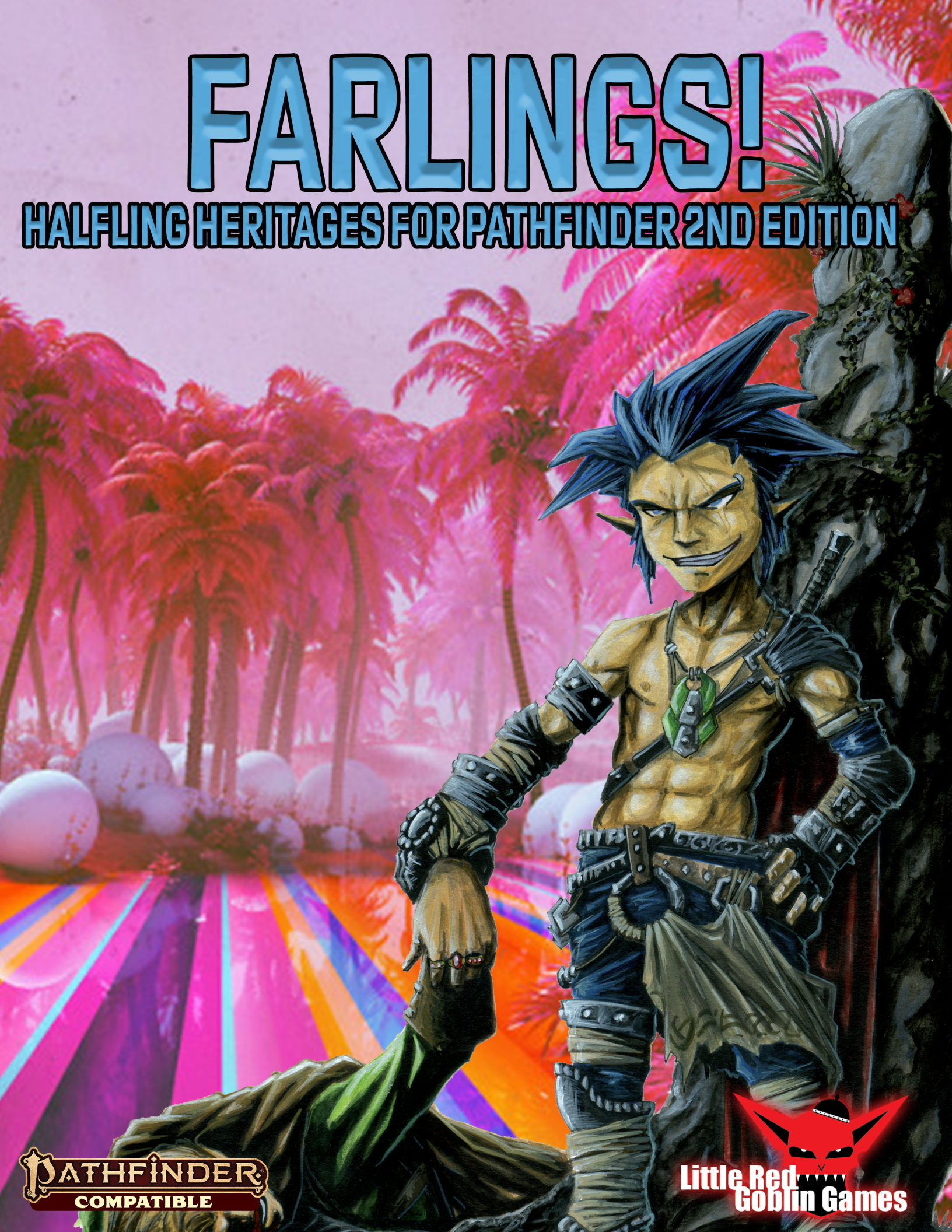


# FARLINGS!

HALFLING HERITAGES FOR PATHFINDER 2ND EDITION



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# FARLINGS

HALFLING HERITAGES FOR PATHFINDER 2ND EDITION

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# FARLINGS

## INTRODUCTION

Farlings are a breed of halfling who have lived in isolation away from other halflings, often in exotic locales and are heavily influenced by the races and environmental conditions they find themselves in. Each isolated clan evolved differently from one another but all still share some of the typical traits of halflings. Each of the following farling clans represents a new halfling heritage.

## FARLINGS IN YOUR GAME

The Farlings clans presented here are written in a setting neutral fashion. Their names, natures, and locations can be changed to fit your setting. Consider them archetypes rather than immutable constants.

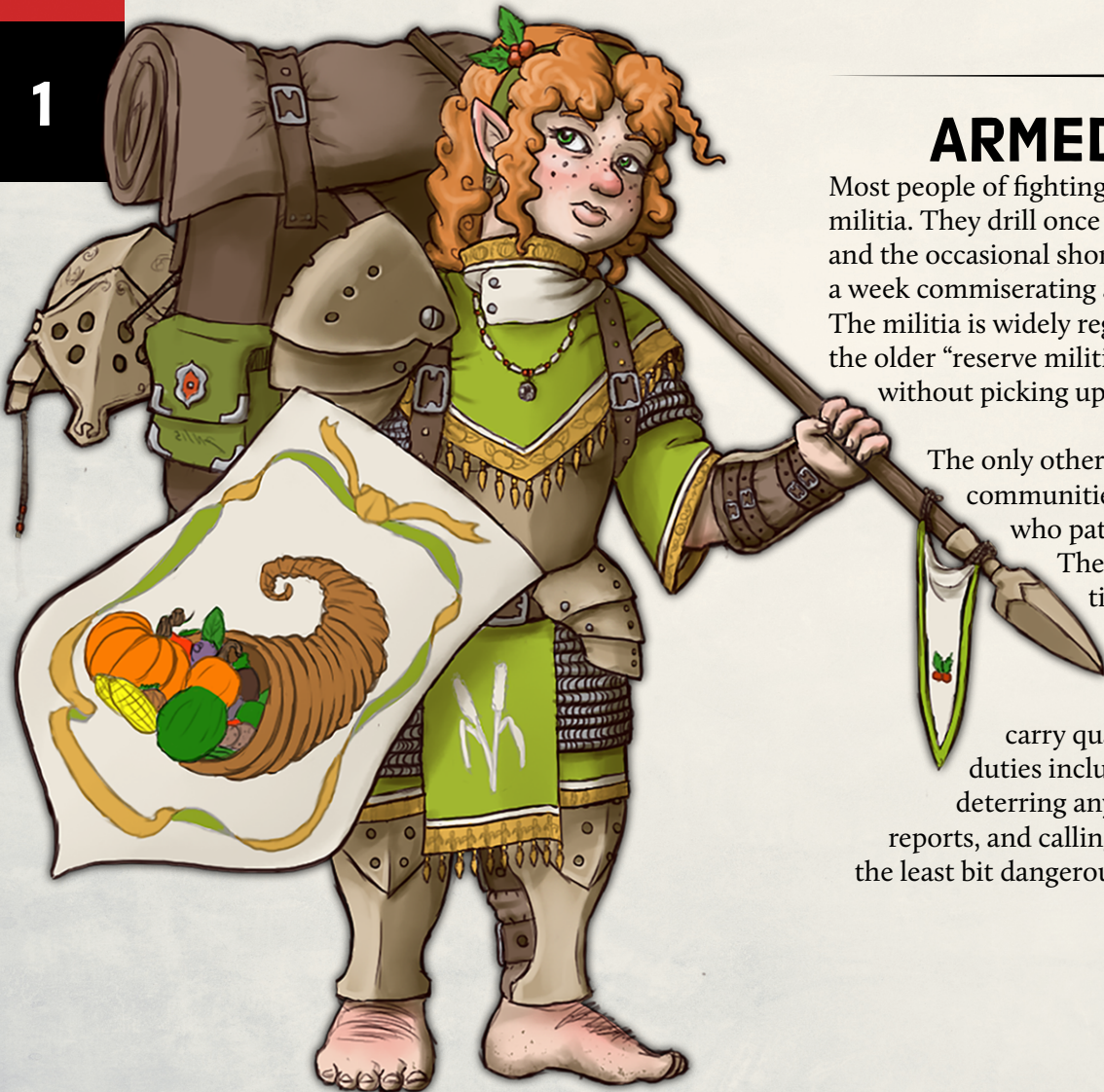
## HOW LOCATION AFFECTS CULTURE

One's environment, to a large but not exclusive degree, defines one's culture. The region they settle in, their neighbors, and the natural resources (and thus vocations) available to them all impact how their culture will develop. Farlings are members of halflings clans who have traveled far and wide before putting down roots in isolated pockets. Halflings generally view farlings as country bumpkins from foreign lands that have odd habits and mannerisms that are very unbecoming of a halfling. Farlings, though their attitudes vary on the subject, widely regard "proper" halflings as homebodies who never took a risk in their life.

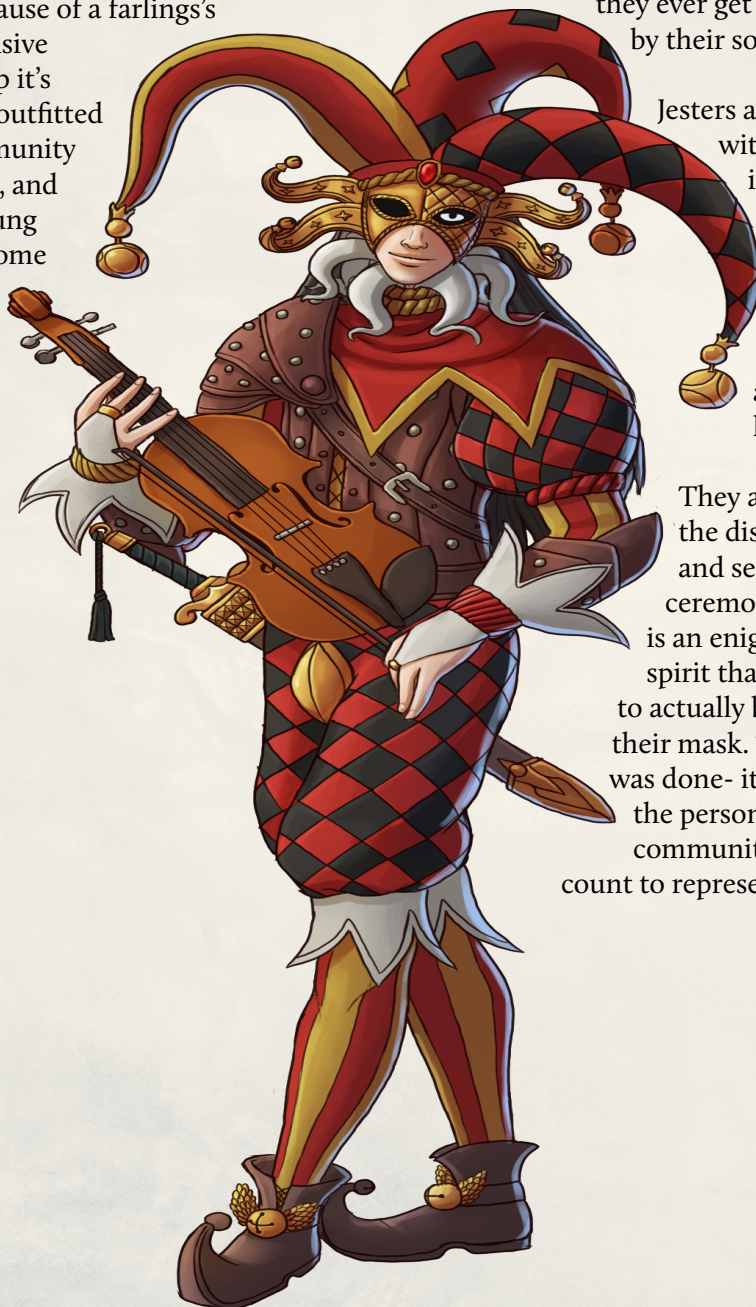
## ARMED FORCES

Most people of fighting age are technically on the militia. They drill once a month, mostly with slings and the occasional shortspear, and spend one night a week commiserating at the local sergeant's house. The militia is widely regarded as a social club with the older "reserve militia" sometimes going 30 years without picking up a sling or spear for training.

The only other armed forces in farlings communities are sheriffs or "nightwatch" who patrol on the community. They are generally also a part-time position with members of the community taking shifts once or twice a fortnight. Though they carry quarterstaves, the sheriffs' typical duties include escorting drunks home, deterring any young rabble rousers, taking reports, and calling up the militia if anything the least bit dangerous comes up.



Farlings have a longstanding tradition of having exceptional, if not odd, cavalry. House cavalry is mostly a ceremonial force that each community maintains as a matter of pride. Clans have a certain kind of animal they breed and tame to ride and most of the time they use them for things like farming, travel, or to put on displays during festivals or parades. They do more skill-at-arm games than actual military exercise and it's always on the most friendly of terms (you play-joust with your friend, not to settle a disagreement with an enemy or for competition). It should be noted that no farlings clan has ever had a true standing army but rather militia and local constabularies it employs. Farlings infrequently send units to help allied armies during campaigns and only do so if the military action is a defensive one and their own interests are to be served as well. This is because of a farlings's disposition towards defensive neutrality. When called up it's normally just the militia, outfitted with whatever their community can scrounge up for them, and maybe a brave pack of young farlings who sign up for some adventure. House cavalry can be called up but usually only a few will actually arrive, the rest claiming poor health, scheduling conflicts, or some other excuse that makes it impossible for them to contribute.



## JESTERS

A common sight in farling societies are “jesters”. Far from the bafoonish fools of the court, jesters are contrarians and satirists; wise elders who poke fun at societal norms and things people are taking too seriously. Jesters keep their identity hidden or at least separate from their civilian identity, though in some places it is an open secret who the jester is, so they can poke fun at the community without fear of reprisal. To add to this they wear large, comedic, masks and only appear during festivals or other important communal gatherings where they perform gags and dances to poke fun at people in the community. Their jests are never in a mean spirit, though they may bruise a few egos, and if they ever get too cruel they may be beaten by their society.

Jesters are normally older farlings without familial ties, a position in the community, or great wealth; they must be an unattached as they can be. The identity of the jester passes secretly from one to another and sometimes there are several jesters at once to help obfuscate their identity.

They are also responsible for the dispensement of fireworks and serve as a sort of master of ceremonies for festivals. The jester is an enigmatic and puckish trickster spirit that each jester is supposed to actually become when they put on their mask. That way, no matter what was done- it was done by the jester, not the person behind the mask. Farling communities add 1 to their population count to represent this.

# CLAN HERITAGES

## BUMBLEBREAD CLAN

The Bumblebread clan settled around a large and proud kingdom, on good but wild land granted to them for their fealty by a sympathetic king of old. Proud allies of the human kingdom that took them in during a period where they were forced to leave their homeland, one the Bumblebreads refer to as the “walking time”, they are one of the few clans with an active military presence. After being granted untamed lands by the king they worked tirelessly to turn it into a respectable community that is an agricultural center for the region. They pay a tithe to the kingdom gladly in both produce and fighting men.

The clan’s symbol is the rooster and they raise many great birds that stand taller than they themselves. Some of these birds are tamed and trained as riding roosters by “proud feathers”, a group of clan cavalry that ride them into battle. Becoming a proud feather requires completing one brave act and doing so earns them the right to wear plumage in their cap; one feather per act of bravery. Sergeants among them dye a single feather blue as a symbol of pride.

Bumblebreads are disliked by other halflings for their boastful ways and fealty to a militaristic and industrious human kingdom that has not always put their needs first. In fact, while the Bumblebreads have a great deal of pride in their own accomplishments they are looked down upon by their fellow countrymen and even a cap full of feathers means little to them. Though they are haughty they are loyal to a fault and have extremely large and close families that love to celebrate with strangers just as much as their own.

**Benefit:** Select one race that the Bumblebread clan settled near (humans are a common choice). When you roll a success on a Diplomacy check to Make an Impression with a member of that race, you get a critical success instead.

## WHITEBACK CLAN

Tainted by the corrupting influence of orcs and goblins, the Whiteback clan is known for its opportunism and skittish nature. They speak in rushed sentences and are innately suspicious of everyone around them, particularly genuine offers of compassion and good will. They are enslaved by an Orcish kingdom where they are pressed into labor as slave labor and as military scouts. They have small communities of their own, semi-autonomous from their orcish masters but always under their thumb. They’ve developed a cruel streak in reprisal for their systemic ill-treatment and lash out at anyone smaller or weaker than them. They ride their large, slinky, weasel-badgers to war or during raids ahead of the orcish forces to snatch up anything they can get for themselves and hide from their masters.



# JACKSNAP CLAN

Whitebacks have leaked from their homeland, striking out on their own in small disorganized warbands that pillage other communities without warning. They are known for their sadism and acts of petty cruelty for cruelty's sake against their victims (stealing family paintings simply because it will make the family's life more miserable). However, this is a cry for help; they are mimicking a learned behavior instilled in them by their cruel masters and their terrible raids are an extension of that. A few have been rehabilitated and integrated into loving halfling communities who take care of the broken Whitebacks. In time their spirit returns and they may even learn to trust and love again but it is a long road to recovery for a people so broken by the cruel whips of their abusers.

**Benefit:** You gain the "Whiteback Cackle" action.

## WHITEBACK CACKLE

**Frequency:** Once per round.

**Trigger:** You successfully Disarm or Steal from an enemy.

Make a Demoralize check against the enemy that lost the item.



If you hear a Jacksnap it's almost assuredly because they wanted you to. Forced to the fringes of civilization the Jacksnaps set up far-flung communities in the most uncivilized wilds. They live in small, tight-knit, communities that are mistrustful of outsiders and who shun fancy things like magic and technology. Jacksnaps are very religious, with many druids, rangers, and clerics counted among their number. Their communities, which sustain themselves on subsistence farming and hunting, are generally kept small and a string of them may reach many miles across a region. Jacksnap communities are insular but travel between them is common for Farlings. In fact, in order to enter adulthood a Jacksnap farlings must leave their own community and settle in another one or found their own. The latter happens when many come of age at once and it is determined that there is some natural resource to be exploited nearby (a lake with many fish, a field with rich soil, etc).

Jacksnaps would rather abandon a community than risk an encounter with a serious enemy. Their militia are called "rangers" as they patrol the entire region rather than just a town. These militiamen are mostly used as watchmen who observe and report the movement of animals and people through the region just as often as they relay the latest gossip to the communities they stop in. Jacksnaps are perhaps most famous for their trade with the wood elves and their legendary hunting ability. They ride large rabbits who are as silent and trackless as a mount could be and consume naught but wild vegetation and the occasional vegetable from the garden. Elves alone have free passage in their lands and it was a trust that was hard won on both fronts. The two share wisdom, stories, and occasionally trade. The wood elves, for their part, are curious about the little Jacksnaps who seem so stoic and hellbent on isolationism without much cause beyond a general dislike of the course of the world. The Jacksnaps look up to the elves in a manner of speaking, seeing a culture that is not unlike their own in terms of its practices even if they don't share the same goals.

**Benefit:** You can keep yourself fed with poor meals in nature as long as there is food to be found, without using the Subsist downtime activity. If you are trained in Survival, you don't take a penalty for trying to Subsist without 8 hours of exploration. You can attempt a Hide check while benefiting from Lesser Cover.

## LONGNECKS

A particularly tranquil sub-clan of the Jacksnaps are the Longnecks; they settle near rivers and streams and breed swans that they ride. For as ornery as they are swans help them navigate the rivers and facilitate trade. However, the swans must wear blinders to keep them from attacking others. Longnecks are rare in this day and age and most are members of Jacksnap communities and have hereditary jobs as ferryman and river merchants. They frequently trade with elves and peaceable fey-born races from whom they got their first swans.

**Benefit:** You begin play trained in Sailor Lore and can hold your breath for twice as long as normal. In addition, if you try to Earn Income with Sailor Lore you gain a +2 bonus on such checks.

## BALEHOUND CLAN

Atop the high peaks the balehounds spend their days in their idyllic homesteads without a care in the world. Few creatures will climb all the way up to the places they settle, which is often well above 8,000 metres (26,000 ft). They have adapted to life in such heights, known as the “death zone” to mountaineers. Because of the scarcity of oxygen they are a little shorter and stockier than their kin; as dwarves are the humans so are the Balehound farlings to halflings in terms of stature. Though the mountains provide a respite from most aggressors (particularly large armies) life is hard for them; they must endure the bitter colds, high winds, treacherous footings, and near perpetual winters.

Balehounds are famous for the large dogs they keep, train, and ride. They started as pets who aided with hunting and searching for lost hikers but eventually grew large and sturdy enough to ride. They actually have a reinforced spine that allows them to take the weight of a rider. In the cold winters they curl with their farlings to go to sleep, adding a heavy fur blanket to keep them warm. Upon entering adolescence a farling of the Balehound clan is gifted with a pup that they are expected to raise for their own.

Farming and foraging is nearly impossible as the wind and cold prevent such endeavors. To combat this they raise many hearty

animals that have been adapted to the height and cold and run large communal greenhouses that are partially buried into the ground to grow food. Balehound communities use trees to cut down on the wind but it is an arduous task to grow them. First they must grow small, tough, plants near natural barriers and move much hard soil to provide a suitable environment for evergreen trees to grow and it can take many generations to produce a suitable forest of low trees.

They also dig themselves into the face of mountains that suffers the least wind. The hard, frozen, permafrost requires a mighty effort to carve out so the Balehound clan has become renown for their skill at digging. Even by dwarven standards Balehounds are considered respectable and they do a lot more with a lot less; though the finer points of mining and the use of advanced tools are lost on them.

**Benefit:** You take no penalty due to a lack of oxygen caused by high altitudes (or similar low oxygen effects) and gain cold resistance equal to half your level (minimum 1). You treat environmental cold effects as if they were one step less extreme (incredible cold becomes extreme, extreme cold becomes severe, and so on).



## LONGSHAGS

The Lognshags are a branch of the Balehound clan. They live a little farther south in high altitude climates where grazing food can still be grown. They are notable for their large sheep and gentle ways. Not hardened by the strict requirements of daily life at high altitudes, they easily make friends and live relatively peaceful pastoral lives. The Longshags are said to have been cowards who left for lower altitudes who couldn't cut it by the Balehounds but the two are still brotherly to each other.

**Benefit:** You take no penalty due to a lack of oxygen caused by high altitudes (or similar low oxygen effects) and the first time per day you critically fail when making a Request you can re-roll it.

## CRAGHOLM CLAN

The Cragholm Clans are relatives of the Balehounds who may or may not have pioneered the techniques they used before them (there is an ongoing feud over who did it first). Cragholms live at a lower elevation, below 8,000 feet. They make their homes in mountainous terrain or atop canyons, particularly in arid or warm climates where they don't have to contend with the frigid temperatures or terrestrial threats like giants and trolls. Their settlements are called "perches" because they are built atop tall objects like trees, thin mountains, cliffs, or even small spires that they build. These little halflings like to be above things so they aren't at risk of being stepped on or considered easy prey.

Cragholm farlings have a nasty relationship with trolls and giants, who regard them as a particularly prized delicacy. Cragholm clansmen are considered particularly thorny and irritable, putting up quite a fuss over the smallest things and yelling their little heads off. This is a practice they are said to have learned over generations of learning to scare off giant-folk. They are fearless in the face of danger, being something of daredevils, high-strung, sport short tempers (by halfling standards), and are a bit "twitchy" and are naturally suspicious.

Perhaps strangest of all is their relationship with the so called "drop eagles" they breed. These large-winged, riding eagles, are trained to take a farling rider from the top of their perch-houses to the ground with great speed. This is more akin to a glider or parachute than "flying" on the great bird but drop eagles are used to



hunt birds and quickly let the farling escape in the event of an attack. They are well practiced at the art of falconry and make use of many birds to hunt.

**Benefit:** When you fall, reduce the falling damage you take as though you had fallen half the distance. Additionally, at the end of your turn reduce your frightened value by 2 instead of 1. If you were frightened by a giant it is instead reduced by 3 per turn.

# FARLING MOUNTS

There is a proud tradition among various farlings clans of domesticating and riding various species of animal. Most appear on the crest of that household and they adorn many things owned by the clans.

## JOUSTING ROOSTERS

The plumed headdresses of the Bumblebread clan are an allusion to the large fearsome “riding roosters” they breed. They strut about on their great birds to show off their prowess. When a riding rooster charges they will flair up and lash out with their large talons, something that both makes rooster jousting difficult and more deadly.

**Jousting Rooster Companions:** As a dromaeosaur with the mount special ability. Members of the Bumblebread clan can ride these even if they are of the same size category.

## STALKING JACKRABBITS

The benefits of a quiet mount cannot be overstated and the Jacksnap clan breeds a large variety of docile rabbit that is uses for fowl hunting. Despite their weight their tracks are very hard to spot due to the way they are trained to move from birth. The male riding rabbits have small nubs on their head that are used in mating season. Some people call them “jackalopes” for this reason, though they are an unrelated species.

### STALKING JACKRABBITS

**Size** Small

**Melee** ♦ kick (finesse); **Damage** 1d6 bludgeoning

**Str** +2, **Dex** +3, **Con** +2, **Int** -4, **Wis** +1, **Cha** +0

**Hit Points** 6

**Skill** Stealth

**Senses** low-light vision, scent (imprecise, 30 feet)

**Speed** 40 feet

**Support Benefit** Your jackrabbit assists with a great bounding assault. Until the start of your next turn, if you successfully performed a High Jump or a Long Jump, add a circumstance bonus to damage to that attack equal to twice the number of damage dice.

If your weapon already has the jousting weapon trait, increase the trait’s damage bonus by 2 per die instead.

**Advanced Maneuver** Knockdown (as wolf, triggered by a successful kick)

## BALEHOUNDS

In the white peaks where the Balehound clan lives they ride large, jowley, dogs that resemble St. Bernards, Newfoundlands, or English Mastiffs. They are as rambunctious as they are loyal and there is a bond between rider and dog that surpasses that of any other rider/mount pair. Their dogs have a seat at the table and are even afforded the right to own a few pieces of property by traditional Balehound law.

**Balehound Companions:** As a wolf with the mount special ability. Members of the Balehound clan can ride these even if they are of the same size category.

## LONG RAMS

The story goes that the Longshags were tired of dealing with unreliable sheepdogs so they bred a kind of sheep that could protect itself. It wasn’t long before shepherds were riding these oversized rams and in short order Longshag militia was riding them into battle.

### LONG RAMS

**Size** Medium

**Melee** ♦ horn, **Damage** 1d8 bludgeoning

**Str** 3, **Dex** 2, **Con** 2, **Int** -4, **Wis** 1, **Cha** 0

**Hit Points** 8

**Skill** Athletics

**Senses** scent (imprecise, 30 feet)

**Speed** 30 feet

**Special** mount

**Support Benefit** Your long rams adds momentum to your charge. Until the start of your next turn, if you moved at least 10 feet on the action before your attack, add a circumstance bonus to damage to that attack equal to twice the number of damage dice.

If your weapon already has the jousting weapon trait, increase the trait’s damage bonus by 2 per die instead.

**Advanced Maneuver** Gallop

## DROP-EAGLES

The Cragholm clan uses “drop eagles”- a breed of large golden eagle that can support the weight of a farlings in a glide, though not in free flight. They use these mounts as a way to plummet from great heights and to hunt game birds.

**Drop-Eagle Companions:** As a bird with the mount special ability. Members of the Cragholm clan can ride these even if they are of the same size category.

## PONY PIGS

Riding boars the size of a pony are common among many farlings houses. When times are good they are ridden but should the winter drag on for too long and supplies run particularly thin they make for a fine meal.

**Pony Pig Companions:** As a medium horse with the mount special ability. They have the “Truffle Snout” advanced maneuver, as described below, replaces the gallop ability.

### TRUFFLE SNOOT

**[Concentrate]**

The pony pig gains scent (precise) 60 feet until the end of your next turn.

## WHITEBACK WEASEL

The Whitebacks have bred a large, slinky, weasel-badgers that they use to slip past gates and into places they shouldn't be. They have a nasty temperament and their hunger is only satiated by the regular treats and promises of more that their riders give them. They sometimes grow too fat and must be put down by their rider least their disagreeable temperament get the better of them (the prospect of the company of a weasel-badger on a diet is not one you would wish on your worst enemy).


**Whiteback Weasel Companions:** As a badger with the mount special ability. Members of the Whiteback clan can ride these even if they are of the same size category. These mounts gain a +2 bonus to Squeeze.

## CARGO SWANS

Though thoroughly disagreeable the Longnecks ride swans as a sort of aquatic mount. They imprint on their rider at birth but even then the swans wear blinders and heavy tack to stop them from going hog wild.

### CARGO SWAN

**Size** Medium

**Melee**  jaws (finesse), **Damage** 1d6 piercing

**Str** 2, **Dex** 3, **Con** 1, **Int** -4, **Wis** 0, **Cha** 2

**Hit Points** 8

**Skill** Athletics

**Senses** low-light vision

**Speed** 20 feet, swim 30 feet

**Special** mount

**Support Benefit** With a great honking and flapping of feathers a cargo swan flies into a rage. Until the start of your next turn the DC of any effect with the fear trait that you use is increased by 2 and any Intimidate check you make gains a +2 bonus.

**Advanced Maneuver** Swan Rage

### SWAN RAGE

**[Concentrate]** **[Emotion]** **[Mental]**

**Requirements:** The cargo swan isn't fatigued or raging. The swan enters a state of pure rage that lasts for 1 minute, until there are no enemies it can perceive, or until it falls unconscious, whichever comes first. It can't voluntarily stop raging. While raging, the swan is affected in the following ways:

- It deals 2 additional with its jaw attacks.
- It gains a +5 foot bonus to its speed and swim speed.
- It takes a -1 penalty to AC.
- It can't use actions that have the concentrate trait unless they also have the rage trait. The animal companion can Seek even while raging.

After it has stopped raging, it can't use Swan Rage again for 1 minute.

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COMPATIBLE