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D20 Hâm[©] Guide

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INTRODUCTION

ABOUT THE GUIDE

This is the second version of this guide. My intended goal with the first version was to provide D20 GMs new to Hârn a guide for using the D20 rules with the HârnWorld setting and that still holds true. I provided quite a bit of setting information straight from Hârn products (with permission) to serve as an introduction to the setting. I also fiddled about with some of the d20 rules, the skill system in particular, which, in hindsight, was not a good idea. This version of the guide is a much cleaner integration of the d20 rules. I haven't changed any of the basic rules and while there are additions they are strictly optional. Anyone new to Hârn can still get a fairly good feel for the setting with the material in this guide, but I'm going with the assumption that you're already somewhat familiar with HârnWorld.

How to integrate D20 with HârnWorld? HârnWorld is designed as a low-fantasy, low-magic setting. D20 is a game of high-fantasy and high-magic. Do you add the high-fantasy and high-magic to HârnWorld or do you take away the high-fantasy and high-magic from D20? A little of both, actually. Yes, HârnWorld is designed as a low-fantasy, low-magic setting, but the intent is that if you want a higher-fantasy, higher-magic feel then all you need do is add it. That's where D20 comes in. The goal is simple: use D20 with HârnWorld. Assumption: you *want* to use D20 and you *want* to campaign in Hârn and, therefore, you *want* elements of both. That's what this guide provides: elements of both D20 and HârnWorld.

Just like any campaign setting, HârnWorld has its own flavor - not all D20 elements are appropriate. Modifications, deletions, and additions are made where appropriate.

I have tried to keep everything in this document consistent with [Columbia Games' official D20 insert for Nasty, Brutish & Short](#) (hereafter referred to as NB&S).

OPTIONAL RULES

A number of rules found in this document are designated as optional. They are indicated by a ☐ check box. An entire group of rules (as in the Character section) may be optional. Use them at your own discretion. Future optional rules will be published separately.

NEW TO HÂRN?

This guide won't be of much use to you if you don't own any Hârn material. At the very least you'll need to buy two products to get started:

- **HârnWorld.** Contains two books. The first details the island of Hârn and the main continent, Lythia, with sufficient detail to get you started. It includes a history of Hârn and an explanation of feudalism, manorialism, and royal government. The second book is a Hârn index called the HârnDex. It lists every nation, city, important keep, place of note, culture, tribal nation, religion, social group, organization, weapon, plus much more. HârnWorld also includes a beautiful, full color map of Hârn. A great review of HârnWorld can be found at [RPG.net](#).

- **Hârn Player.** Written for players, Hârn Player is packed full of useful cultural, historical, religious, political, and social information. It also provides common lore and an edited version of the HârnDex (to protect GM secrets).

Both of these products are available at most gaming shops and directly from [Columbia Games](#).

You can also learn a great deal about Hârn by visiting Auran's [Project Hârn](#) and [Lythia.com](#), both of which host great introductions to Hârn. There are many Hârn sites on the Internet that provide a wealth of additional Hârn information. Bill Gant's (WarFlail) site has the most extensive list of [Hârn Link](#).

About HârnWorld

D20 and HârnWorld are designed for very different styles of play. D20 is designed as a dungeon crawl game where the characters battle legions of bizarre monsters and find all manner of strange and powerful magic items. The DMG, on page 106, says, "...the classes, spells, magic items, and many other facets of the game have been designed with dungeons in mind."

HârnWorld, on the other hand, is designed as a low-magic backdrop for immersive roleplaying, where interaction with the setting itself is stressed. Political intrigue, interaction with NPCs, and exploring the detailed cultural landscape is the norm. Magic, magic items, and monsters exist on Hârn, but at much reduced levels found on a typical D20 world. As the DMG defines such things, HârnWorld is a low magic world (look on page 164 of the DMG).

That's not to say that HârnWorld is void of magic, though. Powerful magic *does* exist, but it is not easily accessible by *everyone*. Fell beasts roam the wilderness, ancient ruins and magic artifacts lay hidden, awaiting discovery, and wizards come and go, seeking their own ends, unnoticed by the peasants and gentry.

HârnWorld is designed as a low-fantasy, low-magic setting because it is easier to increase these aspects than it is to take them away. This allows those who desire high-fantasy elements in their campaign to simply add them.

There exists a great deal of room for compromise between D20 and HârnWorld. As such, any melding between D20 and Hârn will result in something that is neither - it won't be D20 and it won't be HârnWorld, but something in between. Keep that in mind.

MORE D20 HÂRN STUFF

The [Shadow of Bukrai](#) web site will have more Hârn related d20 goodies in the future - rules expansions, prestige classes, spells, etc. Chris Van Tighem will also have a web site with his own D20 Hârn Guide and lots of D20 Hârn goodies.

Check the Non-HârnMaster Specific Rules Discussion section of Auran's [Project Hârn](#) for news, updates, and lots of discussion on D20 Hârn.

CHARACTER

ABILITIES

Birth & Family

Race

Humans make up the vast majority of the population on Hârn. Table 2.1 shows the percentages of races on Hârn. Race affects various abilities.

Table 2.1 Species – d100/Choice

1d100	Species
01-89	Human
90-94	Sindarin
95-99	Khuzdul
00	Other (Half Elves, Gargun, etc.)

Sex

Table 2.2 shows the percentage of males per race and can be used to randomly determine sex. Sex affects various abilities.

Table 2.2 Sex – d100/Choice

% Male	Race
50%	Human
45%	Sindarin
75%	Khuzdul

Sunsign

Sunsign is derived from birth date. Use table 2.3 to determine birth date. Roll 1d12 to determine month and then roll 1d30 to determine day.

Table 2.3 Birth Month – 1d12

1d12	Month	1d12	Month
1	Nuzyael	7	Azura
2	Peonu	8	Halane
3	Kelen	9	Savor
4	Nolus	10	Ilvin
5	Larane	11	Navek
6	Agrazhar	12	Morgat

Table 2.4 Sunsign

Birth Date		Sunsign
4 th Nuzyael to...	3 rd Peonu	Ulandus
4 th Peonu to...	2 nd Kelen	Aralius
3 rd Kelen to...	3 rd Nolus	Fenari
4 th Nolus to...	4 th Larane	Ahnu
5 th Larane to...	6 th Agrazhar	Angbelerius
7 th Agrazhar to...	5 th Azura	Nadai
6 th Azura to...	4 th Halane	Hirin
5 th Halane to...	3 rd Savor	Tarael
4 th Savor to...	2 nd Ilvin	Tai
3 rd Ilvin to...	2 nd Navek	Skorus
3 rd Navek to...	1 st Morgat	Masara
2 nd Morgat to...	3 rd Nuzyael	Lado

Hârn Player contains detailed descriptions of the sunsigns.

Birth Place

Use the *Birth Place Table* on page Harn-35 of the HârnWorld regional module (2nd Edition) to generate birth place, or work with the GM to choose a birth place. The *Birth Place Table* will generate birth place for human characters only.

Birth place determines culture (implied), which in turn determines social class.

Culture & Social Class

Table 2.5 Social Class & Culture – d100/Choice

1d100				Social Class
Feudal	Imperial	Viking	Tribal	
01-02	01-04	01	01	Slave ¹
03-65	05-30	02-49	-	Serf
66-83	31-81	50-86	02-89	Freeman
84-92	82-91	87-95	90-98	Guildsmen ²
93-00	92-00	96-00	99-00	Noble

Culture and social class determine adolescent skills.

Appearance

All of the following abilities are optional. They are provided to help further define your character. These optional abilities are referred to in later sections. If you're not using these optional rules you can ignore any later references to them.

Height

Table 2.6 generates height in inches.

Table 2.6 Height – Roll/Choice

Race	Male	Female
Human	5d6+50	5d6+48
Sindarin	4d6+51	4d6+50
Khuzdul	4d4+40	4d6+40

Build

The character's general body build. Build and height determine weight. Roll 3d6 on table 2.7 and then apply the Build modifiers in table 2.8 to the roll. Only the build type needs to be recorded, not the 3d6 score.

Table 2.7 Build – 3d6

3d6	Build Type
1-5	Scant
6-8	Light
9-12	Medium
13-15	Heavy
16+	Massive

Table 2.8 Build Modifiers

Condition	Modifier
Human Female	-3
Sindarin (either sex)	-2
Khuzdul (either sex)	+4

¹ Not all nations/cultures take slaves – reroll if not appropriate.

² Tribal cultures do not have Guildsmen. Instead, these are the elite of the tribe – famed warriors, shamans, advisors, story tellers, etc.

Weight

Weight (in pounds) is determined by cross referencing height with build type. This is the character's optimal weight, assuming good health and conditioning. Weight modifies strength. **Note:** this table is for Medium sized humanoid creatures.

Table 2.9 Weight

Height	Scant	Light	Medium	Heavy	Massive
40	63	71	79	87	95
41	63	71	79	87	95
42	63	71	79	87	95
43	65	73	81	89	97
44	66	75	83	91	100
45	68	77	85	94	102
46	70	78	87	96	104
47	71	80	89	98	107
48	73	82	91	100	109
49	74	84	93	102	112
50	76	86	95	105	114
51	78	87	97	107	116
52	80	90	100	110	120
53	82	93	103	113	124
54	85	95	106	117	127
55	87	98	109	120	131
56	90	101	112	123	134
57	92	104	115	127	138
58	94	106	118	130	142
59	97	109	121	133	145
60	99	112	124	136	149
61	102	114	127	140	152
62	104	117	130	143	156
63	106	120	133	146	160
64	110	123	137	151	164
65	113	127	141	155	169
66	116	131	145	160	174
67	119	134	149	164	179
68	122	138	153	168	184
69	126	141	157	173	188
70	129	145	161	177	193
71	132	149	165	182	198
72	136	153	170	187	204
73	140	158	175	193	210
74	144	162	180	198	216
75	148	167	185	204	222
76	152	171	190	209	228
77	156	176	195	215	234
78	160	180	200	220	240
79	164	185	205	226	246
80	168	189	210	231	252
81	172	194	215	237	258
82	176	198	220	242	264
83	180	203	225	248	270
84	184	207	230	253	276
85	188	212	235	259	282
86	192	216	240	264	288
87	196	221	245	270	294
88	200	225	250	275	300
89	204	230	255	281	306

Physical

Strength

Strength is modified by race and, optionally, by weight.

Table 2.10 Strength Modifiers

Race	Modifier
Khuzdul	+2
Sindarin	+1

Table 2.11 Weight Modifiers for Strength.

Weight	Modifier	Weight	Modifier
< 55	-5	156-170	+1
56-85	-4	171-190	+2
86-110	-3	191-215	+3
111-130	-2	216-245	+4
131-145	-1	246-280	+5
146-155	0	281-319	+6

It is recommended that the GM apply the Height, Build and Weight modifiers to the Strength scores of all medium sized NPCs and monsters wherever possible or appropriate.

Dexterity

Dexterity is modified by race and, optionally, by build.

Table 2.12 Dexterity Modifiers

Race/Build	Modifier
Sindarin	+1
Khuzdul	-2
Scant	+2
Light	+1
Heavy	-1
Massive	-2

Constitution

Constitution is modified by race.

Table 2.13 Racial Constitution Modifiers

Race	Modifier
Khuzdul	+2
Sindarin	+1

Personality

Intelligence

Intelligence represents *memory* for player characters and the actual intelligence level of non-player characters.

Your Intelligence bonus modifier does *not* determine the number of languages your character knows. Generally, culture and profession determine languages.

Wisdom

No changes.

Wisdom & Senses

Wisdom also measures a character's senses. If you would like to separate senses from Wisdom follow this procedure:

1. Determine Wisdom normally and record the score.
2. Write down three new abilities: Smell (Sml), Eye Sight (Eye), and Hearing (Hrg).
3. Each of these abilities starts with the same score as Wisdom, but you can modify them 3 points, up or down, so long as the average of the three scores is within half a point of your Wisdom score.
4. Use the appropriate ability to modify skills that call on senses – Hearing for Listen, Eye Sight for Spot, etc.

Charisma

Charisma is a measure of a character's presence, charm, allure, and physical appeal.

Table 2.14 Charisma Modifiers

Race/Sex	Modifier
☐ Female	+1
Sindarin	-2
Khuzdul	-3

☐ Charisma & Comeliness

If desired, you can separate Charisma into two separate abilities: Charisma and Comeliness. With this option Charisma would measure a character's *Aura* – his presence, charm, and allure. Comeliness is merely a measure of physical attractiveness *to the same race*. Determine each ability separately.

Intelligence & Languages

Your Intelligence bonus modifier does *not* determine the number of languages your character knows. Further details on languages are given in the Race & Culture section.

Languages of Hârn

There are various languages spoken on Hârn. The most common is Hârníc.

Table 2.15 Languages

Language	Where Spoken	Script
Ancient Jarinese	Some Ivashu speak this language.	Runic
Gargun Hârníc	Each Species has a separate language. Kaldor, Melderyn, Kanday, Rethem, Tharda, and Chybisa.	None Lakise
Hârníc (Tribal)	Chelni, Gozyda, Hodiri, Kath, Pagaelin, Tulwyn	None
Ivinian Jarin	Orbaal (first generation settlers). Orbaal, Azadmere, Evael and parts of Kaldor.	Runic Lakise
Jarin (Tribal)	Adaenum, Anoa, Bujoc, Chymak, Equani, Kabloqui, Kubora, Taelda*, Urdu, Ymodi	None (*Runic)
Kamakin Khuzan (Dwarven)	Kamaki Tribes. Azadmere.	None Runic
Orbaalese Sindarin (Elven)	Orbaal. Evael.	Runic Selenian
Solora	Solori Tribes.	None

Determining Abilities

HârnWorld emphasizes unique characters and character development. The Standard Point Buy system (DMG p20) should be used to determine ability scores to better allow a player to customize their character. 24 to 28 points is recommended.

Otherwise, use whatever die rolling method you prefer.



RACE & CULTURE

Gnomes, Half Orcs, and Halflings do not exist on Hârn. Halflings *may* exist on other parts of Kethira, but they are completely unknown on Hârn – if you would like to include Halflings in Hârn, there is a good article on Project Hârn titled [The Gyallan](#) (halflings of Hârn) that will be a great help. The Hârn setting has its own version of Orcs, called Gargun (the subject of the aforementioned NB&S), but they cannot breed with any other species so there can be no half-Gargun.

HUMANS

Humans are the most numerous of the races. They are either 'civilized', generally represented by feudal, tributary, or plutocratic governments, or 'tribal', represented by 18 different tribal barbarians.

Human Traits

- Medium size
- Human base speed is 30 feet.
- 1 extra feat at 1st level.
- 4 extra skill points at 1st level and 1 extra skill point at each additional level.
- Automatic Language: Language depends on culture. See the Human Cultures section for details.
- Bonus Languages: None.
- Favored Class: Any.

Human Cultures

Lythian Descendents

The civilized humans of Hârn are descendants of Lythian barbarians who first began raiding Hârn 1600 years ago. They have since become the most populous race.

Relations

See HârnWorld or Hârn Player.

Alignment

Any.

Human Lands

The civilized human nations of Hârn are: Melderyn, Chybisa, Kaldor, Tharda, Kanday, and Rethem.

Religion

Any, though the worship of Larani, Agrik, Naveh, Morgoth, Peoni, Halea, and Ilvir are the most common.

Language

The predominant language spoken by civilized humans is Hârníc (which could be considered the 'common' language). Most people on Hârn are illiterate. Generally, only the nobility and upper middle class ever learn how to read and write the Hârníc script, which is called Lakise. See Intelligence & Languages in Table 2.15.

Racial Traits

The following adjustments are made to the Human Racial Traits list:

- Automatic Language: Hârníc.

The list remains otherwise unchanged.

Orbaalese (Ivinian descent)

The Orbaalese are viking northmen who originated from Ivinia, a region in the northlands of the Lythian mainland. The Orbaalese conquered the northern area of Hârn, formerly called Jara, and established the kingdom of Orbaal.

Personality

Best known for their piracy and strong clan structure, the Ivinians are a rowdy and freedom loving breed. Ivinian family structure is polygamous with men taking more than one wife. Participation in the government of Orbaal requires a man to have at least three wives. Most Orbaalese have some martial training.

Relations

See HârWorld or Hâr Player.

Alignment

Any

Ivinian Lands

Besides the Kingdom of Orbaal, Ivinians have a considerable presence throughout northwestern Lythia. Several kingdoms exist that are ruled by descendants of Ivinian raiders. These include fourteen kingdoms in the Ivinia region, as well as Harbaal, and Chelemby on the Lythian mainland.

Religion

Most Orbaalese are adherents of Sarajin. The Agrikan female Clerical and Fighting orders at Quimen Keep have are attracting the attention of more martial Orbaalese.

Language

The language of Orbaalese is a mixture of Hârníc and Ivinian. Speakers of Hârníc and Ivinian cannot understand Orbaalese.

Racial Traits

The following adjustments are made to the Human Racial Traits list:

- Automatic Language: Orbaalese.

The list remains otherwise unchanged.

The Jarin

The Jarin were the first human inhabitants of Hâr. They first came to Hâr two thousand years ago and lived in peace under the rule of the Sindarin for centuries.

Personality

The Jarin are known as people of the old ways and have a close connection to nature. Through their long exposure to the Sindarin and Khuzdul prior to the Atani Wars, the Jarin acquired a special mystique, which has tended to set them apart from other humans on Hâr and has earned them some distrust. They are essentially a peaceful race, a trait that the aggressive Ivinians wrongly interpret as cowardice.

The Jarin have a strong oral tradition and good storytelling is a respected skill.

Relations

See HârWorld or Hâr Player.

Alignment

Any, but most are Chaotic Good, Chaotic Neutral, or Neutral Good.

Jarin Lands

The Jarin live in Jara, what is now called Orbaal, though there are a small number of Jarin who can still be found in Evael and Azadmere, and most of the barbarian tribes of Hâr are of Jarin blood. Jarin are also fairly common in northern and eastern Kaldor.

Religion

Most Jarin are adherents of Ilvir. Some may worship other gods, especially Siem, or Peoni if they live in Kaldor, but never Sarajin.

Language

The Jarin language is called Jarinese. Most Jarin will also know how to speak Hârníc. Most Jarin don't know how to read or write.

Generally, only the nobility and upper middle class ever learn how to read and write. See Table 2.15.

Racial Traits

The following adjustments are made to the Human Racial Traits list:

- Automatic Language: Jarinese, Hârníc if from Kaldor **or** Sindarin if from Evael.

The list remains otherwise unchanged.

Barbarians

There are 18 different barbarian tribes on Hâr.

Note: 'barbarian' refers to all tribesmen, while 'Barbarian' generally refers to the character class. They are not the same – some barbarian cultures are associated with the Barbarian class, but not all. Where 'barbarian' is the first word in a sentence, and hence capitalized, it is hoped the intent of the word is made clear by the context in which it is used.

Barbarians of Hâr

Adaenum – Fisherfolk on Anfla Island off the southwest coast of Hâr.

Anoa – Nomadic hunters of the Anoth River valley in southern Orbaal.

Bujoc – Nation of shy, superstitious, forest nomads with a strong matrilineal culture.

Chelni – A loose confederation of tribesmen who control the Chelna Gap and surrounding hills. The Chelni breed ponies, which are traded for civilized goods.

Chymak – Famed sea-folk of Belna Island. They range the Gulf of Ederwyn in large sea-going canoes, and are much valued as seamen on merchant ships.

Equani – Fierce warrior tribesmen of Equeth, noted for their elaborate facial scars and tattoos, and their merciless treatment of intruders.

Gozyda – Forest tribesmen who control the Mimea Hills in western Hâr. Bandits and outlaws from Tharda and Kanday live among them.

Hodiri – Proud nomadic horsemen of the Horadir. The Hodiri are extremely fierce warriors.

Kabloqui – Degenerate cannibals from the north shore of Lake Benath. They are related to the Equani who detest them.

Kamaki – Reclusive herdsmen of Kamace Island.

Kath – A loose confederation of wild and fierce tribes inhabiting the Kathela Hills west of Kaldor. Kath women are known for their beauty.

Kubora – Powerful warrior nation of Peran. They once united under Arlun the Barbarian and conquered Rethem. They export wild beasts for the Parmesani games.

Pagaelin – The violent and viscous tribal nation dwelling southeast of Kaldor. The Pagaelin are much feared.

Solori – A primitive and wild nation in southeastern Hâr. The Solori are slowly being exterminated in a genocidal crusade waged by the knights of the Lady of Paladins.

Taelda – Nomadic hunter-gatherers who inhabit the vast forests of southern Nuthela. They are renowned healers and woodsmen.

Tulwyn – Merciless barbarians who inhabit the wilderness of Athul.

Urdu – Nomadic hunters who inhabit the range between the Chetul and Pemetta rivers in northwestern Hârn.

Ymodi – Wild forest tribesmen of Himod in northern Hârn. Beleaguered by the Equani to the west, Anoa to the east, and Gargun to the north and south, they survive due to their impressive skill with the bow and spear.

The barbarians of Hârn are a diverse and varied group who share only a few common features. Those are detailed below. See HârnWorld, Hârn Player, and especially HârnMaster: Barbarians.

Personality

See HârnWorld, Hârn Player, and especially HârnMaster: Barbarians. Barbarians are hunter-gatherers, with a few exceptions practicing rudimentary agriculture.

Relations

Barbarians and their civilized counterparts, almost without exception, view each other with a great deal of mistrust and suspicion, if not outright hostility. There is a great deal of ignorance and prejudice on both sides. The Jarin may be on better footing with local tribes, but this is not always the case. Barbarians have no compunctions about warring with each other. See HârnWorld, Hârn Player, and especially HârnMaster: Barbarians.

Alignment

Any.

Barbarian Lands

Barbarians exist all over Hârn.

Religion

While some deities worshipped by tribal nations are independent demigods, several are really aspects of the gods of Hârn. Since the needs of a tribal community are different from those of a civilized nation, a god may show, or be seen in, a radically different form by their tribal worshippers. Most tribal religious practices take the form of animism or totemism. The Shaman is the religious functionary.

Language

Tribesmen speak many dialects of Hârníc and Jarinese, though only the Taelda have a script. See HârnMaster: Barbarians for more details.

Racial Traits

The following adjustments are made to the Human Racial Traits list:

- Automatic Languages: Tribal dialect (Hârníc or Jarinese).
- +2 Racial bonus to Wilderness Lore checks.
- Preferred Class: *One* of the following – Barbarian, Hunter, Sorcerer or Shaman.

Character Classes

Barbarian tribesmen *who have lived their entire lives with their tribes* are limited to four character classes: Barbarian, Hunter, Sorcerer, and Shaman. These restrictions are cultural, not racial. Barbarians can be other classes, but they would have to have left their tribes at an early age and grown up in other cultures in order to have an opportunity to learn the skills of other classes. A barbarian who ran away from her tribe when she was 13 and spent her adolescence living in the streets of a city could be a Rogue, for instance. Or she could be a Wizard if she left in the company of a Shek Pvar who recognized her talent. The following lists the character classes associated with each barbarian nation.

Table 3.1 Tribal Classes

Tribe	Character Classes Allowed
Adaenum	Hunter, Shaman, Sorcerer.
Anoa	Barbarian, Shaman, Sorcerer.
Bujoc	Hunter, Shaman, Sorcerer.
Chelni	Barbarian, Shaman, Sorcerer.
Chymak	Hunter, Shaman, Sea Dog, Sorcerer.
Equani	Barbarian, Shaman, Sorcerer.
Gozyda	Barbarian, Shaman, Sorcerer.
Hodiri	Barbarian, Sorcerer.
Kabloqui	Barbarian, Sorcerer.
Kamaki	Hunter, Shaman, Sorcerer.
Kath	Barbarian, Shaman, Sorcerer.
Kubora	Barbarian, Shaman, Sorcerer.
Pagaelin³	Barbarian, Shaman, Sorcerer.
Solori	Hunter, Sorcerer.
Taelda	Barbarian, Shaman, Sorcerer.
Tulwyn	Barbarian, Shaman, Sorcerer.
Urdu	Barbarian, Shaman, Sorcerer.
Ymodi	Barbarian, Shaman, Sorcerer.

SINDARIN (ELVES)

Elves are called *Sindarin* on Hârn and are different from typical d20 elves. They are reclusive and uncommon except in Shava, their forest home. The plural of Sindarin is also *Sindarin*. Instead of saying Elven bow, you would say *Sindarin* bow.

Sindarin Racial Traits

- +2 Dexterity, +1 Strength, -2 Constitution, +2 Charisma, ☐ -2 Build.
- Medium size.
- Elven base speed is 30 feet.
- Immunity to magic sleep spells and effects.
- Immune to non-magical diseases.
- +2 racial saving throw bonus against Enchantment spells or effects.
- Low-light Vision: Elves 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.
- Proficient with either Long Sword or Rapier; proficient with Short Bow, Long Bow, Composite Long Bow, and Composite Short Bow.
- +2 racial bonus on Listen, Search, and Spot checks. An elf who merely passes within 5 feet of a secret or concealed door is entitled to a Search check to notice it as if she were actively looking for the door.
- Automatic Languages: Sindarin, and Hârníc or Jarinese.
- Favored Class: Fighter and Hunter.

Culture

Personality

Sindarin culture revolves around the natural world, beauty for the sake of beauty, and patience.

The Elves have a great love of beauty. It is not enough for them to simply create. Everything they make, no matter how simple or mundane, is crafted and decorated with great skill and attention. Function without form is the way of the humans.

The Sindarin are immune to human diseases, suffering more from ailments of the spirit than those of the flesh. Unless they fall

³ The Pagaelin have a strong sense of warped honor that some may feel makes them unsuitable to the Barbarian class. Alternatively, they could be played as Hunters or Hunter/Rogues.

victim to violence, Elves live forever. Their longevity profoundly affects their character, giving them great patience, sensitivity, wisdom and moodiness. A Sindarin may sit or stand, for days on end, with no perceptible movement, contemplating a personal view of the cosmic all. Sindarin do not sleep, experiencing instead a half-conscious blend of dreaming and wakefulness, incomprehensible to other races, to whom it resembles and a hallucinatory drug-like trance. As such, Elves often feign sleep in the company of humans.

In comparison with others, Elven culture lacks structure. There are no unfree persons, no slaves, no serfs. There is only an enlightened nobility, served out of love, respect and tradition, rather than out of fear, obligation, or legal compulsion. Guilds do not exist, not even the Mangai. Any Sindarin is free to try his hand at any craft and will likely have skill in several. All Elves have skill at arms and there are unrivaled warriors among them.

The Elves neither farm nor keep livestock, preferring not to interfere with the natural beauty of their forest. They are hunter-gatherers of such skill that they never seem to starve or suffer a dearth of leisure time for the pursuit of their unique poetry and other arts. The majority of Elves live in bands of 20-60 ranging at will throughout the forest. Non-humans are rarely permitted in the forest. It is said that King Aranath is aware of each leaf and twig within his realm – the woodcraft of his subjects is certainly awesome.

Physical Description

The elves of Hârn physically resemble humans, but are lighter of build, possess a natural grace, and are fair of face. They tend to have lighter hair, eye, and complexion than humans. Hair color is generally light blonde, but black, brown, and gray are not uncommon. Eye color is usually colored – blue, green, violet, gray, etc. Black and brown are not common.

In general, however, Sindarin look enough like humans that they can easily go unnoticed in human lands.

Relations

The Kingdom of Evael takes no official interest in the politics of its human neighbors, but some Sindarin travel through the human lands lending their hands to current events. Sindarin are often met with suspicion, jealousy and sometimes outright violence from most humans and as such tend not to advertise their lineage, preferring to pass as humans from foreign lands. Kaldor is rather tolerant of the Sindarin, but in some remote areas Elves are viewed as demons and will likely be attacked on sight. For the most part, Sindarin face prejudice from civilized humans only slightly worse than that faced by many human barbarians.

For their part, most Sindarin have accepted humanity and their shortcomings, recognizing that Hârn is no longer the domain of the Sindarin. There are some Elves, however, who take a different view, reviling humans and plotting their destruction. These Elves have broken away from mainstream Sindarin culture and are called the *Morsindarin*. Most Sindarin accept that Kethira (the world on which Hârn resides) is primarily for mankind. Though Siem preserves it (in Sindarin terms), the destruction of nature by man is inevitable and lasting peace is possible only in the Blessed Realm.

The Sindarin and Khuzdul do not generally like or associate with each other. During the Codominium they dwelt harmoniously until later events, notably the Atani Wars and the Carnage of Kiraz, brought about the current animosity between them.

Alignment

Sindarin are typically Chaotic Good or Neutral Good. Most Elves are moral entities, compassionate, trustworthy, and strive toward greater wisdom and patience.

Elven Lands

The Sindarin dwell almost exclusively within the Shava Forest in the Kingdom of Evael, which is not so much a Kingdom in the human sense as it is a sanctuary for the 20,000+ Sindarin still living in the world; most have journeyed to the Blessed Realm under Siem's protection. The Sindarin do not have a structured government, living in self-ruling communes, which are led by elected elders.

There are only two large settlements in the human sense: Ulshafel, the only port, and Elshavel, the royal seat of Evael's founding monarch, King Aranath, who still rules. Both settlements have human populations of Jarin descent. The Shava Forest has a reputation for all manner of strange enchantments; few non-elves are permitted within and then generally only through the port of Ulshafel.

Religion

The Elves pray to Sweldre, Siem's divine servant. See HârnMaster: Religion for details.

Language

The Elven language is simply called Sindarin. Their script is called Selenian. All Sindarin are taught how to read and write Selenian. Most Sindarin know how to speak Hârnic and/or Jarinese.

KHUZDUL (DWARVES)

Dwarves are known as *Khuzdul* on Hârn. They are a little more common than the Sindarin because they trade with humans on a larger scale than the Sindarin do. Khuzdul resemble their d20 counterparts fairly well. They could pass for short, very stocky humans (and often do).

The term Khuzdul is also plural. Instead of saying Dwarven axe, you would say *Khuzan* axe.

Khuzan Racial Traits

- +2 Strength, +2 Constitution, -2 Dexterity, -3 Charisma, ☐ +4 Build.
- Medium size.
- Dwarven base speed is 20 feet.
- Darkvision: Dwarves can see in the dark up to 60 feet. Darkvision is black and white only, but it is otherwise like normal sight, and dwarves can function just fine with no light at all.
- Stonecunning: Stonecunning grants dwarves a +2 racial bonus on checks to notice unusual stonework, such as sliding walls, stonework traps, new construction (even when built to match the old), unsafe stone surfaces, shaky stone ceilings, and the like. Something that isn't stone but that is disguised as stone also counts as unusual stonework. A dwarf who merely comes within 10 feet of unusual stonework can make a check as if he were actively searching, and a dwarf can use the Search skill to find stonework traps as a rogue can. A dwarf can also intuit depth, sensing his approximate depth underground as naturally as a human can sense which way is up. Dwarves have a sixth sense about stonework, an innate ability that they get plenty of opportunity to practice and hone in their underground homes.
- +2 racial bonus on saving throws against poison.
- +2 racial bonus on saving throws against spells and spell-like effects.
- +1 racial bonus to attack rolls against Gargun
- +4 dodge bonus against giants.
- +2 racial bonus on Appraise checks that are related to stone or metal items.

- +2 racial bonus on Craft checks that are related to stone or metal.
- Automatic Languages: Khuzan, and Hârníc or Jarinese.
- Favored Class: Fighter.

Culture

Personality

The Dwarves of Hârn are as materialistic as the Sindarin are spiritual. As a group, they tend to be secretive, acquisitive, jealous, stubborn, and very clannish. But they are also polite and have strong sense of racial and personal honor. Dwarves may live 200-300 years. In that span they will rarely, if ever, forget friend or foe.

The Khuzdul do not enjoy agriculture, preferring to obtain foodstuffs through the trade of their finely wrought crafts. The cropland and pastures around Azadmere are worked by Jarin, who, while acknowledging the rule of the Khuzan King, Hazmadul III, are accorded a large degree of independence. Additional foodstuffs are imported from Kaldor. The Khuzdul are master-traders and drive a hard bargain.

Khuzan males outnumber females by about three to one. As such, the males are very protective of their females.

Physical Description

Khuzdul bear a superficial resemblance to humans, but average just under five feet in height. They are stocky and possess strength out of proportion to their size. Outsiders find it hard to distinguish between the sexes, but rarely see female Dwarves anyway. In any case, the Khuzdul, like the Sindarin, are not particularly fertile.

Relations

The Khuzdul are not fond of the Sindarin who, they believe, betrayed them during the Atani Wars and failed to assist them during the Tyranny of Lothrim; the Khuzdul have long memories. They will kill Gargun on site, and since Gargun tribes surround Azadmere, there is constant skirmishing. The Khuzdul tend to treat humans with polite coolness, but presenting the head of a Gargun to a dwarf is likely to meet with a favourable response.

A few Khuzdul have settled outside Azadmere for trade and profit, although they are often the butt of human jokes and prejudice. However, they cannot be subjugated. It is said that a dwarf enslaved will wither and die within a few months.

Alignment

Khuzan alignment tends to be Lawful Neutral or Lawful Good, although they are highly loyal and protective of their own clans and race despite the seeming 'alignment' of their actions towards those ends.

Dwarven Lands

Almost all of Hârn's Dwarves reside at the mountain stronghold of Azadmere in the Sorkin Mountains. The locations of lost Khuzan towns are unknown, with the exception of Kiraz, which was abandoned 600 years ago. The royal Clan Tarazakh governs Azadmere.

Religion

The Khuzdul tend to separate religion from everyday life. They pray to the demigod Sereniel, Siem's servant, but rarely ask favor of him. Khuzan religion is a personal matter. Dwarves tend to worship alone rather than meeting for mass. The basic purpose is to achieve unity with nature.

Language

The Khuzdul will not teach their language to outsiders. When they trade they will speak only the language of their customers, which is usually Hârníc. The Khuzan script is called Runic. All Dwarves are taught how to read and write Runic.

Khuzdul & Sindarin in Human Lands

Sindarin and Khuzdul should be more common in human lands than the Hârn material suggests, but not nearly as common as the d20 material implies. In human lands, people will know of them, but few will have actually ever seen them. There may be one or two in the largest cities at any given time and villages on common roads may see one every few months. On Hârn, the Sindar and Khuzdul have an air of mystery and awe. If you make them too common then this air fades and they may as well be another human culture. The Sindarin and Khuzdul homelands should definitely remain mysterious and unvisited by all but the most trusted humans.

HALF-ELVES

Most of a Half-Elf's racial characteristics (personality, relations, religion, etc) are determined by what race and/or culture he is raised by. A Half-Elf raised by barbarians will share human barbarian cultural traits, while a Half-Elf from Evalael will share Sindarin traits.

Half Elf Racial Traits

- Medium size.
- Half-Elven base speed is 30 feet.
- Immunity to sleep spells and similar magical effects.
- +2 racial saving throw bonus against Enchantment spells or effects.
- Low-light Vision: Half-elves 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 on Listen, Search, and Spot checks.
- Elven Blood: For all special abilities and effects, a half-elf is considered an elf.
- Automatic Languages if raised by Sindarin: Sindarin, and Hârníc or Jarinese.
- Automatic Languages if raised by humans: as per human culture.
- Favored Class: Any.

Culture

Personality

As parent culture, meaning the culture in which the Half-Elf was raised.

Physical Description

Half Elves are the least common of the races. They appear as normal humans. Some may not even know they are half-Elven unless told by a parent, or until they realize they age at a much slower rate than other humans. Half-Elves live 200-300 years.

Relations

As parent culture.

Alignment

As parent culture.

Lands

As parent culture.

Religion

As parent culture.

Language

As parent culture.

ADOLESCENT SKILLS

To reflect the knowledge and skills gained during adolescence various skills are considered Class Skills regardless character class. These skills are based on race, culture, and social class. Your character's culture is chosen or determined randomly. Social class can be chosen (with the GM's permission, of course) or determined randomly on Table 2.5.

The following section lists skills that considered Class Skills for each type of racial, cultural, or social group.

Global Skills

The following skills are considered Class Skills for any character, despite race or culture.

Knowledge (Folklore), Knowledge (Religion), Speak Language (for each automatic language listed in the racial traits lists).

Humans

Feudal/Tharda

Feudal cultures include Kaldor, Chybisa, Melderyn, Kanday, and Rethem. Tharda is also included even though it is not a feudal state (they have a similar social class structure).

Slave/Serf, Rural

Profession (Farmer), Animal Handling (Agricultural).

Slave/Serf, Urban

Profession (Servant), *one* Profession/Craft (*non-guilded urban skill*).

Freeman, Rural

Profession (Farmer) **or** *one* Profession/Craft (*non-guilded rural skill*), Animal Handling (Agricultural), Knowledge (Law).

Freeman, Urban

One Profession/Craft (*non-guilded urban skill*), Knowledge (Trade), Knowledge (Law).

Guildsman, Rural

One Profession/Craft (*guilded rural skill*), Animal Handling (Agricultural), Knowledge (Law), Knowledge (Trade), Script (Lakise).

Guildsman, Urban

One Profession/Craft (*guilded urban skill*), Knowledge (Law), Knowledge (Trade), Script (Lakise), Knowledge (Heraldry).

Noble

Diplomacy, Knowledge (Religion), Knowledge (Trade), Knowledge (Law), Knowledge (Heraldry), Ride, Script (Lakise).

Orbaal

The vikings of the north have a similar social structure as the feudal cultures, but their culture stresses combat training for all but the lowliest.

Slave/Serf, Rural

As feudal.

Slave/Serf, Urban

As feudal.

Freeman, Rural

One Profession (Agricultural) **or** *One* Profession/Craft (*non-guilded rural skill*), Profession (Sailor), Knowledge (Law); Martial Weapon Proficiency (Hand Axe).

Freeman, Urban

One Profession/Craft (*non-guilded urban skill*), Knowledge (Trade), Profession (Sailor); Martial Weapon Proficiency (Hand Axe).

Guildsman, Rural

One Profession/Craft (*guilded rural skill*), Animal Handling (Agricultural), Knowledge (Law), Knowledge (Trade), Profession (Sailor), Script (Runic); Martial Weapon Proficiency (Hand Axe).

Guildsman, Urban

One Profession/Craft (*guilded urban skill*), Knowledge (Law), Knowledge (Trade), Profession (Sailor), Script (Runic), Knowledge (Heraldry); Martial Weapon Proficiency (Hand Axe).

Noble

Diplomacy, Knowledge (Trade), Knowledge (Law), Knowledge (Heraldry), Profession (Sailor), Ride, Script (Runic); Martial Weapon Proficiency (Hand Axe).

Tribal

Tribal cultures generally have less social classes than civilized cultures.

Slave

Wilderness Lore, Knowledge (Nature).

Freeman/Guildsman

Two Profession/Craft (*tribal craft*), Knowledge (Law), Knowledge (Nature), Wilderness Lore; Track Feat, Martial Weapon Proficiency (Short Spear, Short Bow).

Noble

Two Profession/Craft (*tribal craft*), Knowledge (Law), Knowledge (Nature), Knowledge (Law), Wilderness Lore; Track Feat, Martial Weapon Proficiency (Short Spear, Short Bow).

Sindarin

Sindarin do not have social classes. All Sindarin share similar adolescent training.

Wilderness Lore, Handle Animal, Heal (First Aid), Knowledge (Nature), Knowledge (History), *one suitable* Profession/Craft, Knowledge (Law); Track Feat and Military Weapon Proficiency (Elven Sword, Long Bow).

Khuzdul

While the Khuzdul have social classes, they too undergo a uniform adolescent training.

Knowledge (Geology), *a suitable* Profession/Craft, Knowledge (Trade), Knowledge (Law), Diplomacy; Martial Weapon Proficiency (*one suitable Khuzan weapon*) and the Light and Medium Armor Proficiencies.



CLASSES

A NOTE ON RACIAL RESTRICTIONS

Race restrictions for character classes on Hârn are based on cultural tradition and racial prejudice, not racial limitations. The Paladin prestige-class, for example, is open only to humans merely because humans are the only race that worships Larani, the Lady of Paladins. A Sindarin or Khuzdul *could* be a Paladin, but they are not because of the cultural differences involved. That being said, however, Khuzdul and Sindarin can pass as human, and half-elves *do* pass as human (a half-elf may not even know he is a half-elf until he notices that he ages slower than his human friends).

When reading the comments on races for each character class keep in mind that the distinction, in most cases, is based on culture and tradition.

OVERVIEW

All of the standard classes are available in the Hârn setting except for Bards, Druids and Monks. Most classes have been modified to better suit the Hârn setting and there are a number of new classes. For classes where the class level progression tables are omitted you should use the tables found in the PHB. If some aspect of an existing class has been omitted here assume it is included. Generally, only aspects that are modified were included here. Where an aspect of a class has been removed, the text here will say so.

BARBARIAN

Background

Most barbarian nations are fierce and warlike. They spend a good deal of their time battling with Gargun, other barbarians, or civilized humans. As such, they're quite skilled warriors.

Race

Warriors from the following tribal nations are considered Barbarians: Anoa, Chelni, Equani, Gozyda, Hodiri, Kabloqui, Kath, Kubora, Pagaelin, Taela, Tulwyn, Urdu, and Ymodi. Warriors of other tribal nations are considered Hunters.

Game Rule Information

Alignment

Any non-lawful.

Hit Die

d12.

Class Skills

The Barbarian's class skills (and the key ability for each skill) are Climb (Str), Craft⁴ (Int), Handle Animal (Cha), Intimidate (Cha), Intuit Direction (Wis), Jump (Str), Listen (Wis), Swim (Str), and Wilderness Lore (Wis).

Table 4.1 lists an additional class skill for each tribal culture.

Table 4.1 Additional Barbarian Class Skills

Tribes	Additional Class Skills
Anoa	Heal (First Aid)
Chelni	Ride
Equani	Heal (First Aid)
Gozyda	Heal (First Aid)
Hodiri	Ride
Kabloqui	Heal (First Aid)
Kath	Heal (First Aid)
Kubora	Heal (First Aid)
Pagaelin	Heal (First Aid)

⁴ Appropriate tribal craft, likely with a military focus.

Tribes	Additional Class Skills
Taela	Heal (First Aid)
Tulwyn	Signaling
Urdu	Heal (First Aid)
Ymodi	Tumble.

Skill Points at 1st Level: (4 + Int Modifier) x 4.

Skill Points at Each Additional Level: 4 + Int Modifier.

Class Features

The Hârn Barbarian class has all the same special abilities as the regular Barbarian class except Rage (only the Kubora and Tulwyn retain this special ability). Rage is replaced with various feats for the other tribes.

Table 4.2 Extra Feats for Barbarians

Tribes	Extra Feats
Anoa	Skill Focus: Wilderness Lore, Endurance, Alertness.
Chelni	Mounted Combat, Mounted Archery.
Equani	Rage, with normal progression as stated in the PHB.
Gozyda	Skill Focus: Wilderness Lore, Endurance, Alertness.
Hodiri	Mounted Combat, Toughness, Combat Reflexes.
Kabloqui	Alertness, Toughness, Endurance.
Kath	Skill Focus: Wilderness Lore, Endurance, Alertness.
Equani	Skill Focus: Wilderness Lore, Endurance, Alertness.
Pagaelin	Toughness, Iron Will, Far Shot.
Taela	Skill Focus: Wilderness Lore, Endurance, Skill Focus: Heal (First Aid).
Tulwyn	Rage, with normal progression as stated in the PHB.
Urdu	Skill Focus: Wilderness Lore, Endurance, Alertness.
Ymodi	Skill Focus: Wilderness Lore, Endurance, Toughness.

Weapon and Armor Proficiency

All Barbarians have the Simple Weapon Proficiency (daggers, spears, clubs, etc) and the following Martial Weapon Proficiencies: axe, blowgun, shortbow, and longbow. Barbarians are proficient with shields and light armor only.

Barbarians do not fight with civilized weapons and armor. Instead they use cultural weapons such as spears, short and long bows, and daggers and hand axes made of stone or crude iron. Their armor is either leather or hide and their shields are made of wood. Those who have more extensive contact with civilized peoples *may* have acquired the habit of using metal weapons and armor, but they may also associate such things with their enemies.

Barbarian Rage

Barbarian Rage has been converted to a Feat. If a Barbarian has the Rage feat they gain the ability to rage more than once per day as listed on the Barbarian class table. If a Barbarian doesn't have Rage then they ignore any references to Rage.

Starting at 15th level, **if** a Barbarian has the Rage feat, his bonuses become +6 to Strength, +6 to Constitution, and a +3 morale bonus to Will saves. (The AC penalty remains at -2.)

Fast Movement

The Barbarian has a speed faster than the norm for his race by +10 feet when wearing no armor or light armor (and not carrying a heavy load).

Uncanny Dodge

At 2nd level and above, the Barbarian retains his Dexterity bonus to AC (if any) if caught flat-footed or struck by an invisible attacker.

At 5th level, the Barbarian can no longer be flanked. The exception to this defense is that a rogue at least four levels higher than the Barbarian can still flank.

At 10th level, the Barbarian gains a +1 bonus to Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks by

traps. At 13th level, these bonuses rise to +2. At 16th, they rise to +3, and at 19th they rise to +4.

Damage Reduction

Starting at 11th level, the Barbarian gains the extraordinary ability to shrug off some amount of injury from each blow or attack. Subtract 1 from the damage the Barbarian takes each time the Barbarian is dealt damage. At 14th level, this damage reduction rises to 2. At 17th, it rises to 3. At 20th, it rises to 4. Damage reduction can reduce damage to 0 but not below 0.

CLERIC

Clerics and Priests

The d20 Cleric is a warrior-priest, trained in combat as much as in religious doctrine. There are a number of religions on Hâr where this type of ecclesiastic is appropriate. The Clerics of these religions are detailed below.

The clergy of most other religions, however, are not trained in the use of weapons and armor. They are not warriors. These ecclesiastics are Priests, a character class more akin to the Wizard than the Cleric.

Only the Laranian and Ilviran religions have both Clerics and Priests.

Background

Clerics are associated with religions that place some importance on combat and violence, be it in an aggressive or defensive manner. As such, their training involves the use of weapons and armor.

See HârWorld and Hâr Player for general information about the religions of Hâr. HârMaster: Religion offers extensive detail on Hâr's religions, Gods, and religious groups.

Race & Alignment

Table 4.3 – Cleric Religions of Hâr lists the deities of Hâr and their alignments.

Table 4.3 Cleric Religions of Hâr

Deity	Alignment
Agrik	Neutral Evil, Lawful Evil
Ilvir	Chaotic Neutral, True Neutral
Larani	Lawful Good, Lawful Neutral
Morgath	Chaotic Evil
Naveh	Lawful Evil
Sarajin ⁵	Chaotic Good, Chaotic Neutral

Hit Die
d8.

Game Rule Information

Weapon & Armor Proficiencies

Weapon and Armor Proficiencies depend on a cleric's religion. Some religions encourage combat and some do not. Descriptions of the non-standard weapons can be found in the Equipment chapter. 1st Level Clerics have access to training in the weapons and armor listed. Clerics of some religions use specific weapons exclusively – other weapons *can* be used, but religious doctrine and tradition restrict their use. Keep in mind that not all Clerics have the right to bear chivalric arms (where applicable).

⁵ The alignment of Sarajin and his followers is hard to classify. Sarajin upholds a strong code of honor called the Ljarl, but it focuses on courage, bravery, and glory in battle. The adherence to the Ljarl is certainly lawful. Yet Sarajin's battle lust is wild and full of raging chaos.

Table 4.4 Cleric Weapon & Armor Proficiencies

Religion	Weapon & Armor Proficiencies
Agrik	Heavy mace, light mace, morningstar, battleaxe, club, sickle (Exotic Weapon), ☐ longsword, ☐ greatsword. All simple weapons, all armor types, and shields.
Ilvir	All simple weapons, plus longbow, shortbow, and Exotic Weapon Proficiency (Net). Light armor and shield.
Larani	Longsword, bastard sword, javelin, flail (ball & chain), Lance (heavy), longbow. Exotic Weapon Proficiency (bastard sword). All simple weapons, all armor types, and shield proficiency.
Morgath	Exotic Weapon Proficiency (kama, spiked chain). All simple weapons, light and medium armor, but no shields.
Naveh	Crossbow, short sword, shortbow, Exotic Weapon Proficiency (spiked chain). All simple weapons (especially dagger), and light armor.
Sarajin	Battle axe, axe, and longsword. All simple weapons, light and medium armor, and shields.

Class Skills

Cleric Class skills vary depending on religion.

Table 4.5 Cleric Class Skills

Religion	Class Skills
All	Concentration (Con), Craft (Int), Heal (Wis), Knowledge (Religion) (Int), Knowledge (Embalming) (Int), Profession (Wis), Rhetoric (Cha), Script (Int), Scry (Int, exclusive skill), and Spellcraft (Int).
Agrik	Speak Language (Temple tongue – Surikal) (Int), Script (Temple tongue – Surikal) (Int), Intimidate (Cha).
Ilvir	Handle Animal (Ivashu), Speak Language (Temple Tongue – Ivashi) (Int), Script (Temple Tongue – Ivashi) (Int), Animal Empathy (Ivashu) (Cha).
Larani	Knowledge (Heraldry) (Int), Diplomacy (Cha), Ride (Str), Sense Motive (Cha).
Morgath	Craft (Wooden Masks) (Int), Craft (Hideworking – human skin) (Int), Speak Language (Temple Tongue – Ormauk) (Int), Script (Temple Tongue – Ormauk) (Int), Intimidate (Cha).
Naveh	Move Silently (Dex), Hide (Dex), Spot (Dex), Tumble (Dex).
Sarajin	Intuit Direction (Wis), Use Rope, Profession (Sailor) (Int), Intimidate (Cha).

Skill Points at 1st Level: (2 + Int Modifier) x 4.

Skill Points at Each Additional Level: 2 + Int Modifier.

Class Features

Spells (Invocations)

Clerics do not cast spells. Instead, they invoke "miracles" from their deities by a process called invocation. Invocations are not considered spells in the game world, even though in game terms they can be identical to Wizard spells. A cleric may prepare and invoke any invocation on the Cleric spell list, provided he can cast invocations of that level. The Difficulty Class for a saving throw against a Cleric's invocation is 10 + the spell's level + the Cleric's Wisdom modifier.

Each Cleric must choose a time at which he must spend an hour each day in quiet contemplation or supplication to regain his daily allotment of invocations. Time spent resting has no effect on whether a Cleric can prepare invocations.

In addition to his standard spells, a Cleric gets one domain spell of each spell level, starting at 1st. When a Cleric prepares a domain spell, it must come from his domain.

Deity, Domains, and Domain Invocations

You must choose a deity for your Cleric from among the deities listed in Table 4.6. The Cleric's deity influences his alignment, what invocations he can cast, his values, and how others see him.

Choose one of your deity's domains for your Cleric's domains. You can only select an alignment domain (such as Good) for your cleric if his alignment matches that domain.

Each domain gives your cleric access to a domain spell at each spell level, from 1st on up, as well as a granted power. A Cleric prepares a bonus spell of his chosen domain each day. If a domain spell is not on the Cleric Spells list, a cleric can only prepare it in his domain slot.

Table 4.6 Deity Domains for Clerics

God	Domains
Agrik	Fire, War
Ilvir	Animal, Healing
Larani	Protection, War
Naveh	Trickery
Morgath	Death
Sarajin	Strength

Chaotic, Evil, Good, and Lawful Spells

A cleric can't cast invocations of an alignment opposed to his own or to his deity's.

Spontaneous Casting

Clerics on Hârn do not get this ability.

Bonus Feats

Clerics get a bonus feat at 2nd, 4th, and 7th level. A Cleric is free to choose any feat that he qualifies for (GMs approval).

Turn or Rebuke Undead

The undead on Hârn are the servants of Morgath and equally reviled by all religions, except Morgathians. Only clerics of Morgath may rebuke and command undead. All other Clerics have the ability to turn the undead.

A cleric may attempt to turn or rebuke undead a number of times per day equal to three plus his Charisma modifier.

Extra Turning

As a feat, a cleric may take Extra Turning. This feat allows the cleric to turn undead four more times per day than normal. A cleric can take this feat multiple times, gaining four extra daily turning attempts each time.

Ex-Clerics

A cleric who grossly violates the code of conduct expected by his god (generally acting in ways opposed to the god's alignment or purposes) loses all spells and class features and cannot gain levels as a cleric of that god until he atones.

Table 4.7 The Cleric

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+2	+0	+2	Turn or rebuke undead
2	+1	+3	+0	+3	Bonus Feat
3	+2	+3	+1	+3	
4	+3	+4	+1	+4	Bonus Feat
5	+3	+4	+1	+4	
6	+4	+5	+2	+5	
7	+5	+5	+2	+5	Bonus Feat
8	+6/+1	+6	+2	+6	
9	+6/+1	+6	+3	+6	
10	+7/+2	+7	+3	+7	
11	+8/+3	+7	+3	+7	
12	+9/+4	+8	+4	+8	
13	+9/+4	+8	+4	+8	
14	+10/+5	+9	+4	+9	
15	+11/+6/+1	+9	+5	+9	
16	+12/+7/+2	+10	+5	+10	
17	+12/+7/+2	+10	+5	+10	
18	+13/+8/+3	+11	+6	+11	
19	+14/+9/+4	+11	+6	+11	
20	+15/+10/+5	+12	+6	+12	

Table 4.8 Cleric Spells Per Day

Lvl	0	1	2	3	4	5	6	7	8	9
1	0+1	—	—	—	—	—	—	—	—	—
2	0+1	—	—	—	—	—	—	—	—	—
3	1+1	—	—	—	—	—	—	—	—	—
4	2+1	—	—	—	—	—	—	—	—	—
5	3+1	—	—	—	—	—	—	—	—	—
6	3+1	1+1	—	—	—	—	—	—	—	—
7	4+1	2+1	—	—	—	—	—	—	—	—
8	4+1	2+1	1+1	—	—	—	—	—	—	—
9	5+1	3+1	2+1	—	—	—	—	—	—	—
10	5+1	3+1	2+1	1+1	—	—	—	—	—	—
11	5+1	3+1	3+1	2+1	—	—	—	—	—	—
12	6+1	4+1	3+1	2+1	1+1	—	—	—	—	—
13	6+1	4+1	3+1	3+1	2+1	—	—	—	—	—
14	6+1	4+1	4+1	3+1	2+1	1+1	—	—	—	—
15	6+1	4+1	4+1	3+1	3+1	2+1	—	—	—	—
16	6+1	5+1	4+1	4+1	3+1	2+1	1+1	—	—	—
17	6+1	5+1	4+1	4+1	3+1	3+1	2+1	—	—	—
18	6+1	5+1	5+1	4+1	4+1	3+1	2+1	1+1	—	—
19	6+1	5+1	5+1	4+1	4+1	3+1	3+1	2+1	—	—
20	6+1	5+1	5+1	5+1	4+1	4+1	4+1	2+1	1+1	—

Resources

See HârnMaster: Religion for extensive information on Hârn's religions. Another great resource is the [Hârn Religion Team](#) web site.

DRUID

Druids do not exist on Hârn.

☐ Druids are Sindarin Clerics of Siem. If you use this option be sure to exclude Sindarin Priests of Siem (see Priest).

FIGHTER

There are many types of Fighters on Hârn. They are differentiated by the skills they possess, the weapons and armor they are trained to use, their culture, and social status. The following types of fighter are available to characters. Each type of fighter is presented as a starting package (think of them as prestige

classes for 1st level characters) and are described below. Each type of fighter has prerequisites of stats, skills, feats and equipment that must be met in order to be selected.

Game Rule Information

Alignment

Any.

Hit Die

d10.

Class Skills

The fighter's class skills (and the key ability for each skill) are Climb (Str), Craft (Int), Handle Animal (Cha), Jump (Str), Knowledge (Military) (Int), Ride (Dex), and Swim (Str).

Skill Points at 1st Level: (2 + Int Modifier) x 4

Skill Points at Each Additional Level: 2 + Int Modifier

Class Features

Weapon and Armor Proficiency

The fighter is proficient in the use of all simple and martial weapons and all armor (heavy, medium, and light) and shields.

Note: having proficiency in a chivalric weapon does not equate to having the right to carry and use a chivalric weapon.

Bonus Feats

At 1st level, the fighter gets a bonus feat in addition to the feat that any 1st-level character gets and the bonus feat granted to humans. The fighter gains an additional bonus feat at 2nd level and every two levels thereafter (4th, 6th, 8th, etc.). These bonus feats must be drawn from the following list: Ambidexterity, Blind-Fight, Combat Reflexes, Dodge (Mobility, Spring Attack), Exotic Weapon Proficiency*, Expertise (Improved Disarm, Improved Trip, Whirlwind Attack), Improved Critical*, Improved Initiative, Improved Unarmed Strike (Deflect Arrows, Stunning Fist), Mounted Combat (Mounted Archery, Trample, Ride-By Attack, Spirited Charge), Point Blank Shot (Far Shot, Precise Shot, Rapid Shot, Shot on the Run), Power Attack (Cleave, Improved Bull Rush, Sunder, Great Cleave), Quick Draw, Two-Weapon Fighting (Improved Two-Weapon Fighting), Weapon Finesse*, Weapon Focus*, Weapon Specialization*. Combat related feats from other publications are also acceptable.

Some of the bonus feats available to a fighter cannot be acquired until the fighter has gained one or more prerequisite feats; these feats are listed parenthetically after the prerequisite feat. A fighter can select feats marked with an asterisk (*) more than once, but it must be for a different weapon each time. A fighter must still meet all prerequisites for a feat, including ability score and base attack bonus minimums.

Weapon Specialization

On achieving 4th level or higher, as a feat the fighter (and only the fighter) may take Weapon Specialization. Weapon Specialization adds a +2 damage bonus to a chosen weapon. The fighter must have Weapon Focus with that weapon to take Weapon Specialization. If the weapon is a ranged weapon, the damage bonus only applies if the target is within 30 feet, because only at that range can the fighter strike precisely enough to hit more effectively. The fighter may take this feat as a bonus feat or as a regular one.

Gladiator

Background

Gladiators exist wherever the Parmesani (or other) games are practiced (Rethem and Tharda, mostly). They are trained in many weapon types, including several Exotic weapons, which are favored by the crowds. Gladiators often have experience battling strange beasts and Ivashu in the arena, and are generally good showmen, knowing how to please a bloodthirsty crowd. Gladiator schools exist in Golotha, Coranan, and Shiran. They provide training and

sustenance in exchange for half of a Gladiator's earnings, which can be substantial. Entry into such schools is relatively easy (the arena has a voracious appetite for blood) but only the best can hope to survive.

Requirements

Minimum Strength *or* Dexterity of 10 & Charisma of 10; at least two Exotic Weapon feats.

Class Skills

As Fighter plus Perform (Gladiator) (Cha), Knowledge (Gladiator) (Int).

Legionnaire

Background

Legionnaires are full-time, paid soldiers of the Thardic Republic. Standing armies are rare on Hârn because most realms rely on the feudal levy. However, in the Thardic Republic there are Legions consisting of a mixture of regulars and reservists. Legionnaires serve at least four years, typically from age 16-20, but may re-enlist and receive a grant of land after 20 years of service.

Requirements

Tower Shield, Weapon Focus (short sword *or* halfspear)

Class Skills

As Fighter plus Bluff (Cha), Knowledge (Tharda Legion) (Int).

Sindarin Ranger

Background

Sindarin Rangers, or Elven Archers as they are sometimes called, are the elite warriors of the Sindarin. The Sindarin are not a violent folk, but they are highly skilled fighters and are more than capable of holding their own. This does not prevent them from using their skill for more pragmatic and sanguine purposes, however.

Requirements

Sindarin; Dexterity 10, Strength 10, Wisdom 10; proficient with longbow; Point Blank Shot feat.

Class Skills

As Fighter plus Heal (First Aid) and Balance.

Khuzan Huscarl

Background

Khuzan warriors are known as huscarls, which means elite warrior.

Requirements

Khuzan, Strength 13. Proficient with battle axe, and *one* of the following Exotic Weapons (pick, urgosh).

Class Skills

As Fighter plus Craft (Weaponcraft *or* Blacksmithing).

Viking, Ivinian

Background

Viking is an Ivinian tradition of raiding and pillaging, and warriors with this experience are generally called Vikings. Vikings form the bulk of the crew on the dreaded war boats and dragon ships that plague the coasts of western Lythia.

Nearly all able-bodied Ivinian men and women are trained in arms (female Vikings are called Shield Maidens), and are known as Carls but the best in a clan are called Huscarls.

Requirements

Human, Ivinian ancestry, male; Str. 10, Constitution 10; Weapon Focus (Long Sword *or* Battle Axe).

Class Skills

As Fighter plus Speak Language (Hârníc).

Knight Bachelor

Background

In feudal kingdoms, most sons (and some daughters) of the nobility are fostered with a relative or liege at the age of 14, sometimes in a distant locale. They serve as *Squires* to their foster parent and are taught the skills and virtues of knighthood. Knighthood is not usually granted until the age of majority (21). The foster parent bears the considerable expense of outfitting the new Knight with appropriate weapons, armour, and steed. It is considered a breach of etiquette for the birth parents to directly finance their own child's knighthood, although most reward the foster parent with an appropriate gift or two.

A Knight Bachelor character is assumed to begin play just after knighthood is granted and is then free to pursue a career in keeping with the noble status. The heir (eldest child) will be taught the skills of managing the family estates. Younger sons and daughters are encouraged to enter a fighting order or find employment as a retainer with a wealthy lord. Some enter service to a Church or the College of Heraldry.

Knights enjoy an advantage in skills, social status, and finances and may seem to have it made, but they also have onerous duties and responsibilities to family, clan, tenants, and society at large.

Requirements

Human, noble birth; Strength 10, Dexterity 10; Mounted Combat.

Class Skills

As above.

Mercenary

Background

Mercenaries are fairly common in the feudal kingdoms of Hârn.

Requirements

None.

Class Skills

As Fighter plus Knowledge (Trade) and Knowledge (Mercenary).

Shield Maiden

Background

Females are "politically" inferior in Ivinian society, but shieldmaidens have the rights of a man. They may come and go as they please and are respected due to their skill at arms and demonstrated prowess.

Requirements

Human, Ivinian ancestry, female. Must have slain a man in fair combat. Strength 10, Constitution 10; Weapon Focus (longsword or battle axe).

Class Skill

As Fighter plus Intimidate.

HARPER

The Harper is a replacement class for the Bard. Harpers exist on Hârn, but spell casting Bards do not.

Background

Harpers go by many names throughout the lands: bards, skalds, troubadours, gleemen, etc. Whatever the name, they are accomplished minstrels who play an important societal role in the conveyance of news, folklore, and oral history. Truly great Harpers can make instruments of seemingly awesome enchantment, and coax any emotions they wish from their listeners. Ivinian skalds are well noted for their epic, heroic tales, and Sindarin Harpers are renowned for their beautiful, but often unfathomable, songs.

Harpers who travel will find themselves, unlike other strangers, welcomed in most places they visit. Those with talent will have a

relatively easy time mingling with the rich and powerful, who are always anxious to learn news of distant places, and generally pay handsomely for useful intelligence.

Almost anyone can be a Harper, and some manage a living with minimal talent. Formal training is not essential, but it helps. The College of Harpers sponsors four Halls in Hârn: the Aleta Hall in Aleath, the Sinain Hall in Azadmere, the Tuven Hall in Cherafir, and The Silver Lute in Elshavel (Evael). The Azadmere hall is exclusively for the Khuzdul. Elshavel is regarded as the finest place to study, but only human Harpers of the greatest talent are invited to that august institution.

Race

Harpers can be of any race, though humans and Sindarin are the most common.

Game Rule Information

Abilities

Intelligence is important for the knowledge skills that a Harper has and Charisma determines his ability when performing. Dexterity is also important for several class skills.

Alignment

Any non-lawful.

Hit Die

d8.

Class Skills

The Harper's class skills (and the key ability for each skill) are Appraise (Int), Balance (Dex), Bluff (Cha), Climb (Str), Concentration (Con), Craft (Int), Decipher Script (Int, exclusive skill), Diplomacy (Cha), Disguise (Cha), Escape Artist (Dex), Gambling (Cha), Gather Information (Cha), Hide (Dex), Intuit Direction (Wis), Jump (Str), Knowledge (all skills, taken individually) (Int), Listen (Wis), Legerdemain (Dex), Move Silently (Dex), Perform (*All*), Pick Pocket (Dex), Profession (Wis), Sense Motive (Wis), Speak Language (Int), Swim (Str), Tumble (Dex), and Use Magic Device (Cha, exclusive skill).

Skill Points at 1st level: (8 + Int modifier) x 4.

Skill Points at Each Additional Level: 4 + Int modifier.

Class Features

Weapon & Armor Proficiency

A Harper is proficient with all simple weapons and short sword, long sword, sap, short bow, and light crossbow. Harpers are proficient with light armor.

Bardic Bluff

At 3rd level the Harper receives a specialized combat manoeuvre that allows a character to momentarily drop his opponents guard. Through feint and misdirection the character is able to strike quickly and deadly. The Bardic Bluff is a competing manoeuvre in combat. The Harper first uses his Bluff ability and if he defeats his opponents Sense Motive skill then he immediately gets to attack as if his opponent were caught flat footed (no Dexterity bonus). At 6th level this ability also allows the Harper to bluff his opponent so well that all other allied characters also receive the same opportunity to strike at the opponent as if flatfooted.

Bardic Music

Once per day per level, a Harper can use song or poetics to produce magical effects on those around him or her. While these abilities fall under the category of bardic music, they can include reciting poetry, chanting, singing lyrical songs, singing melodies, whistling, playing an instrument, or playing an instrument in combination with some spoken performance. A deaf Harper suffers a 20% chance to fail with bardic music. If the Harper fails, the attempt still counts against the daily limit.

The Bardic Music effects are:

Inspire Courage: A Harper with 4 or more ranks in Perform can attempt to inspire courage in his or her allies. To be affected, an ally must hear the Harper sing for a full round. The effect lasts as long as the Harper sings and for 5 rounds after the Harper stops singing (or 5 rounds after the ally can no longer hear the Harper). While singing, the Harper can fight but cannot activate magic items by spell completion (such as scrolls), or activate magic items by magic word (such as wands). Affected allies receive a +2 morale bonus to saving throws against charm and fear effects and a +1 morale bonus to attack and weapon damage rolls. Inspire courage is a supernatural, mind-affecting ability.

Countersong: A Harper with 7 or more ranks in Perform can counter magical effects that depend on sound (but not spells that simply have verbal components). As with inspire courage, a Harper may sing, play, or recite a countersong while taking other mundane actions, but not magical actions. Each round of the countersong, the Harper makes a Perform check. Any creature within 30 feet of the Harper (including the Harper) who is affected by a sonic or language-dependent magical attack may use the Harper's Perform check result in place of his saving throw if, after rolling the saving throw, the Perform check result proves to be better. The Harper may keep up the countersong for 10 rounds. Countersong is a supernatural ability.

Fascinate: A Harper with 10 or more ranks in Perform can cause a single creature to become fascinated with him. The creature to be fascinated must be able to see and hear the Harper and must be within 90 feet. The Harper must also see the creature. The creature must be able to pay attention to the Harper. The distraction of a nearby combat or other dangers prevents the ability from working. The Harper makes a Perform check, and the target can negate the effect with a Will saving throw equal to or greater than the Harper's check result. If the saving throw succeeds, the Harper cannot attempt to fascinate that creature again for 24 hours. If the saving throw fails, the creature sits quietly and listens to the song for up to 1 round per level of the Harper. While fascinated, the target's Spot and Listen checks suffer a -4 penalty. Any potential threat (such as an ally of the Harper moving behind the fascinated creature) allows the fascinated creature a second saving throw against a new Perform check result. Any obvious threat, such as casting a spell, drawing a sword, or aiming, automatically breaks the effect.

While fascinating (or attempting to fascinate) a creature, the Harper must concentrate, as if casting or maintaining a spell. Fascinate is a spell-like, mind-affecting charm ability.

Inspire Competence: A Harper with 6 or more ranks in Perform can help an ally succeed at a task. The ally must be able to see and hear the Harper and must be within 30 feet. The Harper must also see the creature. The ally gets a +2 competence bonus on his skill checks with a particular skill as long as he or she continues to hear the Harper's music. The GM may rule that certain uses of this ability are infeasible. The Harper can maintain the effect for 2 minutes (long enough for the ally to take 20). Inspire competence is a supernatural, mind-affecting ability.

Suggestion: A Harper with 12 or more ranks in Perform can make a suggestion (as the spell) to a creature that he has already fascinated (see above). The suggestion doesn't count against the Harper's daily limit on bardic music performances (one per day per level), but the fascination does. A Will saving throw (DC 13 + the Harper's Charisma modifier) negates the effect. Suggestion is a spell-like, mind-affecting charm ability.

Inspire Greatness: A Harper with 15 or more ranks in Perform can inspire greatness in another creature. For every three levels the Harper attains beyond 9th, the Harper can inspire greatness in one additional creature. To inspire greatness, the Harper must sing and the creature must hear the Harper sing for a full round, as with inspire courage. The creature must also be within 30 feet. A

creature inspired with greatness gains temporary Hit Dice, attack bonuses, and saving throw bonuses as long as he or she hears the Harper continue to sing and for 5 rounds thereafter. (All these bonuses are competence bonuses.)

The target gains the following boosts:

- +2 Hit Dice (d10s that grant temporary hit points).
- +2 competence bonus on attacks.
- +1 competence bonus on Fortitude saves.

Apply the target's Constitution modifier, if any, to each bonus Hit Die. These extra Hit Dice count as regular Hit Dice for determining effects such as the sleep spell. Inspire greatness is a supernatural, mind-affecting enchantment ability.

Bardic Knowledge

A Harper may make a special bardic knowledge check with a bonus equal to his level + his Intelligence modifier to see whether he knows some relevant information about local notable people, legendary items, or noteworthy places. This check will not reveal the powers of a magic item but may give a hint as to its general function. The Harper may not take 10 or take 20 on this check; this sort of knowledge is essentially random. The GM will determine the Difficulty Class of the check by referring to the table below.

Table 4.9 Bardic Knowledge

DC	Type of Knowledge
10	Common, known by at least a substantial minority of the local population.
20	Uncommon but available, known by only a few people in the area.
25	Obscure, known by few, hard to come by.
30	Extremely obscure, known by very few, possibly forgotten by most who once knew it, possibly known only by those who don't understand the significance of the knowledge.

Uncanny Judgement

At 4th level a Harper gains Uncanny Judgement. Call it intuition, call spending too much times in inns and great halls but the Harper has an uncanny ability to judge a situation for danger or opportunity. Using Sense Motive, the player may request information from the GM that his character has no access to. The GM determines the DC of the roll before the roll is made. Whether the player succeeds or fails is unknown to everyone but the GM. The GM must provide accurate information if he succeeds and incorrect information if he fails. The Harper may use this ability once per day every two levels.

Bonus Feats

Because Harpers tend to travel and are more likely to speak with strangers than other people they are able to gain knowledge much faster than most others. They also tend to rely on their wits and reflexes when the crowd turns ugly. A Harper receives a bonus feat at 1st, 2nd, 4th, 6th, 8th, 10th, 12th, 14th, 16th, and 18th level but it must be selected from the following list: Skill Focus (Any), Alertness, Iron Will, Lightning Reflexes and Improved Initiative.

Greater Skill Focus

On achieving 5th level the Harper has access to the *Greater Skill Focus* feat. Greater Skill Focus adds a +2 to a chosen skill. The Harper must have previously taken Skill Focus for that skill in order to take Greater Skill Focus. He may then take it again at 9th and 13th level.

Table 4.10 The Harper

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+2	+2	Bonus Feat, Bardic music
2	+1	+0	+3	+3	Bonus Feat, Bardic knowledge
3	+2	+1	+3	+3	Bardic Bluff
4	+3	+1	+4	+4	Bonus Feat, Uncanny Judgment
5	+3	+1	+4	+4	Greater Skill Focus
6	+4	+2	+5	+5	Bonus Feat, Bardic Bluff (allies)
7	+5	+2	+5	+5	
8	+6/+1	+2	+6	+6	Bonus Feat
9	+6/+1	+3	+6	+6	Greater Skill Focus
10	+7/+2	+3	+7	+7	Bonus Feat
11	+8/+3	+3	+7	+7	
12	+9/+4	+4	+8	+8	Bonus Feat
13	+9/+4	+4	+8	+8	Greater Skill Focus
14	+10/+5	+4	+9	+9	Bonus Feat
15	+11/+6/+1	+5	+9	+9	
16	+12/+7/+2	+5	+10	+10	Bonus Feat
17	+12/+7/+2	+5	+10	+10	
18	+13/+8/+3	+6	+11	+11	Bonus Feat
19	+14/+9/+4	+6	+11	+11	
20	+15/+10/+5	+6	+12	+12	

HERALD

Based on the Herald from HârMaster and the Noble from the Sovereign Stone Campaign Sourcebook.

Background

The College of Heralds is closely associated with the Nobility. Most young nobles learn the fundamentals of heraldry, and those unlikely to inherit form the majority of college entrants. Most young heralds are employed by noble households, where they are responsible for keeping family genealogies and heraldic arms, and teaching clan history. Heralds also play an important role as ambassadors, skilled in the etiquette of diplomacy and war. They are given a high degree of political neutrality. When a battle is to be joined, heralds from the opposing camps generally meet to exchange formalities, conduct last-minute negotiations, discuss terms of surrender, etc. If they cannot resolve a dispute by negotiation, rival heralds often watch the battle from the same hill, free of harm.

The career of a Herald involves players in the halls of power, acting as councilors and diplomats for kings and feudal lords. The opportunities for intrigue and high adventure are obvious.

Game Rule Information

Abilities

Since a Herald enjoys competence in a wide variety of skills an individual could do well by focusing on any one ability. In the arenas of politics and intrigue Charisma and Wisdom will serve the Herald best.

Restrictions

The Herald must be a characters starting class. If another class is selected at 1st level the player cannot select Herald as a multiclass option. The GM has the final say on the Herald character's exact position and title.

Alignment

Any Lawful.

Hit Die

d8.

Race

Human of noble birth from a feudal kingdom, Khuzan or Sindarin.

Class Skills

The Herald's class skills (and the key ability for each skill) are Appraise (Int), Bluff (Cha), Diplomacy (Cha), Disguise (Cha), Forgery (Int), Gather Information (Cha), Handle Animal (Cha), Innuendo (Wis), Intimidate (Cha), Knowledge (all skills taken individually) (Int), Listen (Wis), Read Lips (Int, exclusive skill), Rhetoric (Cha), Perform (*varies*), Ride (Dex), Sense Motive (Wis), Speak Language, Script, Spot (Wis), and Swim (Str).

Skill Points at First Level: (6 + Int modifier) x 4.

Skill points at Each Additional Level: 6 + Int modifier.

Class Features

Weapon & Armor Proficiencies

Heralds undergo much of the same training as knights, although they do not have the same opportunities to improve weapon skills. Most of their time and energies are focused on politics, diplomacy, and intrigue. The Herald is proficient in the use of all simple and martial weapons and with all types of armor and shields.

Talent for Intrigue

The Herald's knowledge of current events, gossip, rumor, and politics gives him a +2 competence bonus to Bluff, Diplomacy, Gather Information, Innuendo, and Sense Motive skill checks.

Aura of Peace

In a situation where two opposing forces have requested the Herald to parlay, the Herald can increase the chances of friendly parlay using Diplomacy. If successful, the Herald's Aura of Peace has the spell like effect of requiring the leaders of the opposing sides to make a Will save against a DC equal to the Herald's Diplomacy check in order to draw weapons and attack once parlay has been engaged. A saving throw can be made by either side if any provocation requires it (GM discretion). This is a non-magical compulsion created by the Herald's experience mediating discussions.

Soothing Voice

At 4th level the Herald is able to avert violence by calming heated and tense situations that have erupted to the point of violence. The Herald gets three attempts; each successive attempt reduces his bonus. When using Soothing Voice, the Herald receives a +4 bonus to his Diplomacy check for the first attempt, a +2 bonus for the second attempt, and no bonus for the third attempt. This ability can only be used when all other options have failed.

Leadership

At 6th level the Herald receives the Leadership feat for free. At 10th level he receives a +1 bonus to his Leadership score. At 15th level the bonus increases to +2. The Herald's Leadership bonus increases to +3 at 20th.

Trusted

At 8th level the Herald can attempt to finagle secret information by using flattery, charm, and deception. The Herald uses the Gather Information skill in order to obtain intelligence that would normally be unavailable. The target makes a Will save against a DC equal to the Herald's Gather Information check. If the saving throw fails the individual will, by means direct or indirect, provide heretofore unavailable information, or confirm or deny information.

Silver Tongue

At 12th level the Herald can attempt to win trust and favor by using flattery and charm. To do so, the Herald makes a Bluff check. The Herald's target must make a Will save against a DC equal to the Herald's Bluff check. If the saving throw fails, the target regards the Herald as a trusted ally or friend and will heed most suggestions made by the Herald. If the Herald abuses the friendship by

suggestion a dangerous course of action, the target may make a Will save against a DC 10 + the Herald's level to come to his senses. The ability to make suggestions to the target will fade after a week's time, although the target's opinion of the Herald will remain high. If the Herald wishes to make other suggestions after this time has elapsed, he must make another Bluff check, allowing the target a saving throw as normal. Unless something has occurred to adversely affect the target's opinion of the Herald, the target's saving throw is at -2.

Peace Bond

At 14th level the Herald may enter a combative situation where all combatants are human, Sindarin, or Khuzan, and, as long as he remains unthreatening, will not be engaged by any combatant. Traditionally, Heralds will act as a neutral party during the battle and this allows them to do so without the threat of injury.

Table 4.11 The Herald

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+0	+2	Talent for Intrigue, Aura of Peace
2nd	+1	+0	+0	+3	
3rd	+2	+1	+1	+3	
4th	+3	+1	+1	+4	Soothing Voice
5th	+3	+1	+1	+4	
6th	+4	+2	+2	+5	Leadership
7th	+5	+2	+2	+5	
8th	+6/+1	+2	+2	+6	Trusted
9th	+6/+1	+3	+3	+6	
10th	+7/+2	+3	+3	+7	Leadership +1
11th	+8/+3	+3	+3	+7	
12th	+9/+4	+4	+4	+8	Silver Tongue
13th	+9/+4	+4	+4	+8	
14th	+10/+5	+4	+4	+9	Peace Bond
15th	+11/+6/+1	+5	+5	+9	Leadership +2
16th	+12/+7/+2	+5	+5	+10	
17th	+12/+7/+2	+5	+5	+10	
18th	+13/+8/+3	+6	+6	+11	
19th	+14/+9/+4	+6	+6	+11	
20th	+15/+10/+5	+6	+6	+12	Leadership +3

HUNTER

Based on the Bush Fighter by Ken Hood.

Hunters are bush fighters, competent warriors schooled in the art of wilderness survival and striking from the cover of the wilds. Their understanding of the wilds of Hârn plus their uncanny sense and awareness of their environment and foes make them a formidable opponent or welcome ally. All races and cultures on Hârn have Hunters but they are more commonly encountered in barbarian and Sindarin cultures.

Game Rule Information

Abilities

Dexterity and Wisdom are important abilities for Hunters because they tend to wear light armor, strike from stealth, and rely on their senses.

Alignment

Any non-Lawful.

Hit die

d10.

Class Skills

The Hunter's class skills (and the key ability for each skill) are Animal Empathy (Cha, exclusive skill), Balance (Dex), Bluff (Cha), Climb (Str), Concentration (Con), Craft (Int), Handle Animal (Cha), Heal (Wis), Hide (Dex), Intimidate (Cha), Intuit Direction (Wis), Jump (Str), Knowledge (Nature) (Int), Listen (Wis), Move Silently (Dex), Profession (Fletcher, Trapper, Hunter) (Int), Ride (Dex), Search (Int), Spot (Wis), Swim (Str), Use Rope (Dex), and Wilderness Lore (Wis).

Skill Points at First Level: (4 + Int modifier) x 4.

Skill Points at Each Additional Level: 4 + Int modifier.

Class Features

Weapon and Armor Proficiencies

Hunters are proficient with longbow, shortbow, net (Exotic Weapon), all simple weapons (especially halfspear), and light armor.

Bonus Feats

Hunters automatically know the Track feat. They also begin play with Weapon Focus (Half Spear), Weapon Focus (Long Bow or Short Bow or Light Crossbow), and Weapon Focus (Javelin).

Sneak Attack

Hunters can perform sneak attacks beginning at 1st level. Any time the Hunter's target would be denied a Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not), or when the Hunter flanks the target, the Hunter's attack deals extra damage. The extra damage is +1d6 at 1st level and an additional 1d6 every two levels thereafter. Should the Hunter score a critical hit with a sneak attack, this extra damage is not multiplied.

The Hunter specializes in ranged sneak attacks. However, ranged attacks can only count as sneak attacks if the target is within 50 feet and the Hunter is using a bow, halfspear, or javelin. The Hunter can't strike with deadly accuracy from beyond that range.

The Hunter cannot use a weapon that deals normal damage to deal subdual damage in a sneak attack, not even with the usual -4 penalty.

A Hunter can only sneak attack a living creature with a discernible anatomy. Any creature that is immune to critical hits is also not vulnerable to sneak attacks. The Hunter must be able to see the target well enough to pick out a vital spot and must be able to reach a vital spot. The Hunter cannot sneak attack while striking a creature with concealment or striking the limbs of a creature whose vitals are beyond reach.

Trailsense

At 1st level, the Hunter gains the ability to find the best route through unfamiliar areas or difficult terrain. When traveling overland, the Hunter can make a Wilderness Lore check to reduce travel time.

Up to three individuals may be guided by the Hunter with no penalty. For every additional three individuals (or fraction thereof), apply a -2 penalty to the Hunter's Wilderness Lore check.

Table 4.12 Trailsense DC Ratings

Travel Time Reduced By	DC
10%	15
25%	20
35%	25
50%	30

Uncanny Dodge

Starting at 2nd level, the Hunter gains the extraordinary ability to react to danger before his senses would normally allow him to do so. Uncanny Dodge allows a Hunter to retain his Dexterity bonus to AC (if any) regardless of being caught flat-footed or struck by an invisible attacker. (He still loses his Dexterity bonus to AC if immobilized.)

At 6th level, the Hunter can no longer be flanked; he can react to opponents on opposite sides of him as easily as he can react to a single attacker. This defense denies an enemy the ability to use a flank attack to sneak attack. The exception to this defense is an opponent with sneak attack abilities at least four levels higher than the Hunter; this type of opponent can flank the Hunter and Sneak Attack him.

Favored Enemy

At 4th level, the Hunter can designate a species of animal-intelligence creature (intelligence of 3 or less), a race of homogeneous intelligent creatures (such as Gargun, specific types of Ivashu), or a specific culture (Kaldoran, Ymodi, Thardic, etc) as a Favored Enemy. The Hunter must be intimately familiar with, or have at least one month available to carefully study, the favored enemy.

Due to his extensive knowledge of his foes and training in the proper techniques for combating them, the Hunter gains a +1 bonus to Bluff, Listen, Sense Motive, Spot, and Wilderness Lore checks when using these skills against this type of creature. Likewise, he gets the same bonus to weapon damage rolls against creatures of this type. A Hunter also gets the damage bonus with ranged weapons, but only against targets within 50 feet (the Hunter cannot strike with deadly accuracy beyond that range). The bonus doesn't apply to damage against creatures that are immune to critical hits.

Every 4 levels thereafter the Hunter can either increase a current favored enemy bonus by +1, or he can choose another favored enemy and receive a +1 bonus against the new enemy.

Master of the Wilderness

At 10th level, a Hunter masters survival skills. When making a skill check with Intuit Direction or Wilderness Lore, he may take 10 even if stress and distractions would normally prevent him from doing so.

Master of Reconnaissance

At 14th level, a Hunter masters observation skills. When making a skill check with Listen or Spot, he may take 10 even if stress and distractions would normally prevent him from doing so.

Master of Stealth

At 17th level, a Hunter masters stealth-related skills. When making a skill check with Hide or Move Silently, he may take 10 even if stress and distractions would normally prevent him from doing so.

Table 4.13 The Hunter

Lvl	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+0	+0	Track, 3xWeapon Focus, Sneak Attack, Trailsense, Uncanny Dodge
2	+2	+3	+0	+0	
3	+3	+3	+1	+1	
4	+4	+4	+1	+1	1 st favored enemy
5	+5	+4	+1	+1	
6	+6/+1	+5	+2	+2	Uncanny Dodge (can't be flanked)
7	+7/+2	+5	+2	+2	
8	+8/+3	+6	+2	+2	2 nd favored enemy
9	+9/+4	+6	+3	+3	
10	+10/+5	+7	+3	+3	Master of Wilderness
11	+11/+6/+1	+7	+3	+3	
12	+12/+7/+2	+8	+4	+4	3 rd favored enemy
13	+13/+8/+3	+8	+4	+4	
14	+14/+9/+4	+9	+4	+4	Master of Reconnaissance
15	+15/+10/+5	+9	+5	+5	
16	+16/+11/+6/+1	+10	+5	+5	4 th favored enemy
17	+17/+12/+7/+2	+10	+5	+5	Master of Stealth
18	+18/+13/+8/+3	+11	+6	+6	
19	+19/+14/+9/+4	+11	+6	+6	
20	+20/+15/+10/+5	+12	+6	+6	5 th favored enemy

MONK

Monks do not exist on Hârn.

PRIEST

Background

Priests are associated with peaceful and/or diplomatic religions. Priests are not trained in the arts of war, but rather in healing, spiritual guidance, and diplomacy.

See HârnWorld and Hârn Player for general information about the religions of Hârn. HârnMaster: Religion offers extensive detail on Hârn's religions, Gods, and religious groups.

Race & Alignment

Table 4.16 – Priest Religions of Hârn lists the deities of Hârn and their alignments.

Table 4.14 Priest Religions of Hârn

Deity	Alignment
Halea	Chaotic Neutral
Ilvir	Chaotic Neutral, True Neutral
Larani	Lawful Good, Lawful Neutral
Peoni	Neutral Good
Save K'nor	Lawful Neutral, Neutral
Siem	Neutral Good, Neutral

Note: Only females can be Priests of Halae, and only Jarin, Sindarin and Khuzdul can be Priests of Siem.

☐ If using Druids as Sindarin Clerics of Siem then Sindarin can't be Priests of Siem.

Hit Die
d6.

Game Rule Information

Weapon & Armor Proficiencies

Weapon and Armor proficiencies depend on a Priest's religion. Some religions encourage combat and some do not. Descriptions of the non-standard weapons can be found in the Equipment chapter. 1st Level Priests have access to training in the weapons and armor listed. Priests of some religions use specific weapons exclusively – other weapons *can* be used, but religious doctrine and tradition restrict their use – if a specific weapon is indicated for Martial or Simple weapon proficiencies it is an exclusive weapon. Keep in mind that not all Priests have the right to bear chivalric arms (where applicable).

Table 4.15 Priest Weapon & Armor Proficiencies

Religion	Weapon & Armor Proficiencies
Halea	All simple weapons and whip (Exotic Weapon). No armor or shields
Ilvir	All simple weapons. No armor or shields.
Larani	All simple weapons (especiall mace, morningstar). No armor or shields.
Peoni	None.
Save K'nor	None.
Siem	None.

Class Skills

Priest Class skills vary depending on religion.

Table 4.16 Priest Class Skills

Religion	Class Skills
All	Concentration (Con), Craft (Int), Diplomacy (Cha), Heal (Wis), Knowledge (Arcana) (Int), Knowledge (Religion) (Int), Knowledge (Embalming) (Int), Profession (Wis), Rhetoric (Cha), Script (Int), Scry (Int, exclusive skill), and Spellcraft (Int).
Halea	Speak Language (2 nd language) (Int), Script (2 nd language) (Int), Bluff (Cha), Seduce (Cha), Sense Motive (Cha), Appraise (Int), Intimidate (Cha)
Ilvir	Handle Animal (Ivashu), Speak Language (Temple Tongue – Ivashi) (Int), Script (Temple Tongue – Ivashi) (Int), Animal Empathy (Ivashu) (Cha).
Larani	Knowledge (Heraldry) (Int), Diplomacy (Cha), Ride (Str), Sense Motive (Cha).
Peoni	Animal Empathy (Cha), Knowledge (Folklore - other) (Int), Sense Motive (Cha).
Save K'nor	Bluff (Cha), Decipher Script (Int), Disguise (Cha), Knowledge (Int), Perform (Any), Sense Motive (Cha), Forgery (Dex), Alchemy, Speak Language (2 nd Language) (Int), Script (2 nd Language) (Int), Speak Language (3 rd Language) (Int), Script (3 rd Language) (Int).
Siem	Wilderness Lore (Wis), Knowledge (Nature), Intuit Direction (Wis), Spot (Wis), Search (Wis), Handle Animal (Cha).

Skill Points at 1st Level: (2 + Int Modifier) x 4.

Skill Points at Each Additional Level: 2 + Int Modifier.

Class Features

Invocations

Priests do not cast spells. Instead, they invoke "miracles" from their deities by a process called invocation. Invocations are not considered spells in the game world, even though in game terms they can be identical to Wizard spells. A Priest may prepare and

invoke any invocation of any of his deity's Domains, provided he can cast invocations of that level. The Difficulty Class for a saving throw against a Priest's invocation is 10 + the spell's level + the Priest's Wisdom modifier.

Each Priest must choose a time at which he must spend an hour each day in quiet contemplation or supplication to regain his daily allotment of invocations. Time spent resting has no effect on whether a Priest can prepare invocations.

In addition to his standard spells, a Priest gets one domain spell of each spell level, starting at 1st. When a Priest prepares a domain spell, it must come from his domain.

Deity, Domains, and Domain Invocations

You must choose a deity for your Priest from among the deities listed in Table 4.17. The Priest's deity influences his alignment, what invocations he can cast, his values, and how others see him.

Choose one of your deity's domains for your Priest's domains. You can only select an alignment domain (such as Good) for your priest if his alignment matches that domain.

Each domain gives your priest access to a domain spell at each spell level, from 1st on up, as well as a granted power. A Priest prepares a bonus spell of his chosen domain each day. If a domain spell is not on the Cleric Spells list, a priest can only prepare it in his domain slot.

Table 4.17 Deity Domains for Priests

God	Domains
Halea	Luck, Travel
Ilvir	Animal, Healing
Larani	Law, Protection
Peoni	Healing
Save K'nor	Knowledge, Magic
Siem⁶	
Jarin	Animal, Plant, Earth, Fire
Sindarin	Animal, Plant
Khuzdul	Earth, Fire

Chaotic, Evil, Good, and Lawful Invocations

A Priest can't cast spells of an alignment opposed to his own or to his deity's.

Spontaneous Casting

Priests can channel stored invocation energy into healing invocations that they haven't prepared ahead of time. The Priest can "lose" a prepared invocation in order to cast any cure invocation of the same level or lower (a cure invocation is any spell with "cure" in its name).

Turn or Rebuke Undead

The Undead on Hârn are the servants of Morgath and equally reviled by all religions, except Morgathians. Only Clerics of Morgath may rebuke and command undead. All other Priests have the ability to turn the undead.

A Priest may attempt to turn or rebuke undead a number of times per day equal to three plus his Charisma modifier.

Extra Turning

As a feat, a Priest may take Extra Turning. This feat allows the Priest to turn undead four more times per day than normal. A Priest can take this feat multiple times, gaining four extra daily turning attempts each time.

⁶ Only Jarin, Sindarin, and Khuzdul may be Priests of Siem. If you're using Druids as Sindarin Clerics of Siem then Sindarin shouldn't be allowed to be Priests of Siem as well.

Ex-Priests

A Priest who grossly violates the code of conduct expected by his god (generally acting in ways opposed to the god's alignment or purposes) loses all spells and class features and cannot gain levels as a Priest of that god until he atones.

Table 4.18 The Priest

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+0	+2	Turn or rebuke undead
2	+1	+0	+0	+3	
3	+1	+1	+1	+3	
4	+2	+1	+1	+4	
5	+2	+1	+1	+4	
6	+3	+2	+2	+5	
7	+3	+2	+2	+5	
8	+4	+2	+2	+6	
9	+4	+3	+3	+6	
10	+5	+3	+3	+7	
11	+5	+3	+3	+7	
12	+6/+1	+4	+4	+8	
13	+6/+1	+4	+4	+8	
14	+7/+2	+4	+4	+9	
15	+7/+2	+5	+5	+9	
16	+8/+3	+5	+5	+10	
17	+8/+3	+5	+5	+10	
18	+9/+4	+6	+6	+11	
19	+9/+4	+6	+6	+11	
20	+10/+5	+6	+6	+12	

Table 4.19 Priest Spell Per Day

Lvl	0	1	2	3	4	5	6	7	8	9
1	3+1	1+1	—	—	—	—	—	—	—	—
2	4+1	2+1	—	—	—	—	—	—	—	—
3	4+1	2+1	1+1	—	—	—	—	—	—	—
4	5+1	3+1	2+1	—	—	—	—	—	—	—
5	5+1	3+1	2+1	1+1	—	—	—	—	—	—
6	5+1	3+1	3+1	2+1	—	—	—	—	—	—
7	6+1	4+1	3+1	2+1	1+1	—	—	—	—	—
8	6+1	4+1	3+1	3+1	2+1	—	—	—	—	—
9	6+1	4+1	4+1	3+1	2+1	1+1	—	—	—	—
10	6+1	4+1	4+1	3+1	3+1	2+1	—	—	—	—
11	6+1	5+1	4+1	4+1	3+1	2+1	1+1	—	—	—
12	6+1	5+1	4+1	4+1	3+1	3+1	2+1	—	—	—
13	6+1	5+1	5+1	4+1	4+1	3+1	2+1	1+1	—	—
14	6+1	5+1	5+1	4+1	4+1	3+1	3+1	2+1	—	—
15	6+1	5+1	5+1	5+1	4+1	4+1	3+1	2+1	1+1	—
16	6+1	5+1	5+1	5+1	4+1	4+1	3+1	3+1	2+1	—
17	6+1	5+1	5+1	5+1	5+1	4+1	4+1	3+1	2+1	1+1
18	6+1	5+1	5+1	5+1	5+1	4+1	4+1	3+1	3+1	2+1
19	6+1	5+1	5+1	5+1	5+1	5+1	4+1	4+1	3+1	3+1
20	6+1	5+1	5+1	5+1	5+1	5+1	4+1	4+1	4+1	4+1

Resources

See HârnMaster: Religion for extensive information on Hârn's religions. Another great resource is the [Hârn Religion Team](#) web site.

ROGUE

The Rogue class is ideally suited to Hârn's urban areas, though it is sufficiently vague to apply to a whole host of professions where stealth is paramount.

Most urban rogues are members of the Lia-Kavair.

Lia-Kavair**Background**

Whether they know it or not, most town dwellers encounter the Lia-Kavair, the "Thieve's Guild", from time to time. This organization of semi-autonomous miscreants is not particularly hard to find, but may be hard to join. They operate and control a variety of illicit activities, including prostitution, gambling, and purse-cutting rings. In some communities they have a fairer side as well, providing the only effective protection to those unable to guard themselves, although this aid tends to be paternalistic and may be only a "protection racket." The nature of individual organizations can range from a quasi-benevolent "family" to a vicious gang of cutthroats run by a remorseless psychopath.

The "guild masters" of the Lia-Kavair sometimes hire as apprentices new faces unknown to the local authorities or to their rivals. Most often they are initially trained and employed as purse-cutters. PCs who are members of the Lia-Kavair can acquire some useful skills, assuming they manage to stay alive and do not find themselves rotting away in some Lord's dungeon.

Game Rule Information**Abilities**

Dexterity is the most important ability to a Rogue, though Intelligence, Wisdom, and Charisma are also fairly important.

Alignment

Any.

Hit Die

d6.

Class Skills

The rogue's class skills (and the key ability for each skill) are Appraise (Int), Balance (Dex), Bluff (Cha), Climb (Str), Craft (Int), Decipher Script (Int, exclusive skill), Diplomacy (Cha), Disable Device (Int), Disguise (Cha), Escape Artist (Dex), Forgery (Int), Gather Information (Cha), Hide (Dex), Innuendo (Wis), Intimidate (Cha), Intuit Direction (Wis), Jump (Str), Knowledge (Trade) (Int), Knowledge (Underworld) (Int), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Perform (Cha), Pick Pocket (Dex), Profession (Wis), Read Lips (Int, exclusive skill), Search (Int), Sense Motive (Wis), Spot (Wis), Swim (Str), Tumble (Dex), Use Magic Device (Cha, exclusive skill), and Use Rope (Dex).

Skill Points at 1st Level: (8 + Int Modifier) x 4.

Skill Points at Each Additional Level: 8 + Int Modifier.

Class Features**Weapon and Armor Proficiency**

A Rogue's weapon training focuses on weapons suitable for stealth and sneak attacks. Thus, all rogues are proficient with the light crossbow, dagger (any type), dart, light mace, sap, short bow (normal), short sword, heavy mace, morningstar, and Quarterstaff. Rogues are proficient with light armor but not with shields.

Sneak Attack

Any time the rogue's target would be denied a Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not), or when the rogue flanks the target, the rogue's attack deals extra damage. The extra damage is +1d6 at 1st level and an additional 1d6 every two levels thereafter. Should the rogue score a critical hit with a sneak attack, this extra damage is not multiplied.

Ranged attacks can only count as sneak attacks if the target is within 30 feet. The rogue can't strike with deadly accuracy from beyond that range.

With a sap (blackjack) or an unarmed strike, the rogue can make a sneak attack that deals subdual damage instead of normal damage. The rogue cannot use a weapon that deals normal damage to deal subdual damage in a sneak attack, not even with the usual – 4 penalty.

A rogue can only sneak attack a living creature with a discernible anatomy. Any creature that is immune to critical hits is also not vulnerable to sneak attacks. The rogue must be able to see the target well enough to pick out a vital spot and must be able to reach a vital spot. The rogue cannot sneak attack while striking a creature with concealment or striking the limbs of a creature whose vitals are beyond reach.

Traps

Rogues (and only rogues) can use the Search skill to locate traps when the task has a Difficulty Class higher than 20. Finding a nonmagical trap has a DC of at least 20, higher if it is well hidden. Finding a magic trap has a DC of 25 + the level of the spell used to create it.

Rogues (and only rogues) can use the Disable Device skill to disarm magic traps. A magic trap generally has a DC of 25 + the level of the spell used to create it.

A rogue who beats a trap's DC by 10 or more with a Disable Device check can generally study a trap, figure out how it works, and bypass it (with his party) without disarming it.

Evasion

At 2nd level, a rogue gains evasion. If exposed to any effect that normally allows a character to attempt a Reflex saving throw for half damage, the rogue takes no damage with a successful saving throw. Evasion can only be used if the rogue is wearing light armor or no armor. It is an extraordinary ability.

Uncanny Dodge

At 3rd level and above, she retains her Dexterity bonus to AC (if any) if caught flat-footed or struck by an invisible attacker.

At 6th level, the rogue can no longer be flanked. Another rogue at least four levels higher can still flank.

At 11th level, the rogue gains a +1 bonus to Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks by traps. At 14th level, these bonuses rise to +2. At 17th, they rise to +3, and at 20th they rise to +4.

Special Abilities

On achieving 10th level and every three levels thereafter (13th, 16th, and 19th), a rogue chooses a special ability from among the following:

Crippling Strike: When the rogue damages an opponent with a sneak attack, the target also takes 1 point of Strength damage.

Defensive Roll: Once per day, when a rogue would be reduced to 0 hit points or less by damage in combat (from a weapon or other blow, not a spell or special ability), the rogue can attempt to roll with the damage. She makes a Reflex saving throw (DC = damage dealt) and, if successful, takes only half damage from the blow. The rogue must be aware of the attack and able to react to it in order to execute the defensive roll — if the Dexterity bonus to AC is denied, the rogue can't roll. Since this effect would not normally allow a character to make a Reflex save for half damage, the rogue's evasion ability does not apply to the defensive roll.

Improved Evasion: The rogue takes only half damage on a failed save.

Opportunist: Once per round, the rogue can make an attack of opportunity against an opponent who has just been struck for damage in melee by another character. This attack counts as the rogue's attacks of opportunity for that round. Even a rogue with the Combat Reflexes feat can't use the opportunist ability more than once per round.

Skill Mastery: The rogue selects a number of skills equal to 3 + Intelligence modifier. When making a skill check with one of these skills, the rogue may take 10 even if stress and distractions would normally prevent the rogue from doing so. The rogue may gain this special ability multiple times, selecting additional skills for it to apply to each time.

Slippery Mind: If a rogue with a slippery mind is affected by an enchantment and fails the saving throw, 1 round later the rogue can attempt the saving throw again. The rogue only gets this one extra chance to succeed. This is an extraordinary ability.

Feat: A rogue may gain a feat in place of a special ability.

SEA DOG

Based on the Sailor from the Sovereign Stone Campaign Sourcebook.

Background

Sea Dogs are the rogues of the seas. They are most at home on the open sea, although their time on land is often refreshing and satisfying. Sea Dogs are tough individuals who have learned to react quickly to save their own lives and those of their comrades when threatened by either nature or enemies. Sea Dogs take the most dire circumstances in stride because they have learned that panic in a dangerous situation can spell disaster. Thus, they may appear cold and ruthless to those who are not used to their pragmatic attitude.

Game Rule Information

Abilities

Dexterity is very important to Sea Dogs as many of their skills make use of it. A hearty Constitution is also beneficial to the Sea Dog, who must often undergo hardships that test his endurance and stamina.

Race

Any, though it is highly unlikely that a Khuzdul would take up this hobby. Of the tribal barbarians, the Chymak are most likely to take this class.

Alignment

Any.

Hit Die

d6.

Class Skills

The Sea Dogs class skills (and the key ability for each skill) are Appraise (Int), Balance (Dex), Bluff (Cha), Climb (Str), Intuit Direction (Wis), Jump (Str), Profession (Sailor) (Int), Knowledge (Folklore of any port visited) (Int), Knowledge (Trade) (Int), Knowledge (Underworld) (Int), Knowledge (Weather Sense) (Int), Speak Language (Int), Spot (Wis), Swim (Str), Tumble (Dex), and Use Rope (Dex).

Skill Points at 1st Level: (6 + Int Modifier) x 4.

Skill Points at Each Additional Level: 4 + Int Modifier.

Class Features

Weapon and Armor Proficiency

Sea Dogs can use all simple weapons and the following martial weapons: short sword, *estoc*, trident, and net (Exotic Weapon). They are proficient with light armor, but not with shields.

Skill Bonus

The Sea Dog receives a +2 competence bonus to Balance, Climb, Profession (Sailor), and Use Rope.

Favored Weapon

At 1st level the Sea Dog may choose one weapon as his favored weapon. This grants a +1 base attack (but not damage bonus) with the chosen weapon. At 5th level the Sea Dog receives a second favored weapon, a third at 10th level, a fourth at 15th level, and a fifth at 20th level. This bonus stacks with any other bonuses or feats.

Improvised Weapon

The Sea Dog is adept at turning common, everyday objects into effective weapons. At 2nd level the Sea Dog receives the benefits of the Improved Weapon feat. This allows the Sea Dog to use any small or medium sized hard object (subject to GM discretion) as a weapon that inflicts 1d4 (small) or 1d6 (medium) points of damage. The type of damage is determined by the GM based on the object used. Improvised weapons receive the Sea Dog's base attack bonus and damage bonus, but cannot receive bonuses from feats (such as Weapon Focus).

Evasion

The Sea Dog learns to react quickly to changing conditions and potential threats. At 3rd level a Sea Dog gains evasion. If exposed to any effect that normally allows a character to attempt a Reflex saving throw for half damage, the Sea Dog takes no damage with a successful saving throw. Evasion can only be used if the Sea Dog is wearing light armor or no armor. Evasion is an extraordinary ability.

Extraordinary Tolerance

At 5th level the Sea Dog receives a +4 resistance bonus against ingested poisons. This bonus also applies to resisting the ill-effects of spoiled food or an overabundance of alcohol.

Dirty Blow

The Sea Dog is adept at manoeuvres such as hitting below the belt, eye pokes, head butts, sucker punches, etc. At 7th level the sea Dog may attempt, once per melee combat, to perform an unexpected manoeuvre to inflict additional damage. The opponent receives a Reflex save against a DC equivalent to the Sea Dog's attack roll. If the save is successful then the attack is resolved normally. If the save was failed the attack inflicts an additional 1d4 points of damage. The opponent must be a creature with a discernable anatomy for this attack to inflict additional damage. Additional damage increases to 2d4 at 10th level, 3d4 at 13th level, 4d4 at 16th level, and 5d4 at 19th level.

Uncanny Dodge

At 9th level the Sea Dog gains the Uncanny Dodge ability. He retains his Dexterity bonus to AC (if any) if caught flat-footed or struck by an invisible attacker.

At 13th level the Sea Dog can no longer be flanked. He can react equally to opponents attacking from all directions. Opponents no longer receive flanking bonuses against the Sea Dog nor are they able to perform a sneak attack against him. Only a Rogue or Sea Dog four levels higher than the Sea Dog may still flank and sneak attack him.

Superior Improvised Weapon

At 11th level and higher the Sea Dog can make better use of the Improvised Weapon feat. Now all improvised weapons receive a +2 bonus to the attack roll and damage.

Follow-up Strike

At 15th level the Sea Dog can make a follow-up strike. Once per round the Sea Dog can make an attack of opportunity against an opponent who has just been struck for damage in melee by someone else. This attack counts as all of the Sea Dog's attacks of opportunity for that round. Even a Sea Dog with the Combat

Reflexes feat cannot use the Follow-up Strike more than once per round.

Extraordinary Balance

At 17th level the Sea Dog receives a +4 competence bonus to all Reflex saves that would knock him off his feat.

Improved Evasion

At 20th level the Sea Dog gains improved evasion. This ability works as evasion above, except that the Sea Dog now only takes half damage from a failed saving throw.

Table 4.20 The Sea Dog

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+2	+2	Favored Weapon
2nd	+1	+0	+3	+3	Improvised Weapon
3rd	+2	+1	+3	+3	Evasion
4th	+3	+1	+4	+4	
5th	+3	+1	+4	+4	Extraordinary Tolerance
6th	+4	+2	+5	+5	
7th	+5	+2	+5	+5	Dirty Blow +1d4
8th	+6/+1	+2	+6	+6	
9th	+6/+1	+3	+6	+6	Uncanny Dodge
10th	+7/+2	+3	+7	+7	Dirty Blow +2d4
11th	+8/+3	+3	+7	+7	Superior Improvised Weapon
12th	+9/+4	+4	+8	+8	
13th	+9/+4	+4	+8	+8	Uncanny Dodge (can't be flanked), Dirty Blow +3d4
14th	+10/+5	+4	+9	+9	
15th	+11/+6/+1	+5	+9	+9	Follow-up Strike
16th	+12/+7/+2	+5	+10	+10	Dirty Blow +4d4
17th	+12/+7/+2	+5	+10	+10	Extraordinary Balance
18th	+13/+8/+3	+6	+11	+11	
19th	+14/+9/+4	+6	+11	+11	Dirty Blow +5d4
20th	+15/+10/+5	+6	+12	+12	Improved Evasion

SHAMAN

Based on the Shaman by Steve Wilson.

Background

The religious functionary in tribal communities is called a Shaman. Their functions differ from culture to culture, some being closer to civilized priests, although tribes have a very different approach to services, which may be seasonal or even less frequent. Not all barbarian cultures have Shamans, however. The Hodiri, Kabloqui, and Solori make do with out them.

Race

Tribal humans only; except Hodiri, Kabloqui, and Solori tribes.

Game Rule Information

Abilities

Wisdom determines how powerful an invocation a Shaman can cast, how many invocations the Shaman can cast per day, and how hard those invocations are to resist. To cast an invocation, a Shaman must have a Wisdom score of 10+the invocation's level. A Shaman, however, gets bonus invocations based on Charisma, not Wisdom. The bonus invocations are related to the Shaman's capacity to woo totem spirits. The Difficulty Class of a saving throw against a Shaman's invocation is 10+the invocation's level + the Shaman's Wisdom modifier. Like a cleric, a Shaman benefits from high Wisdom, but also Charisma and Constitution scores.

Alignment

Any.

Hit Die
d8.

Class Skills

The Shaman's class skills (and the key ability for each skill) are Alchemy (Int), Animal Empathy (Cha, exclusive skill), Bluff (Cha), Concentration (Con), Craft (tribal craft) (Int), Diplomacy (Cha), Gather Information (Cha), Handle Animal (Cha), Heal (Wis), Innuendo (Cha), Intimidate (Cha), Knowledge (all skills taken individually) (Int), Perform (Singing, Acting), Profession (tribal profession) (Wis), Rhetoric (Cha), Scry (Int, exclusive skill), Sense Motive (Wis), Invocationcraft (Int), and Wilderness Lore (Wis).

Shamans from certain tribes must have at least one rank in specific skills. Table 4.21 lists the tribes and the skills their Shamans must be proficient in.

Table 4.21 Required Shaman Skills

Tribes	Required Skills
Adaenum	Knowledge (Law)
Anoa	None
Bujoc	Knowledge (Law)
Chelni	None
Chymak	Profession (Sailor), Craft (Bells)
Equani	None
Gozyda	Profession (Cooking)
Kamaki	Profession (Sailor)
Kath	None
Kubora	None
Pagaelin	None
Talda	Script (Talda)
Tulwyn	None
Urdu	None
Ymodi	None

Skill Points at 1st Level: (2 + Int modifier) x 4.

Skill Points at each additional Level: 2+ Int modifier.

Skills that Shamans can't buy include: Decipher Script, Use Magic Device.

Class Features

All of the following are class features of the Shaman.

Weapon and Armor Proficiency

Shamans are proficient with the club, dagger, dart, long spear, quarterstaff, shortspear, sickle and sling and any weapon specifically identified with their tribe (blowgun, etc.). Shamans are proficient with light armor and shields. Armor of any type interferes with invocation casting that requires somatic components, and can cause invocation failure. All Shaman invocations have a somatic component.

Invocations

Like Priests and Clerics, Shamans invoke miracles from their deities by a process known as Invocation. A Shaman begins play knowing three 0-level invocations and one 1st level invocation of your choice, and an additional invocation determined by the Shaman's minor totem. At each level, the Shaman gains one or more new invocations, as indicated on Table 4.24. These invocations are chosen from the Shaman's invocation list, or can be unusual invocations that the Shaman has developed, or developed by, and learned from another Shaman, or invocations specially provided by the Shaman's totem(s). A Shaman is limited to casting a certain number of invocations of each level per day, but he need not prepare or memorize invocations in advance. All Shaman invocations have a verbal component (chanting, intoning), somatic component (dancing, rocking, weaving) and material (fetish, tattoo, etc.) even if this is not normally indicated. In addition to normal invocations, the Shaman's totem spirits grant the Shaman additional invocations and abilities (see *Totem Quest* below). The number of invocations he can cast per day is also improved by his

bonus invocations, if any. For instance, at 1st level, the Shaman Oceola, with a Charisma of 16, can cast three 1st level invocations per day—two for being a Shaman (see Table 4.24), plus one for high Charisma. However, he only knows invocations: *charm person* and *cure light wounds*. On any given day, he can cast *cure light wounds* three times, or *charm person* three times, or cast some combination of the two invocations a total of three times. Like sorcerers, he does not have to decide ahead of time which invocation he will cast. Unlike a cleric, a Shaman can't lose an invocation to cast a *cure* invocation in its place. To learn or cast an invocation, a Shaman must have a Wisdom score of at least 10 + the invocation's level. The Difficulty Class for saving throws against Shaman invocations is 10+ the invocation's level + the Shaman's Wisdom modifier. Bonus invocations are derived from the Shaman's Charisma score because these invocations are derived from his ability to placate totem spirits.

Chaotic, Evil, Good, and Lawful Invocations

A Shaman can't cast invocations of an alignment opposed to his own.

Nature Sense

A Shaman can identify plants and animals (their species and special traits) with perfect accuracy (as a druid). He can determine whether water is safe to drink or dangerous (polluted, poisoned, or otherwise unfit for consumption).

Totem Quest

At 1st level, a Shaman is assumed to have gone on a quest to determine his minor totem. His minor totem will grant an additional invocation (drawn from the totem's invocation list), give the Shaman additional abilities. At 5th level, the Shaman undergoes a second Totem Quest to find his Major Totem, and at 10th level, a final Totem Quest to find his Great Totem.

Totem Spirit

A Shaman begins play with one totem spirit; it is assumed that he has already performed the rites to summon this first guide when he begins play. As he gains levels, he learns to summon other totems to his aid. Ultimately, the Shaman can acquire three totems as he rises in level. There are three different types of Totem Spirits, each of which has different areas of concern. A Shaman may choose a totem spirit of the same type as he rises, or he may choose from among the three different types. The level and type of the spirit totem determines the abilities and invocations it grants the Shaman. (See table 4.22 below). Once a totem is chosen, it may not be changed.

Animal Totems: Animals play a central role in tribal survival. They provide food, shelter, clothing, armor, weaponry and tools, as well as providing knowledge of the environment and models for wisdom. Minor animal totems appear in spirit form as the finest representatives of the species, such as a large, strong wolf, or bear. Major totems appear as archetypal images of the animal form, the Old Wolf, the Wise Owl, and the Great totems appear as the ultimate representative of the animal "The Great Bear," etc. Animal spirits, while powerful, tend to be aloof from concerns that don't mesh with the well-being of their species. They don't mind the Shaman's people hunting their species, but would be angered at over-hunting. Animal totems are powerful in that the totem can aid the Shaman in any location or clime where the species or a close relative of the species lives.

Ancestor Totems: These ancestral spirits are individuals of renown in the tribe. While minor totem ancestors are likely recently deceased relatives of the Shaman, major ancestral totems are likely to be great heroes or wise men or women of the tribe. Great Ancestral Totem spirits are the greatest legendary members of the tribe, including founders, savior figures, great conquerors, etc. Ancestor totems may aid the Shaman in any area associated with the tribe or tribal relations, such as marriage, politics, warfare, or

law. These totems are generally contacted in areas where tribal members reside.

Nature Totems: Nature totems are powerful and reclusive elemental spirits of nature. Nature totems are tied to specific geographical natural areas that serve as “homes” for these totems. A hill-top, stream, copse, natural spring, or mighty oak may be the home of a minor totem; a moderate forest, medium-sized canyon, a mighty waterfall or a minor river may be the home of a major nature totem spirit. A Great Nature Totem may be associated with a large mountain, a mighty river or large forest. Nature totems tend to be even more aloof than animal totems, but they do have some concern for the well being of communities near them. Nature totems generally only aid the Shaman in the immediate areas surrounding their homes. This usually means that Great Nature Totems have a larger area of influence than other nature totems, however, a Major Totem of a minor river may actually have an larger area of influence than a Great Totem of a Mountain. Nature totems tend to appear to the Shaman as a member of their own race with qualities directly connected to their totemic home. Thus an “Old Man River” might have long wavy hair, and a slow speech (or rapid speech and quick movements if appearing near a rapid). An “Old Woman of the Mountain” would have a strong, steady personality, and a weight of age, the “Man of Fire” representing the totem of a volcano would be quick to anger and destroy, etc. Although the granted power each nature totem of the same level gives the Shaman is the same, the invocation they grant to the Shaman represents some aspect of their nature. The Woman in the Geyser (a minor nature totem) might grant *Obscuring Mist*, while her counterpart, Old Man Willow would likely grant *Entangle*. The GM and player decide which invocation best represents a particular nature totem. See table 4.22 for specifics. As an example, Osceola the Shaman goes on his first totem quest and gains a Minor Wolf Spirit Totem, and gains the capacity to cast *Calm Animal* once per day in addition to his other invocations, as well as gaining the granted power of casting *Animal Friendship* once per day. At 5th level, Osceola goes on his second totem quest and gains a Major Nature Totem, Old Man River (who dwells near a minor river), and gains the invocation *Water Breathing*, and the granted power *Reincarnate* once a week, and finally, at 10th level, Osceola goes on his third totem quest for a Great Ancestor Totem and gains the ability to cast *True Seeing* once a day, and the granted power of *Legend Lore* one time a week. These totem spirits, if displeased with the Shaman, will remove the Shaman’s capacity to use their granted power until the Shaman repents. If the Shaman continues to be recalcitrant, the offended totem spirit will remove his granted totemic invocation. Continued offence may result in the Shaman losing some or all of his other invocations.

Table 4.22 Totem Powers

Type	Level	Granted Totem Invocation	Granted Power
Animal Totem	Minor	<i>Calm Animals</i>	Animal Friendship 1x/day
	Major	<i>Dominate Animal</i>	Summon Nature's Ally III 1x/day
	Great	<i>Animal Growth</i>	Wild Shape 1x/day (normal-Great Totem animal species only).
Ancestor Totem	Minor	<i>Cause Fear</i>	Divine Favor 1x/day
	Major	<i>Clairaudience/ Clairvoyance</i>	Prayer 1x/day
	Great	<i>True Seeing</i>	Legend Lore 1x/day
Nature Totem⁷	Minor	<i>Magic Stone or Burning Hands or Obscuring Mist or Entangle</i>	Pass without Trace 1x/day.
	Major	<i>Stone Shape or Resist Elements (Fire) or Water Breathing or Plant Growth</i>	Reincarnate 1x/week. Reincarnated being comes back in a form related to the Totem.
	Great	<i>Wall of Stone or Fire Shield or Control Water or Wall of Thorns</i>	Commune with Nature 1x/day

Wild Shape

At 15th level, a Shaman gains the ability to *polymorph self* as a druid in a normal animal manifestation of any of his totem animal spirits, or of another animal of choice if he has no totem animal spirit. If the Shaman has a Major Animal Totem he can polymorph into the *dire* form of his Major and Great Totem animal(s) instead. (see page 35 in the PHB).

Taboo

Each time a Shaman gains a granted power, he also gains a taboo which must be strictly adhered to. The taboo is generally related to some aspect of the totem. (Not eating a specific animal, not touching the dead, bathing daily, etc.). Failure to follow a taboo results in the loss of the granted power until the Shaman atones in some way.

Timeless Body

After achieving 20th level, a Shaman no longer suffers ability penalties for aging (See PHB 93) and cannot be magically aged. Any penalties he may have already suffered, however, remain in place. Bonuses still accrue, and the Shaman still dies of old age when his time is up.

Granted Power

This power is granted by the totem to a Shaman as indicated. Failure to follow a taboo will result in the loss of the Granted Power until the Shaman atones. Both the Granted Totemic Invocation, and the Granted Power may be withheld by the Totem, if she is angry with the Shaman, or if the Shaman has transgressed in some area related to the totem’s area(s) of concern.

Granted Totemic Invocation

This invocation is granted to the Shaman by his totem every day (it is represented by the +1 on the Invocations per day entry of table 4.24. In the case of Nature Totems, a invocation is selected

⁷ Invocation granted dependent upon aspect of Nature Totem.

which most closely represents the nature of the totem, or, in cases where more than one might be appropriate (earth based invocations or fire based invocations for a volcano totem, for instance), the player chooses which invocation his Shaman is granted. Once selected, this choice may not be changed.

Table 4.23 The Shaman

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+2	+0	+2	Nature Sense, Minor Totem Quest, Taboo
2	+1	+3	+0	+3	
3	+2	+3	+1	+3	
4	+3	+4	+1	+4	
5	+3	+4	+1	+4	Major Totem Quest, Taboo
6	+4	+5	+2	+5	
7	+5	+5	+2	+5	
8	+6/+1	+6	+2	+6	
9	+6/+1	+6	+3	+6	
10	+7/+2	+7	+3	+7	Great Totem Quest, Taboo
11	+8/+3	+7	+3	+7	
12	+9/+4	+8	+4	+8	
13	+9/+4	+8	+4	+8	
14	+10/+5	+9	+4	+9	
15	+11/+6/+1	+9	+5	+9	Wild Shape (Normal/Dire)
16	+12/+7/+2	+10	+5	+10	
17	+12/+7/+2	+10	+5	+10	
18	+13/+8/+3	+11	+6	+11	
19	+14/+9/+4	+11	+6	+11	
20	+15/+10/+5	+12	+6	+12	Timeless Body

Table 4.24 Shaman Spells Per Day

Lvl	0	1	2	3	4	5	6	7	8	9
1	3	1+1	—	—	—	—	—	—	—	—
2	4	2+1	—	—	—	—	—	—	—	—
3	4	2+1	1+1	—	—	—	—	—	—	—
4	5	3+1	2+1	—	—	—	—	—	—	—
5	5	3+1	2+1	1+1	—	—	—	—	—	—
6	5	3+1	3+1	2+1	—	—	—	—	—	—
7	6	4+1	3+1	2+1	1	—	—	—	—	—
8	6	4+1	3+1	3+1	2	—	—	—	—	—
9	6	4+1	4+1	3+1	2	1	—	—	—	—
10	6	4+1	4+1	3+1	3	2	—	—	—	—
11	6	5+1	4+1	4+1	3	2	1	—	—	—
12	6	5+1	4+1	4+1	3	3	2	—	—	—
13	6	5+1	5+1	4+1	4	3	2	1	—	—
14	6	5+1	5+1	4+1	4	3	3	2	—	—
15	6	5+1	5+1	5+1	4	4	3	2	1	—
16	6	5+1	5+1	5+1	4	4	3	3	2	—
17	6	5+1	5+1	5+1	5	4	4	3	2	1
18	6	5+1	5+1	5+1	5	4	4	3	3	2
19	6	5+1	5+1	5+1	5	5	4	4	3	3
20	6	5+1	5+1	5+1	5	5	4	4	4	4

SORCERER

Background

Sorcerers are non-P'varic spell casters. Most are of tribal stock, although they differ from Shamans in game terms – to the tribal followers or the casual observer there may be little or no visible difference. Since Sindarin and Khuzdul do not have the same strictures as humans they also tend to foster Sorcerers who will often obtain membership in the Shek P'var for appearances (and the cheap lodgings).

Race

Only tribal humans, Sindarin and Khuzdul can take this class.

Game Rule Information

Alignment

Any.

Hit Die

d4, or ☐ d6.

Class Skills

The sorcerer's class skills (and the key ability for each skill) are Alchemy (Int), Concentration (Con), Craft (tribal) (Int), Knowledge (Arcana) (Int), Knowledge (Nature) (Int), Knowledge (Law), Profession (tribal) (Wis), Scry (Int, exclusive skill), Speak Language (2nd language) (Int), Spellcraft (Int), and Wilderness Lore (Wis).

Skill Points at 1st Level: (2 + Int modifier) x 4.

Skill Points at each additional Level: 2+ Int modifier.

Class Features

Weapon and Armor Proficiency

Sorcerers are proficient with all simple weapons. They are not proficient with any type of armor, nor with shields.

Spells

A sorcerer casts arcane spells. The number of spells a sorcerer knows is not affected by his Charisma bonus. The spells a sorcerer knows can be common spells chosen from the sorcerer and wizard spell list, or they can be unusual spells that the sorcerer has gained some understanding of by study.

A sorcerer is limited to casting a certain number of spells of each level per day, but he need not prepare his spells in advance. The number of spells he can cast per day is improved by his bonus spells, if any.

A sorcerer may use a higher-level slot to cast a lower-level spell if he so chooses. The spell is still treated as its actual level, not the level of the slot used to cast it.

To learn or cast a spell, a sorcerer must have a Charisma score of at least 10 + the spell's level. The Difficulty Class for saving throws against sorcerer spells is 10 + the spell's level + the sorcerer's Charisma modifier.

Use the Sorcerer Class and Spells Per Day tables from the PHB.

SHEK P'VAR (WIZARD)

Wizards are known as Shek P'var on Hârn. This is also the name of their guild.

The Shek P'var

Background

The Shek P'var holds a virtual monopoly on the practice of magic and takes steps to punish spell casters who break P'varic Law or operate outside of the Guild. Sorcerers and Shamans who do not belong to the Shek P'var are in danger of being declared *Renegade*.

Wizards train at schools called Chantries, which are sponsored and operated by the Shek P'var. Chantries are usually operated by a group of high-level wizards called *Virana*.

P'varic Law

The Shek-P'var strictly enforce rules of conduct known as P'varic Law, or the P'varic Code, that apply to all members:

- **Bring not the scorn of the Kvikir (ordinary folk) upon thy brothers, nor make with thyne art a place for thyself above them.**

What this means: Don't do anything to draw negative attention to the guild. Keep a low profile and don't advertise your ability to cast spells. Don't use your powers to gain advantage over ordinary people. Help them out when you can and earn their respect and admiration. Subtlety is the rule of thumb. Elite members of the Shek P'var known as the White Hand investigate and punish those who find it difficult to follow this rule.

- **Spread not thy lore, even among thy brothers, without sanction of thy peers.**

What this means: The Shek P'var discourages the sharing of arcane knowledge because it believes that knowledge gained freely is not respected and therefore prone to abuse. Attaining arcane lore requires dedication and discipline, both of which lead to respect of the knowledge gained. It is considered very bad form to share knowledge without consent.

- **Keep sacred and free from harm thy House of Lore.**

What this means: 'House of Lore' means Chantry. Wizards tend to be loyal to their Chantries first, the Shek P'var as a whole second.

- **Succor not a renegade of the art, but strike him down with thy power, else summon brothers to thyne aid.**

What this means: Do not aid a renegade. Renegades are not tolerated because they can, and often do, bring harm, either directly or socially, to the Shek P'var.

- **Make tithe to thy house a portion of thyne arcane treasure to thy brothers' benefit.**

What this means: All guilds tithe their members. The Shek P'var is no different. In this case, however, wizards give portions of their magic treasure to their chantries to help elevate the status of their House. A benefit to this is that some magic items may be on loan for study.

Shek P'var Guild Structure

Mavari (apprentices) are the lowest ranking members of the Shek P'var. They spend most of their time aiding their masters and studying. They wield no influence within the Convocation. Most serve one particular master, but some may have several. Even

apprentices have to swear to uphold the P'varic Code. Once an apprentice has attuned to his element and learned his first 1st level spells he is promoted to the next rank, *Satia-Mavari*.

Satia-Mavari (Journeyman) are full members of the Shek P'var, but their rank is not sufficient to influence guild politics. Initially journeymen leave their chantries to refine their skills in the 'field'. They must survive in the outside world for at least a year and a day. During this time he is expected to (a) invent at least three new spells which must earn the approval and praise of the Convocation masters, and (b) donate three reasonably powerful or rare esoteric items (magic items, spell books, etc) to his chantry. With these conditions fulfilled he may petition for promotion to the next rank, *Shenava*.

Shenava (Master) are recognized for their mastery of the Art. They are not numerous; perhaps 100 exist on all of Hârn. Shenava can generally rely on their guild for day-to-day support. Some help run the chantry houses and all have some say in policy-making if they take an interest. Most devote themselves to some form of research, which may, depending on the subject, confine them to their chantry, or require extensive travel throughout the world. Particularly gifted and experienced Shenava may eventually be promoted to *Virana*.

Virana (Grandmasters) are the elite of the Shek P'var. To attain this exalted rank a Shenava must attain sponsorship from six existing Virana.

1st Level Shek P'var begin play as young Satia Mavari. They have a year and a day to fulfill their journeyman requirements. Seeking arcane items and researching new spells necessitates a great deal of travel and exposure to the outside world. These are great catalysts for adventure.

Game Rule Information

Abilities

Intelligence is the most important ability for a Shek P'var.

Alignment

Wizards can be of any alignment. P'varic Law, however, is the guiding force by which most Shek P'var live so most tend to be lawful. Those who do not, or cannot, adhere to P'varic Law are dealt with by those who do.

Hit Die

d4, or ☐ d6.

Race

Wizards can be of any race, but most are human. Sindarin and Khuzdul tend to be Sorcerers.

Class Skills

The Shek P'var's class skills (and the key ability for each skill) are Alchemy (Int), Concentration (Con), Craft (Int), Knowledge (all skills, taken individually) (Int), Profession (Wis), Scry (Int, exclusive skill), and Spellcraft (Int).

The following table lists additional Class Skills for each convocation.

Table 4.25 Shek P'var Class Skills

Convocation	Class Skills
Lyahvi	Appraise
Peleahn	Escape Artist
Jmorvi	Sense Motive
Fyvria	Wilderness Lore
Odivshe	Swim
Savorya	Bluff

Skill Points at 1st Level: (2 + Int modifier) x 4.

Skill Points at each additional Level: 2+ Int modifier.

Class Features

Weapon Group & Armour Proficiencies

Wizards are skilled with the club, dagger, light crossbow, quarterstaff, ☐ and the Kurki. Wizards are not proficient with any type of armor nor with shields.

Spells

A wizard casts arcane spells. She is limited to a certain number of spells of each spell level per day, according to her class level. A wizard must prepare spells ahead of time by getting a good night's sleep and spending one hour studying her spellbook. While studying, the wizard decides which spells to prepare. To learn, prepare, or cast a spell, a wizard must have an Intelligence score of at least 10 + the spell's level. A wizard's bonus spells are based on Intelligence. The Difficulty Class for saving throws against wizard spells is 10 + the spell's level + the wizard's Intelligence modifier.

Bonus Languages

Wizards do not get bonus languages. All new languages must be learned by purchasing a rank in Speak Language and spending the necessary time in study.

Familiar

The concept of familiars does not exist on Hârn.

Scribe Scroll

A wizard has the bonus item creation feat Scribe Scroll, enabling her to create magic scrolls.

Bonus Feats

Every five levels, a wizard gains a bonus feat. This feat must be a metamagic feat, an item creation feat, or Spell Mastery.

Spellbooks

Wizards must study their spellbooks each day to prepare their spells. A wizard cannot prepare any spell not recorded in her spellbook (except for read magic, which all wizards can prepare from memory).

Spell Mastery

A wizard (and only a wizard) can take the special feat Spell Mastery. Each time the wizard takes this feat, choose a number of spells equal to the wizard's Intelligence modifier (they must be spells that the wizard already knows). From that point on, the wizard can prepare these spells without referring to a spellbook.

School Specialization

Wizards do not use School Specialization.

Resources

See HârnMaster: Magic for extensive information on the Shek P'var.



PRESTIGE CLASSES

The Paladin and Ranger classes are prestige classes in Hârn. More prestige classes for Hârn will be made available on the Shadow of Bukrai web site.

PALADIN

The Red Lions, Knights of Mendez

Background

Paladins are Larani's special weapon in the face of unrelenting and seemingly overwhelming threat from Agrik, Morgath, and Naveh.

The Laranian fighting orders, the Checkered Shield and the Lady of Paladins, are primarily made up of knights (fighters) and their squires. A very few, and only the most chivalrous, most pious, and most courageous of these knights are chosen to serve Larani as Paladins. They undergo special spiritual strengthening and cleansing rituals that allow them direct communion with Larani.

Paladins are servants of the Church, which supports them by providing equipment and, when the time comes, a blessed warhorse. A Paladin can only own what he can carry and cannot seek recompense for his services. He is totally reliant on the Church and the goodwill of strangers.

Paladins are often referred to as the Red Lions, or the Knights of Mendez. Mendez is Larani's chief semi-divine servant. He is depicted as a great, crimson winged lion. See HârnMaster: Religion for details.

Note: The fighting orders of Agrik also sponsor a type of Paladin, called the Blackguard.

Hit Die
d10.

Requirements

Alignment: Lawful Good or Lawful Neutral.

Race: Human.

Base Attack Bonus: +5.

Religion (Larani): 5 ranks.

Ride: 2 ranks.

Diplomacy: 2 ranks.

Feats: Mounted Combat, Ride-By-Attack.

Special: Only Knights (Fighters) who are members of a Laranian fighting order (Checkered Shield or Order of the Lady of Paladins) can become Paladins. Applicants undergo a day and night long ritual of purification and cleansing. If they are accepted, they are given a quest by Mendez the Lion that they must complete before being appointed Paladins.

Religion

Only adherents of Larani can become Paladins.

Class Skills

The Paladin's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Heal (First Aid) (Wis), Knowledge (Heraldry) (Int), Knowledge (Military), Knowledge (Law), Knowledge (Religion) (Int), Profession (Wis), Ride (Dex), Script (Lakise) (Int).

Special Abilities

Detect Evil

At will, the Paladin can detect evil as a spell-like ability. This ability duplicates the effects of the spell detect evil.

Divine Grace

A Paladin applies her Charisma modifier (if positive) as a bonus to all saving throws.

Lay on Hands

Each day a Paladin can cure a total number of hit points equal to 1d6 plus the Paladin's level. The Paladin **cannot** cure themselves. The Paladin may choose to divide her curing among multiple recipients, and she doesn't have to use it all at once. Lay on hands is a spell-like ability whose use is a standard action.

Alternatively, the Paladin can use any or all of these points to deal damage to undead creatures. Treat this attack just like a touch spell. The Paladin decides how many cure points to use as damage after successfully touching the undead creature.

Divine Health

The Hârnîc Paladin does not receive this ability.

Aura of Courage

Beginning at 2nd level, a Paladin is immune to fear (magical or otherwise). Allies within 10 feet of the Paladin gain a +4 morale bonus on saving throws against fear effects. Granting the morale bonus to allies is a supernatural ability.

Smite Evil

Once per day, a Paladin of 2nd level or higher may attempt to smite evil with one normal melee attack. She adds her Charisma modifier (if positive) to the Paladin's attack roll and deals 1 extra point of damage per level. If the Paladin accidentally smites a creature that is not evil, the smite has no effect but it is still used up for that day. Smite evil is a supernatural ability.

Remove Disease

The Hârnîc Paladin does not receive this ability.

Aura of Protection

Beginning at 4th level, a Paladin can emit an aura of *Protection from Evil*, as the spell, once per day, at will. The aura extends five feet per two levels all around the Paladin and will protect all non-evil characters within the aura.

Turn Undead

The Paladin may use this ability a number of times per day equal to three plus the Paladin's Charisma modifier. The Paladin turns undead as a cleric of two levels lower would.

Extra Turning

As a feat, a Paladin may take Extra Turning. This feat allows the Paladin to turn undead four more times per day than normal. A Paladin can take this feat multiple times, gaining four extra daily turning attempts each time.

Invocations

Beginning at 2nd level, a Paladin gains the ability to cast a small number of divine invocations. To cast an invocation, the Paladin must have a Wisdom score of at least 10 + the invocation's level. Paladin bonus invocations are based on Wisdom, and saving throws against these invocations have a Difficulty Class of 10 + spell level + Wisdom modifier. When the Paladin gets 0 invocations of a given level, such as 0 1st-level invocations at 1st level, the Paladin gets only bonus invocations. A Paladin has access to any invocation on the Paladin spell list and can freely choose which to prepare, just as a cleric or priest can.

Paladins can only cast invocations of Larani's domains: Good, Law, Protection, War.

A Paladin prepares and casts invocations just as a cleric or priest does (though the Paladin cannot use spontaneous casting to substitute a cure spell in place of a prepared spell – Paladins can't case healing spells).

At 1st level, a Paladin has no caster level. Starting at 2nd level, a Paladin's caster level is one-half his or her class level (round down).

Special Mount

Upon or after reaching 5th level, a Paladin can call an unusually intelligent, strong, and loyal steed to serve him or her in her crusade against evil.

Should the Paladin's mount die, another cannot be called for a year and a day. The new mount has all the accumulated abilities due a mount of the Paladin's level.

A Paladin's mount is always a snow-white warhorse of impeccable quality. It is said that Valamin, another of Larani's semi-divine servants, sends these mounts to Paladins to temper their more wrathful impulses.

Code of Conduct

A Paladin must be of lawful good alignment and loses all special class abilities if she ever willingly commits an act of evil. Additionally, a Paladin's code requires that she respect legitimate authority, act with honor (not lying, not cheating, not using poison, etc.), help those who need help (provided they do not use the help for evil or chaotic ends), and punish those that harm or threaten innocents.

Associates

While she may adventure with characters of any good or neutral alignment, a Paladin will never knowingly associate with evil characters. A Paladin will not continue an association with someone who consistently offends her moral code. A Paladin may only hire henchmen or accept followers who are lawful good.

Ex-Paladins

A paladin who ceases to be lawful good, who willfully commits an evil act, or who grossly violates the code of conduct loses all special abilities and spells, including the service of the paladin's warhorse. She also may not progress in levels as a paladin. She regains her abilities if she atones for her violations, as appropriate.

Table 5.1: The Paladin

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells			
						1	2	3	4
1	+1	+2	+0	+0	Detect evil, divine grace, lay on hands, divine health	0	–	–	–
2	+2	+3	+0	+0	Aura of courage, smite evil	1	–	–	–
3	+3	+3	+1	+1	turn undead	1	0	–	–
4	+4	+4	+1	+1	Aura of Protection 1/week	1	1	–	–
5	+5	+4	+1	+1	Special mount	1	1	0	–
6	+6	+5	+2	+2	Aura of Protection 2/week	1	1	1	–
7	+7	+5	+2	+2		2	1	1	0
8	+8	+6	+2	+2	Aura of Protection 3/week	2	1	1	1
9	+9	+6	+3	+2		2	2	1	1
10	+10	+7	+3	+3	Aura of Protection 4/week	2	2	2	1

RANGER**The Uthriem Roliri****Background**

The *Uthriem Roliri*, the Brotherhood of the Forest, is a secretive organization of primarily human woodsmen operating in north-eastern Kaldor who are intent on protecting the wilderness and the wildlife from those who seek to defile it. The *Uthriem Roliri* exists only on Hârn. They were founded in the second century TR seemingly as a reaction to the depredations against "fair and noble life" committed by the Gargun. The brotherhood has about one hundred members and prefers to remain a small and select group. Recruitment is generally by birth, although a few outsiders,

particularly Sindarin and Khuzdul, are admitted to the ranks. The *Uthriem Roliri* are worshippers of Siem and hold his children in high regard. Perhaps as a consequence of this, there are fair number of Half-Elves in the brotherhood.

The secretive nature and high wilderness skills of the of the *Uthriem Roliri* have caused them to become folk heroes. They are thought of as supernatural beings, credited with defending human villages, caring for sick animals, and saving children and "folk of good heart" lost in the wilds. One example, the tale of Lylanath, tells of a band of four who turned a Gargun swarm away from an isolated village at the cost of their own lives.

The *Uthriem Roliri* can be found throughout Hâr in small numbers, travelling with other like minded souls, hunting Gargun and investigating rumors of those who would seek to consort with the foulspawn. Ever vigilant, they work towards the destruction, or at least the impairment, of the Gargun and their plans. Wherever Rangers may roam, they are best known in Fethael Hundred in north-eastern Kaldor where their secret base lies hidden in the wilds of Nephshire between Getha and Chalced.

While Rangers are viewed as folk heroes by the peasantry, they are sometimes viewed as little better than bandits by the nobility and Laranian church. Rangers strive towards their goals with little regard for law and social custom, and though their good deeds are often beneficial to, and appreciated by, the local nobility, the brotherhood's methods sometimes clash with Laranian doctrine. Only the most stubborn and zealous fail to admit that the *Uthriem Roliri* are compassionate, courageous, and helpful to the community.

Over the years Rangers and Paladins have developed a friendly rivalry, much to the chagrin of the Laranian officials. This was not always the case, but since the Last Stand of Eridor two centuries past when a company of Paladins and a group of Rangers were brought together by chance to face a Gargun swarm, their relations have been cordial. There is an unspoken tradition among the Paladins to turn a blind eye to the doings of the *Uthriem Roliri*.

The spellcraft of the *Uthriem Roliri* is a closely guarded secret, which is only taught to new initiates. Some claim the Rangers learned at the hands of the Sindarin. Others claim that the founder of the *Uthriem Roliri* was actually the famed Sindarin archer, Jhered Faen. For their part, the Rangers do not deny or confirm anything.

Hit Die
d10.

Requirements

Alignment: Any Good.
Race: Any.
Base Attack Bonus: +5.
Knowledge (Nature): 3 ranks.
Move Silently: 2 ranks.
Wilderness Lore: 4 ranks.
Feats: Track, Point Blank Shot.
Special: First, the *Uthriem Roliri* have to be found. This can be the hardest part. From there, a character has to earn their trust by proving his dedication to their cause. This usually entails performing some great service for the Rangers or consistently aiding them in their endeavours. Once a character has earned their trust, the *Uthriem Roliri* will invite him to their secret base where the sitting council will consider recruiting the character.

Class Skills

The ranger's class skills (and the key ability for each skill) are Animal Empathy (Cha, exclusive skill), Climb (Str), Concentration

(Con), Craft (Int), Craft (Fletching) (Int), Handle Animal (Cha), Heal (First Aid) (Wis), Hide (Dex), Intuit Direction (Wis), Jump (Str), Knowledge (Nature) (Int), Knowledge (Weather Sense) (Int), Listen (Wis), Move Silently (Dex), Profession (Wis), Ride (Dex), Search (Int), Spot (Wis), Swim (Str), Use Rope (Dex), and Wilderness Lore (Wis).

Special Abilities

Invocations

Beginning at 2nd level, a ranger gains the ability to cast a small number of divine invocations from the Ranger spell lists (see PHB). To cast an invocation, the ranger must have a Wisdom score of at least 10 + the invocation's level. Ranger bonus invocations are based on Wisdom, and saving throws against these invocations have a Difficulty Class of 10 + invocation level + Wisdom modifier. When the ranger gets 0 invocations of a given level, such as 0 2nd level invocations at 3rd level, the ranger gets only bonus invocations. A ranger without a bonus invocation for that level cannot yet cast an invocation of that level. A ranger has access to any invocation on the ranger invocation list and can freely choose which to prepare. A ranger prepares and casts invocations just as a cleric does (though the ranger cannot use spontaneous casting to lose an invocation and cast a cure or inflict invocation in its place).

At 1st level, a ranger has no caster level. Starting at 2nd level, a ranger's caster level is one-half his class level (round down).

Track

A character must have the Track feat in order to become a ranger.

Weapon Focus

Ranger's receive Weapon Focus for Wilderness Lore for free at 1st level.

Favored Enemy

A ranger may select a type of creature as a favored enemy. Due to his extensive study of his foes and training in the proper techniques for combating them, the ranger gains a +1 bonus to Bluff, Listen, Sense Motive, Spot, and Wilderness Lore checks when using these skills against this type of creature. Likewise, he gets the same bonus to weapon damage rolls against creatures of this type. A ranger also gets the damage bonus with ranged weapons, but only against targets within 30 feet (the ranger cannot strike with deadly accuracy beyond that range). The bonus doesn't apply to damage against creatures that are immune to critical hits.

A Ranger's first favored enemy are always Gargun. Thereafter, favored enemies can only be creatures who threaten the helpless and/or are an affront to the natural order. The undead are common favored enemies among the brotherhood.

At 5th level, 7th level, and 10th level, the ranger may select a new favored enemy, and the bonus associated with every previously selected favored enemy goes up by +1.

Table 5.2: The Ranger

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells			
						1	2	3	4
1	+1	+2	+0	+0	Weapon Focus (Wilderness Lore), 1st favored enemy	0	—	—	—
2	+2	+3	+0	+0		1	—	—	—
3	+3	+3	+1	+1		1	0	—	—
4	+4	+4	+1	+1	2nd favored enemy	1	0	—	—
5	+5	+4	+1	+1		1	1	—	—
6	+6	+5	+2	+2		1	1	0	—
7	+7	+5	+2	+2	3rd favored enemy	1	1	1	—
8	+8	+6	+2	+2		1	1	1	—
9	+9	+6	+3	+3		2	1	1	0
10	+10	+7	+3	+3	4th favored enemy	2	1	1	1

Improved Two-Weapon Fighting

A ranger with a base attack bonus of at least +10 can choose to gain the Improved Two-Weapon Fighting feat even if he does not have the other prerequisites for the feat. The ranger must be wearing light armor or no armor in order to use this benefit.

MULTI-CLASSING

The following table offers suggestions for training necessary to achieve 1st level in a particular class. The training times are just suggestions. Use them how you wish.

Table 6.1 Multi-Classing & Training

Class	Available as an additional class? Training Time? Other Requirements?
Barbarian	No. You can only be a Barbarian by being raised by a barbarian tribe your whole life.
Cleric	Yes. Training time depends largely on the religion in question. Very formal religions have longer training times whereas religions such as Siem and Ilvir have very little training requirements. Usually, the character will experience an epiphany wherein they are called to serve their god.
Fighter	Yes. Training time varies from a few weeks to many months depending on the type of fighter. Some fighter types have other requirements (must be a noble to be a knight, for instance).
Harper	Yes. Training time is typically in the order of months to years.
Herald	No. Heralds are trained from an early age. Their training takes years. Heralds must also be of noble birth in feudal kingdoms.
Hunter	Yes. Training would take a few months.
Priest	Yes. Training time depends largely on the religion in question. Very formal religions have longer training times whereas religions such as Siem and Ilvir have very little training requirements. Usually, the character will experience an epiphany wherein they are called to serve their god.
Rogue	Yes. This is a class that can be easily "picked up" with informal training (by an adventuring friend, for instance).
Sea Dog	Yes. The skills and abilities of a skill dog would take months, possibly a year or more, to develop. A character would have to have been on the open seas, living the life of a sailor to pick up this class.
Shaman	No. The Shaman class is available to 1 st level characters only.
Sorcerer	No. The Sorcerer class is available to 1 st level characters only.
Wizard	No. The Wizard class is available to 1 st level characters only.



SKILLS

The following table lists the standard d20 skills along with several new skills. Knowledge, Craft, and Profession skills are listed in their own sections and are provided as examples of common skills. These lists are by no means exhaustive.

SKILL DESCRIPTIONS

This section describes new skills and their application. Most Knowledge, Craft and Profession skill descriptions are taken from HårnMaster and HårnManor.

Administration

Knowledge of how to run and maintain a particular organization such as a Lord's household, an abbey, a chantry, a business, etc.

Astrology

Knowledge of the stars, planets, constellations and other heavenly bodies.

Blacksmithing

The craft of producing commonplace metal goods. This skill is not used to produce jewelry, weapons, or armor. This is an essential skill in villages.

Book Binding

Familiarity with the profession of binding books.

Brewing

The craft of brewing alcoholic beverages.

Carpentry

The craft of constructing buildings and structures out of wood and other materials. The skill Engineer is required to design these structures.

Charcoaling

The profession of making charcoal, tar, and ash. Charcoal is needed by metal smiths, potters, glassworkers, weaponcrafters, and miners. Tar is used by shipwrights, and ash is used by glassworkers and by perfumers in soap making.

Cooking

The craft of cooking in a particular cultural/social style.

Dying

The craft of harvesting, creating, and using dyes.

Embalming

Knowledge of how to properly prepare a corpse for burial or cremation for a specific religion. Most civilized cultures take great care with their dead – embalming is a sign of respect and honor, and has serious emotional and religious overtones. Most temples use master embalmers (either bonded or free) to oversee their burial rites. See HårnMaster for burial customs of each religion.

Engineering

The profession of designing particular types of structure such as mills, drawbridges, siege and castle engines, and the like. Carpentry and/or Masonry is required to build the structures. This skill does not involve the design of small, delicate mechanisms such as locks and traps.

Falconry

Knowledge of the history and lore of the art of Falconry. Requires Handle Animal: Falcon.

Farmer

Familiarity with agricultural topics such as crops, livestock, farming practices, etc.

Fletching

The craft of making and repairing bows and arrows.

Folklore

Knowledge of a specific region's local history, stories, and culture. This skill is provided as a game mechanic to represent what characters know about their local region.

Forgery/Drawing

The ability to produce a likeness, or to assess the artistic quality or realism of a drawing or painting. This skill is primarily used by Cartographers to produce poetic maps. PCs could also use this skill to produce poetic maps based on their travels to sell.

Gambler

Knowledge of, and ability in, games of chance.

Geology

Knowledge of stone, geologic formations, structures, layers, etc.

Gladiator

Knowledge of the gladiator's trade, lingo, customs, history, and etiquette.

Glassworking

The craft of making glassware, which is expensive and the preserve of the wealthy.

Heal

As described in the PHB, but also includes procedures such as minor surgery (DC 25+), and major surgery (DC 35+).

Heal (First Aid)

As described in the PHB, but limited to First Aid.

Heraldry

Knowledge of a specific region's nobility, including titles, proper etiquette, customs, the ability to recognize heraldic achievements, and to blazon (properly describe) arms.

Herblore

The profession of finding, harvesting, preparing, and applying herbs for medicinal or alchemical purposes.

Hideworking

The craft of curing hides and furs, tanning, and producing leather goods.

Jewelcraft

The craft of gem-cutting and producing jewelry and fine metal objects.

Law

Knowledge of local law. Litigants use this skill to determine which law applies to a particular situation. Enfeoffed Knights use this skill to settle disputes between common folk who live at their manor. Shamans use this skill to interpret custom or tradition as it applies to disputes or justice.

Legerdemain

The ability to perform general feats of manual dexterity (sleight of hand) without being detected by observers or victims. Legerdemain can't be used to mimic other skills that require training (like Pick Pocket). Legerdemain is checked against an observer/victim's Spot skill.

Table 7.1 Skills

Skill	New	Un-trained	Key Ability
Alchemy		No	Int
Animal Empathy		No	Cha
Appraise		Yes	Int
Balance		Yes	Dex*
Bluff		Yes	Cha
Climb		Yes	Str*
Concentration		Yes	Con
Decipher Script		No	Int
Diplomacy		Yes	Cha
Disable Device		Yes	Dex
Disguise		Yes	Cha
Escape Artist		Yes	Dex*
Forgery/Drawing		Yes	Wis
Gather Information		Yes	Cha
Handle Animal		Yes	Cha
Heal (First Aid)	✓	No	Wis
Heal	✓	No	Wis
Hide		Yes	Dex*
Innuendo		Yes	Wis
Intimidate		Yes	Cha
Intuit Direction		No	Wis
Jump		Yes	Str*
Legerdemain	✓	Yes	Dex*
Listen		Yes	Hrg
Move Silently		Yes	Dex*
Open Lock		No	Dex
Perform: Dance	✓	Yes	Dex
Perform: Musician	✓	Yes	Dex
Perform: Singing	✓	Yes	Wis
Perform: Juggling	✓	No	Dex
Pick Pocket		Yes	Dex*
Read Lips		No	Int
Rhetoric	✓	Yes	Cha
Ride		Yes	Dex
Script	✓	No	Int
Scry		No	Int
Search		Yes	Int
Seduce	✓	Yes	Cha
Sense Motive		Yes	Wis
Signaling	✓	No	Wis
Speak Language		No	Int
Spellcraft		No	Int
Spot		Yes	Wis
Swim		Yes	Str**
Throwing	✓	Yes	Dex
Tumble		No	Dex*
Use Rope		Yes	Dex
Wilderness Lore		No	Wis
KNOWLEDGE SKILLS			
Administration		No	Int
Arcane		No	Int
Astrology		No	Int
Caving		No	Int
Folklore		No	Int

Skill	New	Un-trained	Key Ability
Gladiator		No	Int
Geology		No	Int
Heraldry		No	Int
History		No	Int
Law		No	Int
Mathematics		No	Int
Mercenary		No	Int
Military		No	Int
Nature		No	Int
Religion		No	Int
Trade		No	Int
Underworld		No	Int
Weather Sense		No	Int

PROFESSION SKILLS

Book Binder	No	Wis
Charcoaling	No	Wis
Embalming	No	Wis
Engineering	No	Wis
Falconry	No	Wis
Farmer	No	Wis
Fishing	Yes	Wis
Gambler	No	Wis
Herblore	No	Wis
Hunter	No	Wis
Miner	No	Wis
Nursemaid	Yes	Wis
Milling	No	Wis
Perfumery	No	Wis
Pilot	No	Wis
Sailor	No	Wis
Servant	Yes	Wis
Timbercraft	No	Wis

CRAFT SKILLS

Blacksmithing	No	Int
Book Binding	No	Int
Brewing	No	Int
Carpentry	No	Int
Cooking	Yes	Int
Dying	No	Int
Fletching	No	Int
Glassworking	No	Int
Hideworking	No	Int
Jewelcraft	No	Int
Lockcraft	No	Int
Masonry	No	Int
Pottery	No	Int
Salting	No	Int
Shipwright	No	Int
Tarotry	No	Int
Textilecraft	No	Int
Weaponcraft	No	Int
Woodworking	No	Int

Lockcraft

The craft of constructing locks and small traps. Includes limited metal smithing skill to produce components.

Masonry

The craft of constructing specific stone structures such as buildings, bridges, and keeps/castles. Other specific uses include quarrying and stonecutting. This is a highly respected art and talented masons are very well paid.

Mathematics

Knowledge skill. This skill is used by accountants, engineers, and other professions where numbers figure greatly.

Mercenary

Knowledge of the mercenary's trade, lingo, customs, history, and etiquette.

Military

The art of war. Includes knowledge of tactics, military organization, history, customs, titles, and etiquette. The application of this skill can be either for knowledge or tactics. If used for tactics, the GM checks this skill secretly to determine how successful the plan in question will be.

Milling

The craft of grinding grain into flour using mills. This is an essential practice in villages.

Mining

The craft of prospecting, mine working, and ore-refining.

Nursemaid

Knowledge of the care of infants and small children.

Perform: Dance

Fairly self-explanatory. This skill represents proficiency in *one* style of dance.

Perform: Juggling

The skill of juggling. This skill can be used in place of Dex checks to snatch slow moving objects (not weapons) from the air.

Perform: Musician

This skill represents proficiency in *one* musical instrument.

Perform: Singing

The ability to carry a tune, which may be handy in higher circles. A more practical application of this skill is to mimic voices, accents, or sounds.

Perfumery

The craft of producing perfumes, soap, incense, etc.

Pilot

Knowledge and ability to navigate a ship. See *Pilot's Almanac* for details.

Pottery

The craft of making pottery and ceramics.

Religion

Knowledge of a specific religion's rites, practices, hymns, stories, history, and philosophy.

Rhetoric

The ability to argue, haggle, etc. The use of this skill is highly discretionary, but is suggested to gloss over roleplaying. Some players will not be as good at this skill as their characters, after all.

Salting

The craft of preserving foodstuffs in brine or vinegar, or by drying or smoking. This is an essential practice in villages.

Script

The ability to read and write a specific language. This is not the same thing as Decipher Script. Most people on Hårn do not know how to read or write even their native tongue. Generally, only scholars, priests, guildsmen, and nobles know how to read and write the local language.

Sailor

The general knowledge of a professional sailor including, but not limited to: ships and their care and maintenance, sailing methods, practices, and terminology, and sailing culture and etiquette.

Salting

The craft of preserving food with salt or brine.

Seduce

The ability to seduce, charm, flirt, and, optionally, give erotic pleasure. A typical application of this skill might be to acquire information, or persuade certain actions or behavior, from people who may have a romantic interest in the character. Where rhetoric or smooth talking may fail, seduction may hold the key.

Servant

Knowledge of how to properly serve nobility and proper etiquette of servants.

Shipwright

The craft of constructing ships and boats and fittings for either. See *Pilot's Almanac* for details.

Signaling

Knowledge of a specific form of visual communication such as sign-language.

Tarotry

The craft of using Tarot (any of a set of 22 playing cards consisting of a joker plus 21 cards depicting vices, virtues, and elemental forces) for contemplation and/or divination. The GM secretly tests this skill to determine the accuracy of a reading.

Textilecraft

The craft of spinning, tailoring, weaving or otherwise producing textile goods such as embroidery, clothing, rugs, etc.

Throwing

The ability to throw small objects other than weapons. This skill measures accuracy and distance. The ideal throwing object is spherical, no more than three inches across, and weighs one quarter of the thrower's Strength (in ounces).

Timbercraft

The craft of clearing forests for agriculture use and rough-cutting the timber into lumber.

Trade

Knowledge of a specific region's economics and laws, customs, and practices related to trade.

Underworld

Knowledge of the customs and practices peculiar to criminal groups and organizations, such as the Lia-Kavair, smugglers, assassins, etc.

Weaponcraft

The craft of constructing and repairing weapons and armor. This is a highly respected skill. Skilled weaponcrafters are among the highest paid craftsmen on Hårn.

Weather Sense

The craft of predicting the weather. This skill can be attempted once every four hours and is checked secretly by the GM.

Wilderness Lore

As described in the *Player's Handbook*. Also includes foraging.

Woodworking

The craft of making useful and/or decorative wood items. This is an essential skill in villages.

FEATS

NEW AND MODIFIED FEATS

Improvised Weapon [General]

Adapted from the Sovereign Stone Campaign Sourcebook.

You are adept at grabbing any small or medium object within reach and using it as an effective weapon.

Prerequisite: Base attack bonus of +4 or greater.

Benefit: You may use a small or medium sized hard object (subject to GM discretion) as a weapon that inflicts 1d4 (small) or 1d6 (medium) points of damage. Type of damage (bludgeoning, slashing, or piercing) is determined by the GM, based on the object used. Improvised weapons receive your base attack bonus and Strength bonus, but cannot receive bonuses from feats (such as Weapon Focus).

Normal: Characters without this feat automatically suffer a -4 nonproficiency penalty when using an improvised weapon.

Special: The Sea Dog receives this feat automatically at 2nd level.

Exotic Weapon Proficiency [General]

Exotic weapons are defined as weapons that require special training to use effectively. On Hârn, these weapons are:

Kama, heavy lance (jousting pole), light lance, nunchaku (nachakas), picks, scythe/falcastra, net, spiked chain, main gauche (keltan), glaive, guisarme, trident, urgosh, whip, and tower shield.

You can gain this feat multiple times. Each time you take the feat, it applies to a new exotic weapon.

Prerequisite: Base attack bonus +1 or higher. Training times are 2-4 days of instruction and practice; instructor must have an attack bonus of at least +5.

Benefit: You make attack rolls with these types of weapon normally.

Normal: A character who uses Exotic weapons without having been trained in their use suffers a -4 penalty to attack rolls.

Special: Some races and character classes are already proficient with particular exotic weapons. See the race and character class descriptions.

Rage [General]

Benefit: character temporarily gains +4 to Strength, +4 to Constitution, and a +2 morale bonus on Will saves, but suffers a -2 penalty to AC.

The increase in Constitution increases the character's hit points by 2 points per level, but these hit points go away at the end of the rage when the Constitution score drops back to normal. While raging, a character cannot use skills or abilities that require patience and concentration. (The only class skills he can't use while raging are Craft, Handle Animal, and Intuit Direction.) He can use any feat he might have except for Expertise, item creation feats, metamagic feats, and Skill Focus (if it's tied to a skill that requires patience or concentration).

A fit of rage lasts for a number of rounds equal to 3 + the character's (newly improved) Constitution modifier. The character may prematurely end the rage voluntarily. At the end of the rage,

the character is fatigued (-2 to Strength, -2 to Dexterity, can't charge or run) for the duration of that encounter (unless the character is 20th level, when this limitation no longer applies). The character can only fly into a rage once per encounter, and only once per day. Entering a rage takes no time itself, but the character can only do it during his action.

Normal: n/a.

Prerequisite: Chaotic alignment – a character who takes Rage and later becomes lawful loses the ability to rage.

Special: The character can gain this feat multiple times. Its effects do not stack. Each time the character takes the feat, he increases the number of times per day he can use the feat by one.

Some Barbarians gain this feat for free. See the Barbarian class description for details.

Simple Weapon Proficiency [General]

Simple weapons are defined as weapons that can be used effectively without any training. On Hârn, these weapons are:

Unarmed attacks, gauntlet (spiked), dagger, dagger (punching), light mace, club, halfspear, heavy mace, morningstar, quarterstaff, shortspear, light crossbow, dart, sling, heavy crossbow, and javelin.

Benefit: The character makes attack rolls with simple weapons normally.

Normal: A character who uses a weapon without being proficient with it suffers a -4 penalty on attack rolls.



DESCRIPTION

A NOTE ON ALIGNMENTS

There is a strong tendency on Hârn for a person's alignment to be determined by his or her religion. That's not to say that *all* adherents of a particular religion share the same alignment, but most do. There do exist evil Laranians, good Agrikans, etc. To avoid persecution, and to maintain the status quo, sometimes people pretend to be of a different alignment. This might be true of a good-hearted noble in Rethem, where Agrik is worshiped, etc.

Table 9.1 lists each god and their respective alignment(s).

In general, play in Hârn will be enhanced if the influence of alignment on a character's behavior is kept to a minimum. Using alignments to stereotype characters or NPCs should be avoided.

EQUIPMENT

HÂRNIC COINS

The monetary standard on Hârn, like most D20 settings, is a silver piece, called a penny (d). Copper, bronze, and platinum coins do not exist.

From the NB&S D20 insert:

The silver penny (d) is the base currency on Hârn. One penny (1d) is the daily wage for menial labor, although skilled artisans like weaponcrafters can earn as much as 6d per day.

*4 farthings = 1 penny 1d
12 pennies = 1 shilling 12d
20 shillings = 1 pound 240d*

The farthing is a silver penny literally divided into four quarters. The shilling and the pound are not actual coins, but rather names given to quantities of pennies. The Khuzdul mint a gold coin, called the Khuzan Crown, worth an amazing 320d. Since this is roughly one year's pay for most Hârnians, the Crown is very rare. Most folk have never seen one.

You can download a free Hârn Price List from Patrick Nilsson's [Swords & Shields Hârn site](#): [Hârn Price List](#) (PDF). You should use this price list in place of the price lists in the PHB except for armor and weapons.

Hârn Currency	D20 Currency
1/10 silver penny (d)	1 copper piece
1 farthing	2.5 copper pieces
1 silver penny (d)	1 silver piece
10 silver pennies (d)	1 gold piece
1 Khuzan Crown (gold piece)	32 gold pieces

D20 Currency Conversion

The important thing to remember is that a D20 gold piece is the same as 10 Hârn silver pennies. Anything in any D20 publication that lists the value of an item in gold pieces should be ten times that amount in Hârn silver pennies (e.g. 17 D20 gp = 170 silver pennies). Examples from the PHB equipment lists: a battle-axe is 100d, a halfspear is 10d, a longbow is 750d, chainmail is 1500d, a donkey is 80d, and a heavy warhorse is 4000d.

Starting Money

One of the biggest differences between typical D20 settings and Hârn is the amount of currency that is assumed to be in circulation. The best example of this is the amount of money beginning characters are assumed to have. A typical D20 character starts play with about 160 gp, which is the same as 1600 Hârn silver pennies.

That's about 75% of what the highest paid craftsmen on Hârn make in a year. Characters on Hârn begin play with much less money.

Starting funds for characters are determined as normal on page 95 of the Player's Handbook, but the currency is in Hârn silver pennies instead of gold pieces (instead of 5d4x10 GP it would be 5d4x10 d). Obviously, this will severely impact a character's ability to buy adequate equipment. To alleviate that, the GM, working with the players, should assign equipment to the characters based on their background and social standing. A knight, for instance, who is the son of a rich lord, will have more resources available to him than a Rogue who grew up as a street urchin. The idea here is not to keep the characters from being able to buy necessary equipment, but to reinforce the notion that the amount of currency on Hârn is much less than that of a typical D20 setting.

GM Note: The value of any treasure the characters find during their adventures should be adjusted to 10% of what is typical in D20 settings. The easiest way to do this is to substitute silver pennies for gold pieces.

CHIVALRIC ARMS & THE RIGHT TO BEAR ARMS

From Hârn Player:

Arms and armor are potential tools of rebellion. Obviously, limiting their widespread use is in the best interest of any ruling class. Weapons in the hands of simple folk challenges the nobility's hold on power. On the other hand, the gentry may require military assistance from those lower on the social ladder and benefits from having a supply of trained warriors. ... Good government, in a feudal sense, is largely a matter of keeping the right number of people armed.

In theory, like land, the right to bear arms devolves from the sovereign whose ultimate duty it is to defend the state. Obviously, those charged with the defense of the kingdom, must be privileged to bear arms.

In the strictest sense, only those explicitly granted the right or those who can trace their right to a grant from the sovereign, through his vassals, have the right to bear arms. The practice, however, is more liberal.

Like knighthood, the right to bear arms may be delegated by anyone who possesses it, so that a gentleman can arm his retainers, as long as they remain in his employ [of course, he is the responsible for their behavior while so armed].

Official military organizations, fighting orders, legions, etc., lend the right to bear arms to their members and this right is generally retained when an individual is honorably discharged, especially if the individual remains available for military service. Most mercenaries are former soldiers (or claim to be). The sons of soldiers often claim their father's right to bear arms, a dubious claim that, nevertheless, may go unchallenged. Towns charged with their own defense are usually given charter rights to organize militia and/or hire mercenaries. To assure themselves of the legality, however, they nearly always hire knights to take charge.

Table 8.1 Weapons & Armor

Item	Exists on Hârn?	Chivalric Weapon?	Notes
Weapons			
Axe, Battle	Yes	Yes	Battle Axes are generally only found in feudal kingdoms, including Azadmere. They are not very common.
Axe, Double Orc	No		
☐ Axe, Great	No	No	The Great Axe is a Gargun weapon. This weapon has a large amount of negative stigma attached to it. Possessing one is certain to be considered as proof of consorting with Gargun.
Axe, Hand	Yes	No	Hand axes are common Ivinian weapon.
Axe, Throwing	Yes	No	Throwing axes are called <i>Shorkana</i> on Hârn and are used almost exclusively by the Ivinians.
<i>Shorkana</i>			
Axe, Dwarven War	Yes	Yes	This is exclusively a Khuzan weapon and reserved for their nobility. No Khuzdul would ever sell or give away a War Axe to a non-Khuzdul.
Bow, Long	Yes	No	
Bow, Long, Composite	Yes	No	
Bow, Short	Yes	No	
Bow, Short, Composite	Yes	No	
Club	Yes	No	Common weapon among peasants all over Hârn.
☐ Club, Great	Yes	No	The Great Club is primarily a Gargun weapon. This weapon has a large amount of extremely negative stigma attached to it. Possessing one is certain to be considered as proof of consorting with Gargun. Some Ivashu and barbarians may use a similar weapon.
☐ Crossbow, Heavy	Yes	No	This is exclusively a Khuzan weapon. It is commonly called a <i>Dwarven Crossbow</i> . It is made entirely of metal. They are rarely found outside of Khuzan lands.
<i>Dwarven Crossbow</i>			
Crossbow, Light	Yes	No	The use of a crossbow in combat (against people) is strictly forbidden by canon and secular law in most feudal kingdoms. The penalty is death. Anyone carrying a crossbow is regarded with suspicion as it is considered a weapon of thieves and assassins. They are almost exclusively used for hunting.
Dagger	Yes	No	A dagger is not a throwing knife. Though they share the same stats only a throwing knife can be thrown (with any accuracy, that is). The Sindarin use a dagger like weapon called a <i>Vagorsereq</i> . It is long and slender and made exclusively by Sindarin.
<i>Vagorsereq</i>			
Dagger	Yes	No	Same stats as a dagger, but twice the cost due to rarity. These knives are called <i>Taburi</i> and are favored weapons of thieves and assassins, or performers. Anyone possessing <i>Taburi</i> who is not an obvious performer will be viewed with a great deal of suspicion.
Throwing Knife			
<i>Taburi</i>			
Darts	Yes	No	The use of darts as weapons is not common in civilized areas of Hârn, but is in tribal areas.
<i>Estoc</i>	Yes	Yes	An <i>Estoc</i> is a narrow, tapered blade 3' to 4' in length. It is specifically designed for puncturing mail and is known as 'the thruster'. Most knights consider it a dishonorable weapon and will not be gentle with anyone foolish enough to carry one in their sight. It is rare. Stats for a rapier should be used, but has a +2 attack bonus against mail.
☐ Falchion	Yes	No	Hârn falchions do not look like typical Arabian falchions. They are much less curved and have a normal sword hilt. The Gargun also make a weapon that uses the falchion stats. It is called a <i>Mang</i> .
<i>Mang</i>			
Flail, Dire	No		
<i>Flail, Grain</i>	Yes	No	A <i>grainflail</i> is a common threshing tool favored as a peasant weapon. It is basically an articulated staff.
Flail, Heavy	Yes	Yes	This weapon is more commonly known as a <i>ball and chain</i> on Hârn. It used to attack over shields.
<i>Ball and Chain</i>			
Flail, Light	Yes	Yes	This weapon is more commonly known as a <i>ball and chain</i> on Hârn. It used to attack over shields.
<i>Ball and Chain</i>			
<i>Flail, War</i>	Yes	No	This is the military version of the grainflail.
Gauntlets	No		
Gauntlets, Spiked	No		
Halberd	No		
Hammer, Gnome Hooked	No		
Hammer, Light	Yes	No	This weapon is made and used exclusively by the Khuzdul.
Hammer, War	Yes	Yes	The War Hammer was originally a Khuzan weapon, but it has made its way into occasional use among Knights. It is designed to crush or puncture plate, but the relative scarcity of plate armor has also made this weapon rare. It is common among the Khuzdul.
Javelin	Yes	No	
☐ Kama	Yes	No	The Kama is the holy weapon of Morgathian clerics. Possession of one in nearly all lands is seen as proof of being a cleric of Morgath. The penalty is a quick and messy death. This is an Exotic weapon.
☐ Kukri	Yes	No	The Kukri is used exclusively by the Shek Pvar. It is made by specially sanctioned weaponcrafters. It is made of silver and is a +1 weapon of quality. Kukri are not available for sale anywhere. Wizards will view anyone not of the Shek Pvar possessing a Kukri with potentially fatal interest.
Lance, Heavy	Yes	Yes	This type of lance is called a <i>jousting pole</i> and is used exclusively for jousting tournaments. This an Exotic weapon.
<i>Jousting Pole</i>			
Lance, Light	Yes	Yes	A long, light spear, 8-10' length, designed for use on horseback. It is an essential weapon for any knight. This an Exotic weapon.
Mace, Heavy	Yes	Yes	Maces are generally used only by Clerics or Fighters in religious orders.
Mace, Light	Yes	Yes	Maces are generally used only by Clerics or Fighters in religious orders.
<i>Main Gauche</i>	Yes	No	This weapon exists on Hârn, but it is called a <i>Keltan</i> instead. It is very rare, and very hard to use. It is considered an Exotic weapon.
<i>Keltan</i>			
<i>Maul</i>	Yes	No	This weapon is similar to a War Hammer, but nearly of the same quality. It is primarily used as a mallet to drive stakes into the ground, but is sometimes used against cavalry.
Morning Star	Yes	No	Popular among fighters in religious orders. A simpler, smaller version is popular among peasants.
Net	Yes	No	Using a net as an instrument of war is practiced primarily in Tharda.
Nunchaku	Yes	No	These are called <i>Nachakas</i> on Hârn. They are considered a light warflail consisting of two short rods joined by a leather thong or short chain. Effective use of <i>Nachakas</i> requires great skill – they are considered Exotic. Their ease of concealment and effectiveness in back-alley brawls make them popular with thieves and as such carry a negative social stigma.
<i>Nachakas</i>			

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Item	Exists on Hârn?	Chivalric Weapon?	Notes
Pick, Heavy	Yes	No	This weapon is made and used exclusively by the Khuzdul. For any other than a Khuzan, this weapon is considered Exotic.
Pick, Light	Yes	No	This weapon is made and used exclusively by the Khuzdul. For any other than a Khuzan, this weapon is considered Exotic.
☐ Poleaxe – Glaive	Yes	Yes	Poleaxes are mainly used as anti-cavalry weapons, but their effective use requires superb training and morale. This is an Exotic weapon.
☐ Poleaxe – Guisarme	Yes	Yes	Poleaxes are mainly used as anti-cavalry weapons, but their effective use requires superb training and morale. This is an Exotic weapon.
Quarter Staff	Yes	No	
Ranseur	No		
Sap	Yes	No	The Sap is considered the weapon of a thief in all civilized areas. Possessing one is proof of guilt. Punishment is usually death.
Scythe <i>Falcastra</i>	Yes	No	This weapon is called a <i>Falcastra</i> on Hârn. It is essentially a scythe blade affixed at a right angle to a shaft 6-8 feet in length. This is an Exotic weapon.
Siangham	No		
Sickle	Yes	No	This is a hand sickle and is only used by Navehan Assassins. In all 'good' kingdoms and nations possession of this weapon is considered proof of being a Navehan, which is an offense that is aggressively punished with death.
Sling	Yes	No	Common peasant hunting weapon.
Spear, Half	Yes	No	Generally a tribal weapon.
Spear, Long	No	No	Pole arm similar to a pike. Pikes are so rare on Hârn as to be non-existent.
Spear, Short	Yes	No	This is a normal spear. It is primarily a hunting weapon.
☐ Spiked Chain	Yes	No	This is a favored weapon of Morgathian and Navehan clerics. Possession of one in feudal kingdoms except Rethem is punishable by death.
Sword, Bastard	Yes	Yes	
Sword, Great	Yes	Yes	This weapon is also called a Battle Sword.
Sword, Long <i>Broad Sword</i>	Yes	Yes	The Long Swords, also known as a <i>broad sword</i> , is the most popular weapon among Hârn nobility. It is the favored weapon of Knights.
Sword, Rapier <i>Elven Sword</i>	Yes	No	Rapiers don't exist on Hârn, but the Sindarin use a weapon that is very similar which is generally known as an <i>Elven Sword</i> . This weapon is made and used exclusively by the Sindarin.
Sword, Scimitar <i>Mankar</i>	Yes	No	Scimitars don't exist on Hârn, but they are sufficiently similar to a Gargun weapon known as a <i>Mankar</i> . This weapon has a large amount of extremely negative stigma attached to it. Possessing one is certain to be considered as proof of consorting with Gargun.
Sword, Short	Yes	No	
Sword, Two Bladed	No		
Trident	Yes	No	Tridents are exceedingly rare on Hârn. They are generally only used in the Parmesani gladiator games in Tharda and Rethem. This is an Exotic Weapon.
Urgosh	Yes	Yes	This is exclusively a Khuzan weapon and reserved for their nobility. No Khuzdul would ever sell or give away an Urgosh to a member of another race. This is an Exotic Weapon.
Whip	Yes	No	This is an Exotic weapon.
Armor & Shields			
☐ Banded	Yes	No	Only the Khuzdul make this armor. It is unknown in human lands.
Breast Plate	Yes	Yes	Rare.
Chain Mail	Yes	Yes	
Chain Shirt <i>Hauberk</i>	Yes	Yes	This is called a <i>Hauberk</i> .
Full Plate	No		
Half Plate	No		
Hide	Yes	No	Common among tribesmen and those who spend a lot of time in the wilderness.
Leather <i>Kurbul</i>	Yes	Yes	Leather armor is called <i>Kurbul</i> in civilized parts of Hârn. It is made by boiling leather to a desired stiffness. Tribesmen, Rangers, and Sindarin make a less stiff leather armor from tough hides.
Padded <i>Quilt</i>	Yes	No	Padded armor as described in the Player's Handbook is actually called <i>Quilt</i> and is worn under mail. For generic purposes, however, padded armor can be considered heavy clothing.
Plate Mail	Yes	Yes	Very rare.
Scale Mail	Yes	No	
Shield, Buckler	Yes	No	
Shield, Large, Steel	Yes	Yes	This is called a Knight Shield. As the name implies, only Knights use them.
Shield, Large, Wood	Yes	Yes	This is a Kite Shield. Only Knights use them.
Shield, Small, Steel	Yes	Yes	Metal shields are the privilege of the nobility.
Shield, Small, Wood <i>Roundshield</i>	Yes	No	This type of shield is called a <i>Roundshield</i> .
Shield, Tower	Yes	No	Tower shields are designed for mass infantry defense, and are particularly effective where they can be interlocked. In individual combat they can be quite encumbering. This is considered an Exotic weapon.
☐ Splint Mail	Yes	No	Only the Khuzdul make this armor. It is unknown in human lands.
Studded Leather <i>Ring</i>	Yes	No	Also known as <i>Ring</i> .

OTHER EQUIPMENT

The following items either don't exist or require more detail:

Table 8.2 Other Equipment

Item	Exists on Hârn?	Notes
Goods		
Lantern, Bulls Eye	No	
Lantern, Hooded	No	
Mirror	Yes	Only Khuzdul and Sindarin know how to make mirrors.
Spy Glass	No	
Water Clock	No	
Smoke Stick	No	
Sunrod	No	
Tanglefoot Bag	No	
Thunder Stone	No	
Tinder Twig	No	
<i>Rushlights</i>	Yes	Rushlights are the common source of lighting on Hârn. They are cheap, easy to make and much lighter and less cumbersome than torches. Rushlights provide 10' more illumination and last 6 hours each. They cost the same as torches.



RELIGION

The following table lists the religions of Hârn, the religion alignments, and who the typical adherents are.

Table 9.1 Religions of Hârn

Deity	Alignment	Race / Culture / Nation
Agrik	Neutral Evil, Lawful Evil	Nobles in Rethem, Tharda ⁸ .
Halea	Chaotic Neutral	Anyone, though mostly merchants and Thardic senators
Ilvir	Chaotic Neutral, True Neutral	Jarin in Orbaal, Nuthela, and northern/eastern Kaldor.
Larani	Lawful Good, Lawful Neutral	Feudal Nobility - Kaldor, Chybisa, Melderyn, Kanday, Tharda.
Larani	Lawful Good, Lawful Neutral	Feudal Nobility - Kaldor, Chybisa, Melderyn, Kanday, Tharda.
Morgath	Chaotic Evil	Anyone; Proscribed in most kingdoms
Naveh	Lawful Evil	Thieves and Assassins; Proscribed in most kingdoms
Peoni	Neutral Good	Commoners - Kaldor, Chybisa, Melderyn, Kanday, Rethem, Tharda.
Sarajin⁹	Chaotic Good, Chaotic Neutral	Anyone, but mostly Orbaalese of Ivinian descent
Save K'nor	Lawful Neutral, Neutral	Scholars, Shek P'var
Siem	Neutral Good, Neutral	Sindarin, Khuzdul and Jarin



⁸ The religions of Larani and Agrik are seen as foreign to the Thardic peoples. While the Laranian and Agrikan religions do focus on the nobility, they are not as popular in Tharda as they are in other countries.

⁹ The alignment of Sarajin and his followers is hard to classify. Sarajin upholds a strong code of honor called the Ljarl, but it focuses on courage, bravery, and glory in battle. The adherence to the Ljarl is certainly lawful. Yet Sarajin's battle lust is wild and full of raging chaos.

P'VARIC MAGIC

Note: This guide was written before the d20 HârnMaster Spell Conversion¹⁰ was available. The d20 HârnMaster spells are converted directly from HârnMaster spells and as such are perfect matches for the Shek P'var Convocations. The d20 HârnMaster spells are meant to entirely replace the standard d20 arcane spells so the issue of converting Schools of Magic to Convocations is meaningless.

The section that follows addresses using the standard d20 arcane spells with Hârn. If you want to preserve the Hârn Convocations then you should wait for the d20 HârnMaster Spell Conversion (I don't know when it will be done).

D20 Schools of Magic are very different than their Hârn counterparts (Convocations).

COLUMBIA GAMES CONVERSION

Columbia Games correlates Convocations with Schools of Magic like so:

Table 10.1 Convocations & Schools of Magic

Convocation	School of Magic
Lyahvi	Illusion
Peleahn	Evocation
Jmorvi	Transmutation
Fyvria	Abjuration, Necromancy
Odivshe	Conjuration
Savorya	Enchantment, Divination

This is a suitable option if you don't mind compromising the Hârn definitions of the convocations. Matching Lyahvi with Illusion is dead on, but most others are not. For example, matching Fyvria with Necromancy is understandable, but many of the evil Necromancy spells are definitely not in the spirit of the Fyvrian convocation. Odivshe and Conjuration is an especially bad match, but there is no better option.

SHANE'S CONVERSION

I'm of the opinion that Hârn Convocations and D20 Schools of Magic are too different to effectively 'convert'. As such, I feel that the best conversion is no conversion at all. Instead of trying to match the Schools of Magic with the Convocations it's better, easier, and far more consistent to simply replace the Convocations with the D20 Schools of Magic.

In a past D20 Hârn campaign I simply used the Convocation names to define the group of wizards that specialize in each of the Schools of Magic. I had to make up two new Convocation names so each School of Magic would belong to one Convocation, though. I drew inspiration from various fantasy novels and other campaign settings. The Shek P'var became the overall body of Wizards and each Convocation was a quasi-separate political body. I matched Necromancy with an unnamed (and unspoken) "black" Convocation that was not part of the Shek P'var.

The previous version of the guide matched individual spells to the Convocations, effectively doing away Schools of Magic, but the Convocations were not balanced.

¹⁰ The D20 HârnMaster Spell Conversion will also have HârnMaster Religion Rituals, which are meant to replace the standard D20 divine spells.

SUGGESTIONS

What follows are a series of unrelated suggestions for using D20 with HârnWorld.

FREQUENCY OF MAGIC

D20 is rampant with magic, magical effects, and special abilities while Hârn is not. Since you want to be using D20 with Hârn I think it's fairly safe to assume that you also want at least *some* magic, magical effects, special abilities, etc, in your HârnWorld campaign. Otherwise you'd be using a different system like HârnMaster. Even so, you should keep tight control over the frequency of magic (spells, magic items, spell casters, magical beasts, monsters, etc) in your campaign for the simple reason that the less common something is the more special it becomes.

Low magic doesn't mean "boring". In fact, taking a low magic approach makes the magic that does exist that much more exciting.

MONEY

Some random thoughts on money and Hârn:

- Remember that the standard is a silver penny and a gold piece equals 32 silver pennies.
- Money is *rare*. Bartering is the most common form of financial transaction.
- Only nobles and wealthy merchants are bound to have substantial amounts of coins.
- There is about 30,000 gp worth coins on the *entire* island of Hârn. Finding several thousand gp in a cave is, to say the least, highly unlikely.
- A Hârnian gp is exceedingly rare. Most people never see one.
- Give the PCs roughly 10% of the wealth you would in a standard D20 campaign setting. If you're tempted to give them 100 gp give them 100 sp instead. If you want to give them a magic item that is worth 1000 gp consider that it's worth 10000 sp – give them a magic item that is worth 1000 sp instead.

REWARDS & BEHAVIOR

I've already discussed how HârnWorld is designed as a realistic roleplaying world. If you've read this far chances are this aspect of Hârn appeals to you. You're either already familiar with Hârn or you're a D20 GM who is looking for something with more to offer than endless hordes of monsters and treasure. You want something that feels real. That's what Hârn can offer you, but only if you, as the GM, encourage realistic behavior from your players. D20's reward system focuses almost entirely on combat since it's geared for campaigns in the dungeon. You shouldn't be afraid to shift the focus, if even slightly, from combat to other things such as roleplaying, character interaction with the environment and NPCs, and realistic behavior.

I suggest starting aggressively and cutting experience from combat by half. Make the PCs earn the other half from roleplaying, playing in character, behaving realistically, using skills, etc.

My own house rule limits experience from combat (defeating foes) to 50% of the XP required to reach the next level. In other words, killing monsters will only get you half way there.



MONSTERS

D20 vs. HÂRN

The issue of Monsters is another area where Hârn differs greatly from standard D20 settings. Make no mistake, Hârn *does* have monsters, but the number and types are much less than is typically found in D20 settings. If you're familiar with Hârn you'll likely already have a good feel for what types of D20 monsters are appropriate for Hârn. If not, this section is for you. What follows are some suggestions of how most D20 monsters could be used in Hârn without flooding the wilderness with thousands of monsters and compromising Hârn's realism.

INTELLIGENT MONSTER RACES

Other than the Gargun and a handful of others (such as the Centaurs), intelligent monster races *do not* exist on Hârn. This is a facet of Hârn that shouldn't be compromised. To achieve a consistency of realism the presence of an intelligent race requires many things that D20 conveniently ignores: history, culture, interaction with other races, and, most importantly, interaction with the setting. Hârn is designed to use as is, with little or no modification in terms of the races, cultures, and history. Introducing an intelligent race will only needlessly complicate the setting and lower the quality of your Hârn experience.

Non-intelligent, or semi-intelligent, monsters, however, are another matter entirely...

ILVIR AND THE FATHERLESS MULTITUDE

Hârn provides a brilliant mechanic to explain the presence of monsters, both mundane and outlandish, that, for all intents and purposes, are only provided in a roleplaying game so that the characters may encounter them. That game mechanic is the god Ilvir.

Ilvir is the only god who resides on Hârn, hidden away from the world in the remote caverns of Araka-Kalai in central Hârn. Ilvir is known, among other things, as the Prince of the Fatherless Multitude because he creates many strange and terrifying creatures from his home and sends them off into the world. These creatures are the Fatherless Multitude and are collectively called Ivashu. There are many types of Ivashu, such as the Nolah (Hârnian Troll), the Hru (Rock Giants) and Vlasta (Eater of Eyes), who are like a species in that there are more than one of them. Most Ivashu, however, are completely unique creatures. Some are devoid of intelligence and some are not. They are called the Fatherless Multitude because they are all sterile and do not breed. When an Ivashu dies it is reborn at Araka-Kalai in a new form.

The golden rule: **Most D20 monsters should be considered Ivashu. They should be limited in number and the more powerful ones should be unique creatures.** As an example, the Behir could be a unique Ivashu which is simply called The Behir by anyone who has seen or encountered it. If it lived in the territory of a barbarian tribe it would probably figure prominently in their legends and lore. You could use this idea with just about any monster. Imagine how a tribe of barbarians or a remote village might view a lone Beholder who has been in the oral history for generations. This is a far likelier scenario than supposing an entire race of powerful, spellcasting beholders live somewhere on Hârn and yet have somehow never been involved in its history.

DENIZENS OF OUTER PLANES

With all the lecturing I've been doing about monsters and realism you might think that outer planar creatures are totally inappropriate in Hârn. That may be the case on Hârn, but it

certainly isn't on Yashain where even some gods reside. Yashain is another existence, a different plane, where gods and their servants wage war, where powerful beings from other worlds congregate, and where the souls of men come to when their bodies die on Hârn. Here, on this world, all the fantastical and powerful outer planer creatures of D20 would be right at home.

Some suggestions:

Celestials

Celestials are the servants of Larani. They are also called Angels. They wage a constant war against Agrik and his minions.

Devils

Devils are the servants of Agrik. They seek to destroy Larani and her Angels.

Demons

Demons serve no one, though they may be forced or persuaded to serve anyone. Morgath and Naveh count many of them as servants. Of the three principle outer planer denizens (celestials, devils, and demons), Demons are the most numerous.

DRAGONS

D20 dragons are far more powerful and numerous than their Hârn counterparts. On Yashain, however...

THE UNDEAD

Unlife is the realm of Morgath and his command/servitude of the black sphere of Bukrai. All intelligent undead (generally defined as capable of making decisions) serve Morgath in one way or another, but a few mindless undead do not.

Note: I will hopefully have write-ups of Hârn undead in the near future. These new undead will replace the standard D20 undead.

Gulmorvrin

All will-less undead are called Gulmorvrin and are bound to Morgath. They are the most common form of undead.

From Hârn Player: *Possessed of demonic power, the Gulmorvrin are governed by the great demon Klyss, and exist only to serve their evil master. When touched by the Shadow of Bukrai, a force exuded by Gulmorvrin, the weak willed fall into the Endless Death. In their new form, they receive The Shadow. If the Gulmorvrin serves well it may be given additional powers and possibly a Bukrai Blade, a sword that enhances its wielder's Shadow. Regardless of how well a Gulmorvrin victim serves, eternal suffering is its ultimate reward.*

The following undead from the Monster Manual are considered Gulmorvrin: Allip, Bodak, Ghost, Ghoul, Mohrg, Mummy, Shadow, Skeleton, Wight, Wraith, and Zombie.

Amorvrin

All free willed undead are called Amorvrin. A person becomes an Amorvrin by willingly accepting the Shadow. His soul is fed to Bukrai and the Shadow takes its place. When an Amorvrin is killed for the 13th time it is resurrected by Morgath as a will-less Gulmorvrin.

The following undead from the Monster Manual are considered Amorvrin: Vampire Spawn, Lich, and Vampire.

Vampires and their Spawn *are not* affected day light nor must they sleep in the soil of their homelands. Such beliefs are encouraged by the Amorvrin to promote misinformation and superstition among the masses.



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