merewood still holds the many ruins of this once grand civilization's cities and monuments. The Lilliputian Jungle is home to a great nation of lightfoots who live much like elves do in the north. The yuan-ti have little tolerance for the halflings that exist in their jungle home; however, the halflings outnumber the yuan-ti three-to-one so there isn't much the yuan-ti can do to rid the jungle of the halfling infestation.

Other places the yuan-ti are known to live, both above and below ground, are the island of Ochel (largest of the Falchion Islands), the Mallowood, the Elra Forest (which surrounds Lake Varan), the Nesin Islands, and the southern tip of the island of Thyer.

Yuan-ti Purebloods

Only yuan-ti purebloods are available as PCs. Most of these pureblood PCs are outcasts of their race, often hiding from their former masters. Yuan-ti purebloods have all the racial traits as per that listed on pages 263 and 264 of *D&D Monster Manual v.3.5*, except as follows: Special Qualities: no Alternate Form ability, spell resistance equal to class levels + 7. Automatic Languages: Yuan-Ti, Undercommon. Bonus Languages: Abyssal, Common, Draconic, Gnome, Halfling, and Valossan.

The Other Others

This section gives short notations regarding other races that are encountered in the Lands of Harqual; however, these races usually visit or live on the continent as individuals (or small families) not as races.

Deep Minotaurs

A few deep minotaurs have found refuge in Nikel and the cities of Ara-Ragik. Nikel, located between the Sundered Hills and the Savage Hills, has the largest population of deep minotaurs living within its walls. Those few deep minotaurs living amongst the citizens of Ara-Ragik are more isolated from the citizens and each other.

Deep minotaurs are slightly shorter and less powerful than standard minotaurs are. They make up for this by being more intelligent than standard minotaurs, but they are dimmer than most horn minotaurs. A deep minotaur's fur is always pitch black including long manes hanging from their heads and shoulders. Their skin is blue-black in color and their eye color ranges from deep blue to pitch black.

See my **Races of the Underearth** document for more details about deep minotaurs in relation to their place in the deep recesses of Kulan's underdark.

Earth Ogres

On Harqual, most earth ogres live amongst bugbears, gnolls, orcs. As Hergund and Vaprak are bitter rivals, earth ogres never work/live with normal ogres. It is rumored that some earth ogres living in the Lands of Harqual have turned away from Hergund and have begun to worship the Interloper God known as Calphas. The truth of this remains unknown, as no one has found or documented earth ogres worshiping the Wallbuilder.

See my **Races of the Underearth** document for more details about earth ogres in relation to their place in the deep recesses of Kulan's underdark.

Mercanes (Manual of the Planes)

The mercane have a fondness for the continent of Harqual as there are less restrictions for spelljammers and planar travelers on that continent than on Kanpur or Triadora. They are commonplace in the spelljamming ports of the Sword Coast and those few ports in the region known as the Bulge. They are less likely to be met in the Eastern Shores or in the port cities of the Far South. However, there are exceptions.

The Far South city of Xcellian is known for its mercantile society, and the city is a mainstay on mercane trading routes across that continent and beyond. The mercane have also been known to stop in the Eastern Shore city of Raln to

trade for watersilk. It is cheaper there than in the Thunder Lands and few beyond the World of Kulan know the difference between the quality of Rain watersilk and Anorian watersilk.

See my **Races of Kulanspace** document for more details about the mercane in relation to their place in the solar system and beyond.

Morlocks (Bastards & Bloodlines)

The morlocks have become aware of the arrival of the Bitran on Harqual but have, as of yet, failed to capture any Bitran gnomes. The Bitran are aware of this threat and have begun too fortify all known passages around Bitran City, in preparation for any morlock assault. The morlocks living in the Underearth below Harqual often worship Angrboda, the Mother of Monsters. Morlock clerics of Angrboda can choose two of the following domains: Bestial, Creation, Destruction, Evil, and Ooze.

See my **Races of the Underearth** document for more details about morlocks in relation to their place in the deep recesses of Kulan's underdark.

The Neogi (Lords of Madness)

The neogi are nasty creatures and are never welcome in the Lands of Harqual. Yet, they insist on interfering in the day to day operation of many of Harqual's kingdoms, states, and city-states. However, there is one group of madmen who welcome the presence of neogis and even encourage their spawning. The secret society known as the Lords of Pestilence are a sect of Mussin worshipers so vile that even the Church of Mussin has little to do with them. These men and women of various races work to spread the influence of plagues of rats, vermin, and monstrous creatures that spread disease and decay. They consider neogis a favored race of the Sword God of Decay.

In truth, it is the neogis who hold the true power over the Lords and consider them simply more useful slaves than most. They will consume them as readily as any other slave but usually find better uses for them. Lords of Pestilence consider it an honor to be consumed by a neogi believing that it will bring them closer to Mussin in the afterlife. The Lords will often work towards this goal by capturing others for sacrifice to grand old master neogis. They often keep slaves themselves and have been known to eat the flesh of dead, decaying humanoids.

See my **Races of Kulanspace** document for more details about the neogi in relation to their place in the solar system and beyond.

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