



FRENAQI

Type: Humanoid

Pronounced: (frin-AH-kee)

Singular/Adjectival: Frenaqi/Frenaqian

Plural: Frenaqis

Frequency: 6 – Common

Frilf's Notes:

"What would society be today without the aid of the frenaqis? They are a useful part of most societies, lending their manual labor to the construction of buildings, temples, castles, and other structures, as well as helping load and transport items for commerce. I don't envy their lack of intelligence, but they are honest and hard-working for the most part and those traits are intrinsically admirable."

Background:

The frenaqian race is well-known to most other races of Evernor. They populate most civilized areas of the world and usually take on the most difficult and taxing demands of manual labor. Their superior strength and durability make them much more efficient than humans, and their willingness to work and predictable behavior make them more dependable than other races.

Personality:

Frenaqis are a humble race, content for the most part with their place in society as a whole. They realized early in their history what the strengths and limitations of their race were and have managed to use this knowledge to make themselves almost indispensable to other races.

Frenaqis are dependable, honest, and friendly. They value a good day of hard manual labor as a sign of personal fulfillment. Each task they complete drives them

on to complete others, building their sense of achievement and personal self-worth. They are slow to anger and will only refuse to perform work that would conflict with their religious beliefs.

They are very social and tend to have large, extended families, and circles of friends in their sizable settlements. Most cities of medium size or larger will feature a frenaqian neighborhood or two near their industrial or commercial areas.

Physical Description:

Frenaqis stand 4 to 5 feet tall and weigh 150 to 180 pounds on average. The males are 10 percent taller and heavier than the females. Their lifespan is generally 125 years.

Frenaqis are squat and muscular humanoids with four arms and two legs. Each of their four hands features three short, muscular fingers and an opposable thumb. They do not have fingernails or toenails on their digits, but rather thick, hard calluses.

Most frenaqis have very short necks and highly-developed muscles around their shoulders, making it appear as though the head is a protrusion from the top of their torsos. This gives them a very compact and powerful look, as well as a very low center of gravity.

Frenaqis have very wide mouths that are the dominant feature on their slightly under-sized heads. Frenaqis generally

have quite a bit of hair on their faces and scalps, usually light brown, blond, or red in color.

Traditional dress consists of loose-fitting trousers and tunics (especially made for their multiple arms) for the men, and sarongs or simple dresses for the women. Garments are generally earth tones with soft, pastel colors as decorative trim. When working, the females dress as the males do. Frenaqis generally do not wear hats or



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helmets of any sort. Males have close-cropped hair and short beards or mustaches while women allow their hair to grow to waist-length and braid it in complex and intricate patterns.

Females generally reach child-bearing age at 16 years and remain fertile for another 20 years or so. Frenaqian women always have single births and the gestation period is 2 years per child. Infant mortality among the frenaqis is very low. Children are reared by their biological parents and given a rudimentary education by their community's elders until they reach age 20, when they are physically mature and ready for work.

Diet:

Special: Vegetarian. Frenaqis eat a mixture of grains, fruits, vegetables, and other non-meat comestibles.

Relations:

Frenaqis tend to fit in well in most advanced civilizations, where they have found a niche providing manual labor for business and industry in many of the major towns and cities. Most races have developed harmonious relationships with the frenaqis over the centuries and the frenaqis fit well into many different societies throughout the world. Generally, other peoples consider them a servant race, but this does not seem to bother or upset the frenaqis.

Alignment:

Frenaqis may be of any alignment.

Lands:

The frenaqian race does not have any formal government or lands of its own. Rather, they live peacefully among the other races of the world. They have been very successful at integrating socially with other races, but have managed to keep their own identity and traditions distinct and intact.

Religion:

Frenaqis are quite religious, but they are not overly fanatical in their observance of their beliefs. In many cases, however, they will often dedicate their work to the glory of their chosen deity.

Language:

Frenaqis primarily speak their own language and Common and, occasionally, a smattering of others. There is no written form of the frenaqian language.

Names:

Frenaqian names are simplistic and rare consist of more than two syllables. Family names are common among them, as well.

Family: Angliss, Carkish, Finnar, Fynpode, Nirkan, Linkar, Wesspode, Yimlish

Male: Amol, Anglanx, Belyan, Desh, Elanx, Grenx, Kitch, Urish, Xvol

Female: Eshain, Frai, Gre, Lanyan, Molnis, Nitis, Srail, Surnis, Xaada

Adventurers:

Frenaqis love to be near their family and friends and generally do not venture very far from those they love. Every once in a while, though, one will venture out on its own into the world beyond for whatever reason. Perhaps one in five hundred frenaqis leaves his or her station to seek something more.

Those that leave are sent off with provisions made by their loved ones and are wished a speedy return. On rare occasions, frenaqis who are outcasts or exiled from their home settlements will also take to an adventurer's life.

Frenaqis generally excel as fighters, monks, paladins, or rangers. Most are too level-headed to become barbarians. Succumbing to an inner, primal rage is nearly impossible for them, given their level-headed temperament. Frenaqis can also become efficient clerics, druids, or sometimes even rogues, but they generally do not fare well with the arcane spell-casting classes.

In the Realms of Evernor:

The issue of the origins of the frenaqian race has become a matter of much speculation among scholars of all races. One of the greatest historians of Sarandor, Sagordyssun the Wise, in his epic work, *Chronologies of Sarandor*, made a fleeting reference to the arrival of the frenaqis to that continent over two thousand years before the start of the Great Holy War that ended the Second Epoch.

Although much of the inscription is either lost or poorly translated from the ancient tongue in which it is written, scholars have ascertained that the frenaqis may have been migrants from the southern hemisphere – most likely the continent Manjuuro.

Role Play Tips:

- Frenaqis are generally very agreeable and willing to participate in the group's plans – as long as those plans don't conflict with the particular frenaqi's religion and/or alignment.

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- Frenaqis generally accept orders without question from those they consider good friends. This, they feel, is the best way to demonstrate one's trust in his comrades. If this trust is willfully broken, however, frenaqis are slow to forgive.
- If its friends or family are in mortal peril, a frenaqi will fight to the death to save them.

Adventure Seeds

- Frenaqis are a commonly-encountered race in the large city the PCs are visiting.
- The PCs are entreated by a frenaqi to let him join the party. Unbeknownst to them, he is trying to escape a terrible secret from his past.
- A *dominated* group of frenaqis attack the party at night near the docks of a port town. When defeated, the frenaqis revert to normal. Who was behind the attack and why?

RACIAL TRAITS

- +2 Strength, +2 Constitution, -2 Intelligence, -2 Charisma. Frenaqis are physically strong and durable, but simple-minded and plain.
- Medium-size: As medium-sized creatures, frenaqis have no special bonuses or penalties due to their size.
- A frenaqi's base speed is 30 feet.
- Low-light vision: Frenaqis can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. They retain the ability to distinguish color and detail under these conditions.
- +1 racial bonus to all Will saves. Frenaqis are a slow-witted and determined race.
- +2 racial bonus to Balance checks. Frenaqis have a low center of gravity and are difficult to topple. This +2 bonus also applies in opposed Strength checks to resist being tripped or knocked prone.
- Bonus feat: Frenaqis gain the Endurance or the Toughness feat for free at character creation.
- Unique Body Shape: Frenaqis are four-armed humanoids. As such, any armor they might wear must be custom-made at double the regular cost, although it does not require a specialized feat to make.
- Natural Armor: Frenaqis have thick, leather-like skin and gain a +1 bonus to their Armor Class.
- Feat of Strength: Once per day, a frenaqi may perform a great feat of Strength, gaining a +4 bonus to Strength for a number of rounds equal to his or her Constitution Modifier plus Wisdom Modifier. This Feat of Strength does not stack with a barbarian's rage ability – the Strength increase results from a stalwart determination rather than primal rage. This ability can be used in conjunction with the Feat of Resilience ability, below, however the frenaqi will suffer 1d8 points of subdual damage plus 1 additional point per round the ability is used when the Feat of Strength ends.
- Feat of Resilience: Once per day, a frenaqi can gain a +1 bonus to all Fortitude saves and ignore 1 point of damage from any attack or environmental condition for a number of rounds equal to his or her Constitution Modifier. This ability can be used in conjunction with the Feat of Strength ability, above, however the frenaqi will suffer 1d8 points of subdual damage plus 1 additional point for each round the ability was used when the Feat of Resilience ends.
- Multidexterity: Frenaqis with a base attack of +4 or higher may take the Multidexterity feat.
- Multi-Weapon Fighting: Frenaqis with a base attack of +4 or higher may take the Multi-Weapon fighting feat.
- Automatic languages: Common, Frenaqian. Bonus languages: Baturgahlan, Damorlinnian, Dwarven, Giant, Gnoll, Gnomish, Goblin, Orc, and Undercommon.
- Favored class: Fighter. A frenaqi's fighter class levels do not count when determining whether he or she suffers an XP penalty for multiclassing.
- Level adjustment: +1. Frenaqis are a powerful race and gain levels more slowly than the races in Core Rulebook I.

NEW FEATS

Reduce Wounding [General]

The character is able to negate most of the damage of wounding weapons or attacks.

Prerequisites Abilities: Wisdom 13+ and Constitution 13+, Feats: Toughness or Endurance, and Iron Will

Benefit: By force of will and strength of body, a character with this feat has a 50 percent chance per round to remove one point of wounding damage he or she has suffered to a minimum of 1 point per round without need for a heal check or healing spell. For example, a character that has been wounded and is bleeding three points of damage per round is able to reduce that damage by one per round (on a successful roll). The first success reduces the bleeding to two points per round and the second success reduces it to one. At this point no further checks can be made unless the character's wounds are closed by a Heal check or some type of healing magic. Characters must be conscious to use this feat.

Multi-Limb Grapple [General]

The character is able to effectively employ its extra limbs while grappling.

Prerequisites Base Attack Bonus +5, Special: Must have more than two appendages capable of grappling (three or more arms, two arms and a prehensile tail, etc.)

Benefit: The character gains an additional +1 bonus to his or her grapple checks for each *unarmed* limb involved in the grapple. For example, a character with four arms that initiates a grapple with an opponent gains a +3 bonus to the ensuing grapple check if three arms are used for the grapple, in addition to any other size, strength, or circumstantial modifiers that might apply.

Normal: No additional bonus from multiple limbs is conferred during a grapple check.

A PRIME EXAMPLE

Belyan Finnar

Male Frenaqi

Frenaqi 1/Fighter 1 [CR 2]

HD: 1d10+4 (14 hp)

Init: +3

Spd: 30 ft.

AC: 17 (+2 Dex, +1 natural, +4 frenaqi chain shirt)

Attack: +5 Melee (battle axe, 1d8+4) or +4 Ranged (short bow, 1d6)

Saves: Fort +6, Ref +3, Will +0

AL: Chaotic Good

Stats: Str 18 (+4), Dex 16 (+3), Con 19 (+4), Int 12 (+1), Wis 11 (+0), Cha 6 (-2)

Languages: Common, Frenaqi, Dwarven

Skills: Climb 3 (+7), Jump 3 (+7), Ride 3 (+6), Swim 3 (+6)

Feats: Power Attack, Cleave

Background

Belyan's settlement was captured by the lissk* when he was just a young man. Although the frenaqis put up a valiant struggle, they proved to be no match for the superior size, strength and fighting acumen of the barbaric lizard-men.

Belyan's mother fled the village, narrowly escaping capture by the lissks, to the safety of the walled city of Velhaaf, where she raised her son in the city's tiny frenaqian enclave.

After many years of work as a warehouse laborer, Belyan trained to be a fighter, learning to use various types of weapons and armor. Soon after his training was complete, Belyan was accepted into the city's guard, where he was assigned to patrol the walls during the night watch.

Belyan aspires to fulfill his duties to the best of his ability, keeping the city safe from roving bands of lissk marauders and other undesirable humanoid from the surrounding marshlands. 🐸

* The lissk are a race of giant lizardfolk. For more information on the lissk race, see *Races of Evernor (Part I)*.



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