

RACE OF PLANETOUCHED - HINI'HINUE

By Ergdusch (inspired by the Eric L. Boyds article 'Legacies of Ancient Empires', Dragon Magazine #350)

Hini'hinue are a race of planetouched descended from the union of worshipers of Elistraee and the Goddess' avatars during special moon feasts and celebrations. The term Hini'hinue derives from the rituals of their creation, in which dance and song were very prominent aspects. It means 'Children of Song'. Most Hini'hinue encountered away from their homes are Bards or embrace the Prestige class of 'Silverhair Knight' (see Dragon magazine #315).

ECOLOGY AND SOCIETY

Most Hini'hinue live among the settlements of Elistraee-worshipping drow on the surface, although some wander the world in order to further the cause of the Dark Maiden before settling down. They prefer to stay amongst like-minded at prominent temples to Elistraee, where they can freely worship the Dark Maiden and revel in dance and song to their goddess.

Hini'hinue speak Celestial, Elven and Undercommon. Hini'hinue who travel outside their temples usually learn the Common Tongue as well.

Environment: Hini'hinue usually live in temperate forests of their elven kin or in natural caves close to the surface. Rarely does one stay amongst their evil kin in the Underdark to represent the 'beacon of good within evil's reach', a choice Elistraee made for herself as well, a long time ago. (See Regional Backgrounds: *Secret Moondancer* in 'Realms of Valor', p. 25)

Alignment: Like most full-blooded drow they embrace the aspect of chaos, but they enjoy the gentle and peaceful aspect of their mother over the evil of most of their kin, therefore always being chaotic good.

Typical physical Appearance: Hini'hinue resemble drow in nearly all aspects. However, their hair is the colour of silver rather than white. They prefer to dress in light, practical cloths as most fitting to the task at hand. Rarely do they put on armor, except when a battle is expected.

Racial abilities:

- Ability Score Adjustments: -2 CON, +2 WIS, + 2 CHA, +2 INT
- Outsider Type: Hini'hinue are native outsiders.
- Drow Blood: For all special abilities and effects, Hini'hinue are considered a drow. For example, they can use drow weapons and magic items with racially specific drow powers as if they were drow.
- Speed: Hini'hinue base land speed is 30 feet.
- Immunities: Hini'hinue are immune to *sleep* spells and effects.
- Spell-like Abilities (Sp): 1/day: *fearie fire*, *dancing lights*, *Moon Lust* (see sidebar). These abilities are cast as sorcerers of the Hini'hinue's character level.
- Resistances: fire 10
- Darkvision (Ex): A Hini'hinue has darkvision to a 120 foot range.
- Weapon proficiency: Hini'hinue are automatically proficient with the favored weapon of their goddess-mother - the bastard sword.
- Light Blindness (Ex): Abrupt exposure to bright light (such as sunlight or a *daylight* spell) blinds a Hini'hinue for 1 round. In addition, Hini'hinue suffer a -1 circumstance penalty on all attack rolls, saves, and checks while operating in bright light.
- Spell Resistance: Hini'hinue have a spell resistance of 11 + class level.
- Skills: Hini'hinue gain a racial bonus of +4 on Perform (dance) and +2 Listen Search and Spot checks.
- Melodic Voice: The voice of Hini'hinue is so captivating that she receives a +1 to Diplomacy made to influence the attitude of NPCs and animals and magical beasts (wild empathy). This bonus rises to +2 on 5th, +3 on 10th, +4 on 15th and +5 on 20th level.
- Automatic Languages: Celestial, Undercommon, Elven. Bonus languages: Common, Draconic, Drow Sign Language, Goblin, Orc, Sylvan.
- Favored Class: Bard
- Level adjustment +2: Hini'hinue are more powerful and gain levels more slowly than most of the other common races of Faerun. See the Powerful Races sidebar (FRCS p. 21) for more details.

IN THE REALMS

As descendants of Elistraee they are a rare sight in Faerun indeed. Most Hini'hinue trace their bloodline back to the time even before the crown wars when the worship of Elistraee was much more prominent. However, after the Decent of the Drow the worship of the Dark Maiden was neglected and the origins of the Hini'hinue became less obvious.

By surface elves Hini'hinue are sometimes also called *Ivae'a'nodel*, meaning 'Light of the moon' or 'moonlight' or *A'mael'a'nodel*, meaning 'Beloved of the Moon'.

Drow call them *Dalharen'd'evol* meaning 'Children of the Moon'. However, depending on the exact pronunciation the term can also mean 'the spying children'.

If human scholars even known they exist they might call them 'Children of the Dark Maiden', 'Song-Sisters', or also 'Moon-Drow' or 'Song-Drow'. However, it is doubtful that any human except Elminster knows of the existence of such planetouched creatures, mistaking them to be normal Drow if ever such a meeting would take place.



MOON LUST

Enchantment (Compulsion)
[Mind affecting]
Level: Clr 1
Components: V, S, F
Casting Time: 1 standard action
Range: Medium (100 ft + 10 ft/level)
Target: 1 living creature
Duration: 1 round /level
Saving Throw: Will negates
Spell resistance: Yes

This spell instills in the target an obsessive fascination with the moon. If the target fails its save it fixates on the moon and is considered fascinated (DMG p. 300-301) for the duration of the spell. If the moon is not visible at the time of casting and the target fails its save, it grows worried and distracted and is not fascinated. However, the creature instead takes a -1 penalty on all attack rolls and skill checks for the duration of the spell. Sightless creatures are not affected by this spell.

Focus: A silver ingot worth 5 gp.
(Dragon Magazine #315, p. 31)