

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 are the aarakocra, the baklath, giant eagles & owls, and the Kha.

THE AARAKOCRA (MONSTERS OF FAERÛN)

While aarakocra can be found all over Kulan, only the 'birdmen' of Southern Harqual have good relations with the other races they live near. Aarakocra live in the mountain ranges of Southern Harqual, 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 masterwork versions.)

The aarakocra of Harqual have always had good relations with the kitts, rakasta, lightfoot halflings, seacliff dwarves, and southern-dwelling elves of the Far South. Most sages in the know 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 true 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 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 new Belin cities. 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 attack each other on sight. The phanatons of the Merewood aren't sure what to do. They have been long time allies of the birdmen, but if 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.
- Weapon Proficiency: Aarakocra receive the Martial Weapon Proficiency feats for the shortspear, spear, longspear 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.
- Bite (Ex): 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 amongst whoever will either tolerate them or 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 the morlocks and any others who 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, 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.
- 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 with 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 fascinated with 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 adapts or druids. More often they live alongside such people as friends and hidden 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.
- 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 4 x (2 + Int Modifier, minimum 1), times four for 1st hit die. 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 and bite and are always treated as being armed when using their natural attacks.
- 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.

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. 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 begun living amongst the forest elves to provide counsel 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.

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 4 x (2 + Int Modifier, minimum 1), times four for 1st hit die. 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 and bite and are always treated as being armed when using their natural attacks.
- 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 birdmen call Sio. The city is unlike any other 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 visitors ask the kha how they did it, the birdmen insist that they didn't build Tschaja. They simply inherited it from another race so old they can't remember what they were 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 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 hard.

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 love the concepts of gods, magic, and a multitude of races. For on Sio they were the only sentient race. Meeting other intelligent races has been a validation 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 now 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'ar 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.)

The kha wish a way to return home to Sio and expose their kin to the wonders they've seen. However, 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.
- 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 PHB in Chapter 6: Description.)

- 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 2 x (2 + Int Modifier, minimum 1), times four for 1st hit die. 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.
- 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. The kha come from a world where magic doesn't exist, thus, they are limited in the types of spellcasting classes they can take. Kha can never become bards, paladins, clerics, or sorcerers. However, they can become rangers, druids, and wizards but they can only advance to 5th level in these classes.
- Level Adjustment: +1.