

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 vonakyndra. 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.

Buckawns favor the rogue class. Buckawns often become fighters, bards, and clerics. They can multiclass as fighter/rogues or fighter/bards.

Buckawns rarely become clerics but when they do they often worship deities with darkness, nature, or the moons as part of their portfolio. Unaligned buckawn clerics can choose any two of the following domains: Animal, Darkness, Moon, Plant, and Weather.

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

Fremmlins 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, fremmlins will leave any master or companion who mistreats it.

Fremmlins 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 fremmlin is not something anyone wants, so those with a fremmlin living in their home go to great lengths to keep the little creature happy.

Fremmlins 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.

Fremmlins favor the rogue class; although, most fremmlins encountered are experts. Unaligned fremmlin clerics can choose any two of the following domains: Animal, Craft, Family, and Trickery. Fremmlins sometimes worship the North God of Rogues and Illusions, Kuil. Fremmlin clerics of Kuil can choose any two of the following domains: Good, Illusion, Knowledge, Luck, and Skullduggery.

Fremlin Traits

Fremlin characters benefit from a number of racial traits:

- -2 to Strength, +4 to Dexterity, +2 to Wisdom.
- Fey: Fremlins are fey, and are therefore immune to spells that only affect humanoids, such as *charm person*.
- 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.
- Speed: Base land speed is 15 feet. They can also fly at a speed of 50 ft. with average maneuverability.
- Darkvision out to 60 feet.
- Low-light Vision. Fremlins can see twice as far as a human can in starlight, moonlight, torchlight, and similar conditions of poor illumination.
- 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.
- Skills: 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.
- Automatic Languages: Common and Sylvan. Bonus Language: 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 on 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 spites, 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 that 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. Half-fey clerics of Damh can choose any two of the following domains: Art, Charm, Fey, Luck, and Music.

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 vonakyndra. 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

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 5-1/4 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 favor the bard class. Unaligned piper clerics can choose any two of the following domains: Chaos, Charm, Good, Luck, and Magic. Pipers often worship an elven deity, such as Erevan or Melira, or the Fey One. Piper clerics of Erevan can choose any two of the following domains: Chaos, Elf, Luck, Magic, Skulduggery, and Trickery.

Piper clerics of Melira can choose any two of the following domains: Charm, Elf, Luck, Magic, and Music. Piper clerics of Damh can choose any two of the following domains: Art, Charm, Fey, Luck, and Music.

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

THE GEMA

Vermioid 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 speak Sylvan.

Gema Traits

Gema characters benefit from a number of racial traits:

- -4 to Strength, +6 to Dexterity, +2 to Intelligence, +4 to Charisma.
- Fey: The gema are fey, and are therefore immune to spells that only affect humanoids, such as *charm person*.
- Medium-size. As Medium-size creatures, gema have no special bonuses or penalties due to their size.
- Weapon Proficiency: Gema receive the Martial Weapon Proficiency feats for the longsword and shortbow 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 2 x (6 + Int Modifier, minimum 1), times four for 1st hit die. 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.

- Vitrifying 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 vitrifying (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 to 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. 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 freshwater did not have a god to tame it. 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 there 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, +4 to Charisma.
- Fey: Pixies 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 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: +3; pixie PCs cannot have access to *Otto's irresistible dance*.