

# HARGRAEVEN

CURIOUS HOW SUCH A CREATURE DEVELOPS. WHEN I FIRST encountered their kind I had thought them related to harpies; some sort of twisted pairing of harpy and human. I had thought wrong, of course. There is not a speck of harpy blood in them. It turns out the answer is far simpler, and far less entertaining than I had hoped. They were once birds, and now they are not. The natural forces of this world have changed them in to what they are today. A fairly new civilised species, comparatively. But spreading quickly. I wouldn't be surprised if their kind has already reached beyond their home continent.

—Idrex Rivaan, *A World Beyond*

The hargraeven's ancestors, known as raevera, were ancient migratory birds capable of long-distance flights at incredible speeds. As other aggressive creatures, such as wyrms, wyverns, and other birds of prey grew in numbers raevera were forced to fly lower and lower to the ground, until it eventually became safer to stay out of the skies altogether. Over the thousands of years that followed, raevera evolved to become the hargraeven; a lithe and agile race of intelligent humanoids.

Though the majority of the raevera's visual traits have faded over time, the hargraeven still retain a handful of avian features. A hargraeven's head, shoulders, and occasionally forearms and hips are covered in soft feathers of varying density. Their legs, most often transitioning from below the knee, end in bird-like clawed feet. Each of their fingers end in a similarly clawed fashion.

Although relatively new to the civilised world, the hargraeven have quickly found their place among the other races.

## A PLETHORA OF PLUMAGE

Hargraeven can be found in almost all corners of the world. Their size, skin tone, and feather colours often reflect their place of origin. A hargraeven with lineage in the desert may be small in stature, have brightly coloured feathers in reds and yellows, and bronze skin. Whereas a hargraeven from the arctic may stand well over a foot taller than their desert counterpart, have vibrant green and blue plumage, and skin as pale as the fields of snow they call home. This is not a

steadfast rule, however, and though it is uncommon to see these traits mixed and matched, it is not at all unheard of.

## HARGRAEVEN NAMES

A hargraeven typically has a given name and a chosen name. The given name, given to them by their caretakers when they hatch, is often influenced by the naming conventions of the region they were born in to. As an example; if a dragonborn were to be the caretaker of a hargraeven's egg, it would not be unusual for that hargraeven to be given a name in draconic, or a name that harkens back to that dragonborn's ancestry.

The chosen name is taken later in life, and mirrors a hargraeven's avian heritage and a pivotal moment in that hargraeven's life. Many hargraevens change their chosen name throughout their life.





### MOMO'S DELIVERY SERVICE

Hargraeven are very commonly employed by courier services to deliver letters and parcels all across the land. Big cities and small towns alike; hargraeven are often spotted speeding through the streets or across the rooftops with a courier bag slung over their shoulder. There is a tradeoff to this expedited delivery, however. As the saying goes, "A speedy 'graeven catches naught but wall."

**Given Names:** Amnaya, Amoss, Bragron, Cadriel, Elnaril, Goka, Inys, Kannabi, Keris, Maddes, Merith, Momo, Mylria, Nariko, Natea, Oftum, Rebia, Vulmer, Zolvin

**Chosen Names:** Airracer, Beastcall, Crestdiver, Feathersong, Fowlplay, Fringerunner, Plumedancer, Quillchart, Skyfall, Tailbolt, Talonrider, Wing-break

## HARGRAEVEN TRAITS

A hargraeven character has the following racial traits.

**Ability Score Increase.** Your Dexterity score increases by 2.

**Age.** Hargraeven mature at the same rate as humans, and tend to live to about 130 years.

**Alignment.** The alignment of a hargraeven often depends on their upbringing. Regardless of whether they fall closer to the good or evil side of the spectrum, you'll almost always find them on the neutral or chaotic side of it.

**Size.** An adult hargraeven can grow to considerable size under the right circumstances. Hargraevens in the arctic are often seen in excess of 6 feet tall, sometimes 7. However, the warmer the climate, the smaller the hargraeven, hitting an average of 5 feet in the hottest environments. Similarly, their weight differs like their height, though whether tall or short the hargraeven still retain the hollow bones of their ancestors, and typically weigh between 60 to 90 pounds. There is little difference in size between males and females. Your size is Medium.

**Speed.** The speed and endurance of your ancestors was unmatched, and you carry this trait with you. Your speed is 40.

**Steadfast Agility.** Navigating the busiest of cities, the densest jungles, and thickest forests is what you were made for. The strength of your clawed

feet make climbing, jumping, and even hanging upside down as natural an action as breathing. Your high jump and long jump distances are doubled. Whenever you make an ability check to climb or jump from inclined and vertical surfaces, you do so at advantage.

**Languages.** You can speak, read, and write Common and Auran.

## SUBRACES

### VELO

Lithe and agile, the speed of a Velo is matched by very few creatures of the material plane. Speed doesn't always translate in to grace, however. The dangers and tumbles that often accompany travelling at such high velocities has hardened their bodies just a little more than their Lumi and Umbra counterparts. Whether you be a prized marathon runner or a humble adventurer, you're sure to outpace the competition. Just try not to be too hard on those with shorter legs than you.

**Ability Score Increase.** Your Constitution score increases by 1.

**Incredible Speed.** Whenever you take the Dash action on your turn you may move up to three times your speed, instead of two times.

**Switch.** Once per turn, when you hit a creature with a melee attack, you may attempt to trade positions with the target by making a successful acrobatics or athletics check versus their strength check. You can not trade positions with a creature that is more than one size category larger than you.

### LUMI

You were born to stand between your allies and those that would seek to harm them. You may not have the weight of the other races to throw around the battlefield, but you make up for that with sheer strength and determination. Every tale of Hargraeven heroism has a Lumi at its heart, and yours will be no exception.

**Ability Score Increase.** Your Strength score increases by 1.



**At All Costs.** Once per day as a bonus action you may lower your AC by 2, and add +2 to your attack rolls or +2 to your weapon damage rolls. This change lasts for 1 minute. Once you choose which addition to make you can not change it until the next time you use this ability.

**Stand Together.** When a creature within 15 feet of you is hit by an attack you may use your reaction to move to their side, ignoring attacks of opportunity, and take some of the damage from the attack. The damage is rolled normally, and split evenly between you and the original target.

#### MEAT'S BACK ON THE MENU

Though they weren't strictly carnivores, raevera had a diet that consisted mainly of meat. Like many modern birds, raevera had several rows of sharp spines within their beaks that assisted in holding their live prey in place. Their descendants inherited this trait in the form of a row of serrated, pointed teeth on both their upper and lower jaws.

## UMBRA

Often referred to among the Hargraeven as Herona's Favourites, legends of the Umbra trace their lineage back to a single group of Raevera that were the last to give up their place in the skies. Their refusal to give up this freedom is said to have earned them Herona's blessing; imbuing their feathers with potent magic. Regardless of the legend's authenticity, the Umbra's feathers do contain a residual magick that makes them very good company, and sometimes captives, of mages and alchemists alike.

**Ability Score Increase.** Your Wisdom score increases by 1.

**Darkvision.** Accustomed to twilight forests and the night sky, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

**Mystic Token.** Your feathers are naturally imbued with the magicks of Herona. Once per day you can pluck a single feather from your body. These feathers can act as a universal component in spellcasting, alchemy, and spellbooks. Each feather

has a component value of up to 10gp. The feather is consumed when used, even when a spell doesn't normally consume its component. Multiple feathers can be used to meet higher value requirements, but the feathers can only replace a single component in spells and recipes that require multiple components.

