

D&D 5E FOR HÂRNWORLD 1

Version 1.0

This document contains a collection of rules to adapt Dungeons & Dragons 5th edition to HârnWorld.

All rules marked with ☐ are optional.



1. RACES

PC Races

Player characters can be **human**, **khuzdul**, **sindarin**, **aenarin** (rare), or **halfling** (very rare). Most PCs are human.

Humans from Hârn can be from any of the civilised states (Chybisa, Kaldor, Kanday, Melderyn, Orbaal, Rethem or Tharda; or at DM discretion: Azadmere or Evael) or one of the 'uncivilised' barbarian tribes. Players can apply the Variant Human Traits rule (PHB, p.31).

Khuzdul are dwarves (hill, mountain). They lack darkvision, but have an iron will, which gives them advantage on saving throws against being charmed. Most Hârn khuzdul live in the kingdom of Azadmere.

Sindarin are elves (high, wood). They lack darkvision, but are immune to disease. Sindarin will live forever, barring accidents or violence. Most Hârn sindarin live in the kingdom of Evael.

Aenarin are half-elves. They lack darkvision, but can forgo Skill Versatility and instead take a sindarin trait other than immortality. Most Hârn aenarin live in Evael.

Halflings are a race of half-sized, humanly proportioned beings who, according to seamen's legend, dwell on an island somewhere in the Gulf of Ederwyn. Almost nothing is known about them; a player wanting to play a halfling should develop it together with the DM.

2. CLASSES

Available Classes

All classes are available on Hârn to humans, although the DM may impose restrictions on certain subclasses. There are, however, class restrictions for nonhuman races: for example, there are no khuzdul druids or sindarin clerics on Hârn.

☐ **Low Fantasy.** The maximum character level is 12th level.

Barbarian. All primal paths are available. Certain tribal cultures are commonly associated with a particular primal path. Check with the DM which path best applies to a chosen tribe.

Bard. There are two bardic colleges on Hârn: College of Heraldry (equivalent to College of Lore); and College of Harpers (equivalent to College of Valor).

Cleric. The equivalent divine domain(s) for each major Hârn deity is/are detailed below:

Deity	Domain	Deity	Domain
Agrik	Light, War	Naveh	Death, Trickery
Halea	Knowledge, Trickery	Peoni	Grave, Life
Ilvir	Nature	Sarajin	Tempest, War
Larani	Order, War	Save-K'nor	Arcana, Knowledge
Morgath	Death		

Khuzdul priests of the demigod Sereniel are clerics of the Forge domain.

☐ **Hârníc Divine Domains.** Replace the above with the DM's custom divine domains specific to the gods of Hârn.

Druid. Priests of Siem (Inthiars) and tribal shamans are druids. Most Inthiars are druids of the Circle of Dreams.

Fighter. All martial archetypes are available. Treat the El-dritch Knight as a rare variant of the Shek-Pvar (see below).

Monk. Monks are rare, but those of neutral or evil alignment can be priests of Naveh. Otherwise, clerical orders associated with a fighting order, especially Agrikan orders, often have temples where monastic fighting styles are stressed.

Paladin. All sacred oaths are available. Paladins belonging to a Laranian fighting order typically take the Oath of Devotion or Redemption. Those belonging to an Agrikan fighting order typically take the Oath of Conquest or Vengeance.

Ranger. All ranger archetypes are available, whether the ranger comes from a civilised or tribal culture.

Rogue. All roguish archetypes are available. Most members of the Lia-Kavair, the "Thieves' Guild", rather unsurprisingly follow the Thief archetype. Assassins are often worshippers of Naveh. Treat the Arcane Trickster as a rare variant of the Shek-Pvar (see below).

Sorcerer, Warlock. These classes are rare on Hârn and should be developed together with the DM.

Wizard. Wizards on Hârn are called Shek-Pvar. The equivalent convocation to the D&D schools of magic is detailed below:

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

☐ **Convocations.** Replace the schools of magic with the DM's custom arcane traditions specific to each convocation.

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3. PERSONALITY AND BACKGROUND

☐ Sunsign

A character's astrological sunsign is a significant factor for skill affinity, providing natural proficiency to a skill depending on when the character was born. Sunsign is determined by birthdate. The first two and last two days of each sign are termed the cusp: a character born on the cusp enjoys the benefit of either sign (player's choice).

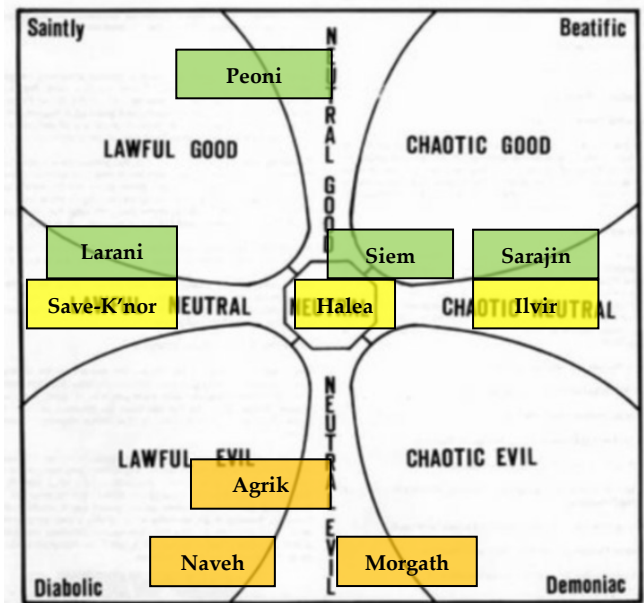
Tuzyn Reckoning (TR) has a 12 month lunar year. Roll 1d12 to generate a month. Each month has 30 days. Roll 1d30 to generate a birthday.

The Tuzyn Year			
Spring	1	Nuzyael	
	2	Peonu	
	3	Kelen	
Summer	4	Nolus	
	5	Larane	
	6	Agrazhar	
Autumn	7	Azura	
	8	Halane	
	9	Savor	
Winter	10	Ilvin	
	11	Navek	
	12	Morgat	

From	To	Sunsign	Proficiency
4 Nuzyael	3 Peonu	Ulandus	Nature OR Survival
4 Peonu	2 Kelen	Aralius	Animal Handling
3 Kelen	3 Nolus	Feniri	Insight OR Investigation
4 Nolus	4 Larane	Ahnu	Intimidation
5 Larane	6 Agrazhar	Angberelius	Longsword & Short sword
7 Agrazhar	5 Azura	Nadai	Acrobatics OR Performance
6 Azura	4 Halane	Hirin	Longbow & Shortbow
5 Halane	3 Savor	Tarael	Arcana OR Perception
4 Savor	2 Ilvin	Tai	Deception OR Stealth
3 Ilvin	2 Navek	Skorus	Persuasion OR Sleight-of-hand
3 Navek	1 Morgat	Masara	Medicine
2 Morgat	3 Nuzyael	Lado	Athletics

Alignment

Worshippers of a god of Hârn tend to share similar alignments, as illustrated below. There are always exceptions, such as a Lawful Neutral Agrikan or Chaotic Evil Ilviran.



Languages

The following languages and scripts are used on Hârn. The equivalent to Common is Hârníc.

Language	Typical Speakers	Script
Gargun	Each gargun subspecies has a separate language (e.g. Gargu-Hyeka)	--
Hârníc	Humans from Chybisa, Kaldor, Kanday, Melderyn, Rethem and Tharda; and from the Bujoc, Chelni, Gozyda, Hodiri, Kath, Pagaelin, Solori, and Tulwyn tribes	Lakise (the tribes have no script)
Ivashi	Intelligent Ivashu	--
Ivinian	Humans from Orbaal (of Ivinian descent)	Runic
Jarinese	Humans from Orbaal, Azadmere, Erael and parts of Kaldor; and from the Adaenum, Anoa, Chymak, Equani, Kabloqui, Kubora, Taelda, Urdu, and Ymodi tribes	Lakise (Taelda: Runic. The other tribes have no script)
Kamakin	Humans from the Kamaki tribes	--
Khuzan (Dwarvish)	Khuzdul from Azadmere	Runic, Khruni
Orbaalese	Humans from Orbaal	Runic
Sindarin (Elvish)	Sindarin from Erael	Selenian

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Piety

Piety is an important aspect of Hârn. Nearly everyone worships a deity.

Undertaking pious rituals, even as simple as attending daily mass or making private prayer, has the chance of rewarding the worshipper with Piety Points (PP).

Piety Points can be expended as described below. Points can also be lost for impious acts at DM discretion. Piety Points cannot be reduced to less than 0.

Starting characters have 5d6 PP.

Divine Blessing

Any character that worships a deity can beseech a divine blessing, no more than one attempt per day. As a reaction or bonus action, a character can expend 5 PP and make an Intelligence (Religion) check against DC 20. The character can expend additional PP to reduce the DC to improve their chance of receiving a blessing. For example, if the character expends an extra 10 PP (for a total expenditure of 15 PP), they make their Divine Blessing attempt against DC 10.

Unlike a normal ability check, rolling a 20 is an automatic success and a 1 is an automatic failure when making a Divine Blessing attempt.

- If the check is successful, the character is affected as if a *bless* spell had been cast on them. The effects last for one minute and can't be dispelled.
- On a roll of 20, the expended Piety Points are returned.
- On a roll of 1, the character is affected as if a *bane* spell had been cast on them. The effects last for one minute and can't be dispelled.

Divine Recharge

Once per day after finishing a short rest, a cleric, druid or paladin can expend their Piety Points to regain any spent spell slots. The cost is 5 PP per spell slot level. So, to regain two 1st level spell slots and one 3rd level spell slot, the cost is 25 PP.

4. EQUIPMENT

Coinage

The standard coin on Hârn is the silver penny (d). Most civilised states produce their own silver pennies. Gold coins are rare and in the form of the Khuzan Crown, which most people will never see. Copper, electrum and platinum coins are not minted on Hârn. Use the HârnWorld price list where possible, otherwise use the prices from the Player's Handbook, converted to silver pennies.

A farthing is a silver penny divided (literally) into four quarters. Shillings and pounds are not coins, merely quantities of silver pennies.

The table below shows the conversion between Hârn and D&D currency:

Hârn Currency	D&D Currency
1/10 th silver penny	1 copper piece (cp)
1 farthing (1f)	2½ cp
1 ha'penny (2f)	5 cp
1 silver penny (1d)	1 sp
10d / 1 shilling (1s)	1 gp
20d / 1 pound (£1)	2 gp
1 Khuzan Crown	30 gp / 3 pp

□ **Shillings, Pounds and Khuzan Crowns.** 12d = 1 shilling. 24d = 1 pound. 320d+ = 1 Khuzan Crown.

Starting Wealth. A typical character begins play with the clothes worn, a knapsack containing their worldly possessions, credentials when appropriate, and a moneybelt. Check with the DM for starting wealth.

Armour

The prices of armour are twice those listed in the Player's Handbook. Half plate and plate armour don't exist on Hârn and are therefore not available.

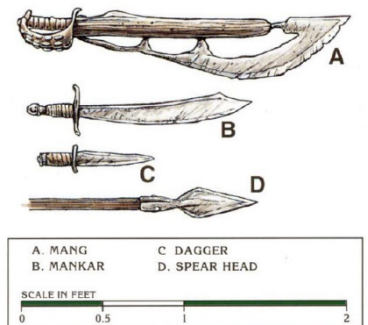
Weapons

All simple and martial weapons are available on Hârn. However, the following weapons are rare: greataxe; greatsword; pike; and crossbow.

The following martial weapons are considered 'chivalric', which means that they should only be in the hands of the nobility or those from a sanctioned religious order: battleaxe; flail; greatsword; lance; longsword; war pick; warhammer.

Sindarin craft a thin-bladed shortsword called a *longknife* and a composite bow called a *hartbow* (treat as a longbow, but as a bonus action, you can extend the range of your next attack with this bow to 200/800). They are often Masterwork weapons (see below).

Gargun (Hârn orcs) use variants of the falchion called the *mang* (110d, 1d8 slashing, 3 lb., versatile (1d10)) and *mankar* (84d, 1d6 slashing, 2 lb., finesse, light), both of which are martial melee weapons.



□ **Shield Variants.** Bucklers are small, round shields that can also be used as melee weapons using the Shield proficiency (40d, 1d4 bludgeoning, 3 lb., finesse, light, +1 AC). They require an action or a bonus action to 'don' or 'doff'.

Tower shields are large, oblong or oval shields designed for mass infantry defence and are particularly effective where they can be interlocked (150d, 8 lb., +2 AC, Str 13 requirement, Stealth disadvantage, grants *Shieldwall* trait (see below)).

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❑ Masterwork Arms & Armour

Masterwork weapons and armour are nonmagical items of superlative quality, crafted by highly skilled weaponcrafters using the finest raw materials. A Quality: ☆☆☆☆ can produce Masterwork weapons and armour (uncommon); and a Quality: ☆☆☆☆☆ can produce Greater Masterwork weapons and armour (rare).

A Masterwork weapon grants a +1 bonus to damage rolls and costs the weapon's normal price $\times 2 + 150d$. A Greater Masterwork weapon grants a +1 bonus to attack and damage rolls, and costs the weapon's normal price $\times 3 + 300d$.

Masterwork armour negates the extra damage dealt from any critical hit to the wearer; it costs the armour's normal price $\times 2 + 750d$. Greater Masterwork armour (which can be medium or heavy, but not kurbul) changes any critical hit against the wearer to a normal hit; it costs the armour's normal price $\times 3 + 1500d$.

5. ADVENTURING

Resting

The following changes from the Player's Handbook (p.186) apply to resting on Hârn:

Short Rest

A short rest is a period of downtime, at least 8 hours long, during which a character does nothing more strenuous than eating, drinking, reading, and tending to wounds.

A character can spend one or more Hit Dice at the end of a short rest, up to the character's maximum number of Hit Dice, which is equal to the character's level. For each Hit Die spent in this way, the player rolls the die and adds the character's Constitution modifier to it. The character regains hit points equal to the total (minimum of 0). The player can decide to spend an additional Hit Die after each roll. A character regains some spent Hit Dice upon finishing a long rest, as explained below.

Long Rest

A long rest is a period of extended downtime, at least 5 days long, during which a character sleeps for at least 6 hours and performs no more than 2 hours of light activity, such as reading, talking, eating, or standing watch, for each day of rest. If a day's rest is interrupted by a period of strenuous activity — at least 1 hour of walking, fighting, casting spells, or similar adventuring activity — the character must begin the rest again to gain any benefit from it.

At the end of a long rest, a character regains all lost hit points. The character also regains spent Hit Dice, up to a number of dice equal to half of the character's total number of them (minimum of one die). For example, if a character has eight Hit Dice, he or she can regain four spent Hit Dice upon finishing a long rest.

A character must have at least 1 hit point at the start of the long rest to gain its benefits.

6. COMBAT

Bleeding Wounds

Some effects, such as the loss of a body part, cause a bleeding wound to a creature. At the start of each of the creature's turns, it loses 1d4 hit points from blood loss for each bleeding wound. The creature, or a creature within 5 feet of it, can then use an action to make a DC 15 Wisdom (Medicine) check, ending the effect from all bleeding wounds on itself on a success. Magical healing will also end the effect.

Blinded (Condition)

- A blinded creature can't see and automatically fails any ability check that requires sight.
- Attack rolls against the creature have advantage (*unless the attacker is more than 5 ft. away from the creature and can't see it*), and the creature's attack rolls have disadvantage.

❑ Critical Hits – Max Base Damage

When you score a critical hit, you deal the maximum amount of damage from your normal damage dice, add any relevant modifiers, then roll your damage dice and add the result as extra damage for the critical hit.

For example, if a 3rd level rogue scores a critical hit with a dagger (1d4) while making a Sneak Attack (+2d6), and the rogue has 16 Dexterity (+3), the damage equals $4 + 12 + 3 + 1d4 + 2d6$, for a damage range of 22 to 35.

As another example, if a 9th level barbarian scores a critical hit with a greataxe (1d12) while raging (+3), and the barbarian has 18 Strength (+4), the damage equals $12 + 3 + 4 + 1d12 + 1d12$ (Brutal Critical), for a damage range of 21 to 43.

❑ Infection

Each day at dawn, if your current hit points are equal to or less than half your hit point maximum, you must succeed on a DC 10 Constitution saving throw or your wounds become infected. You have advantage on your saving throw if you spent the past 24 hours in a clean environment, or disadvantage if you were in a filthy one.



If your wounds become infected, your hit point maximum is reduced by 1, and by another 1 for every 24 hours that pass thereafter while the infection persists. If your hit point maximum drops to 0, you die. A spell or effect that cures disease will cure the infection. Alternatively, someone can tend to the infection and make a DC 15 Wisdom (Medicine) check once every 24 hours. After ten successes, the infection is cured.

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Lance Charge

This manoeuvre is available to any mounted character who has proficiency with Animal Handling and lances.

If you move at least 30 feet straight toward a target while mounted on a steed that you control, and then hit the target with a lance attack on the same turn, roll the weapon's damage dice twice and add them together.



❑ Lingerin' Injuries

Damage normally leaves no lingering effects, unless a creature takes a critical hit, or drops to 0 hit points and isn't stable.

To determine the nature of the injury, roll a d20 on the Lingerin' Injuries table (DMG, p.272). This table assumes a typical humanoid physiology; the DM may adapt the results for creatures with different body types.

❑ 'Tis But a Scratch! Roll d20 twice on the Lingerin' Injuries table, and use the higher of the two rolls.

❑ Massive Damage

When a creature takes damage from a single source equal to or greater than half its hit point maximum, it must succeed on a DC 15 Constitution saving throw or suffer a random effect determined by a roll on the System Shock table (DMG, p.273). For example, a creature that has a hit point maximum of 30 must make a Constitution save if it takes 15 damage or more from a single source.

❑ Morale

Morale is a measure of a creature's courage, loyalty and high spirits. It is optional in your first Hârn games – the beginning DM should not use Morale until all the other game mechanics have been learned. Morale should be added after every one, both DM and players, has participated in 2 or more group games.

In combat, any creature may try to run away or surrender. A PC may choose to do this, but this is the decision of the player – Morale Checks are not made for PCs.

To determine whether an NPC or monster wants to run away or surrender, the DM uses the creature's Morale score – see the guide below. A high Morale score indicates a willingness to keep fighting; low Morale means that the creature

may panic and try to get away from combat. The Morale score is used when the DM makes a Morale Check.

Morale Scores

All creatures have a Morale score between 1 (always flees) and 12 (never flees), for example:

- 5 Cowardly human non-combatants
- 6 Typical human non-combatants (e.g. townsfolk); gargu-arak
- 7 Typical human combatants; gargu-hyeka; gargu-ky-ani
- 8 Human commanders; gargu-khanu; gargu-viasal; typical khuzdul and sindarin
- 9+ Battle-hardened warriors
- 12 Gulmorvrin (undead)

How to Check Morale

When a Morale Check is necessary, the DM rolls 2d6:

- If the result is *greater than* the creature's Morale score, the creature will try to stop the fight or get away from it.
- If the result is *less than or equal to* the Morale score, the creature will continue to fight.



When to Check Morale

For a single creature encountered alone, a Morale Check is made:

1. When the creature is first hit and takes 1 or more hit points of damage; and
2. When the creature is reduced to 25% of its hit point maximum.

For a group of creatures, a Morale Check is made against the Morale of an active creature in the group with the highest score:

1. When the first death occurs amongst the group; and
2. When half of the monsters are no longer free to act – killed, magically asleep or controlled, etc.

Followers' Morale

An NPC follower's Morale is typically 7 + the leader's Charisma modifier and is not checked for every situation occurring in the description above. Instead, a follower's Morale is only checked during an adventure if:

1. The leader orders the follower to endanger themselves while the party is in less danger; or
2. The follower is damaged and down to 25% of its maximum hit points.

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Adjustments to the Morale Check

The DM may decide to adjust a Morale Check by a penalty or bonus to the 2d6 roll by 1 or 2, according to the circumstances.

Results of the Morale Check

If a creature fails the Morale Check, it will try to get away from the battle in the most expedient manner possible. If fleeing is not possible, an intelligent creature will surrender if it thinks the opponent will accept the offer; otherwise, it will continue to fight.

Mounted Combat

❑ **Controlled Mount Attacks.** While you're controlling a combat-trained mount such as a warhorse, you can use your action to direct the mount to take an Attack or Overrun action against a target of your choice. For example, you could direct your warhorse to make a hooves attack with a Trampling Charge against a target, or overrun an enemy position, instead of making your own attack with your sword.

Depending on the circumstances, the DM may require you to succeed on a Wisdom (Animal Handling) check and/or have the Mounted Combatant feat to direct a controlled mount attack.

Movement Around Other Creatures

You can move through a nonhostile creature's space. In contrast, you can move through a hostile creature's space only if the creature is at least two sizes larger or smaller than you. *Treat a prone hostile creature as being one size smaller than normal for this purpose.* Remember that another creature's space is difficult terrain for you.

Whether a creature is a friend or an enemy, you can't willingly end your move in its space.

If you leave a hostile creature's reach during your move, you provoke an opportunity attack.

❑ Shock

A dying creature might enter shock once it recovers consciousness. Shock is a special condition that lasts until the creature recovers naturally, or the condition is removed by the *lesser restoration* spell. A creature in shock displays a variety of symptoms including pallor, cold sweats, weakness, nausea, thirst, and groaning; it is usually incoherent and may gaze helplessly at its injuries.

Each time you regain hit points after dropping to 0 hit points, you must succeed on a DC 10 Constitution saving throw or enter shock. This saving throw is made with disadvantage if you failed any death saving throws before regaining hit points.

When you enter shock, you gain one level of exhaustion and are incapacitated. Your speed is reduced by 10 feet, and

you can't speak coherently. You automatically fail Strength and Dexterity saving throws, and attack rolls against you have advantage. After 1d4 hours, you must make a DC 10 Constitution saving throw: on a success, the condition and any exhaustion levels gained from shock are removed; on a failure, you remain in shock and gain another level of exhaustion. Repeat the saving throw every 1d4 hours until either the condition is removed, or you die.

❑ Tower Shields

The tower shield grants the *Shieldwall* trait if its wielder has proficiency with shields.

Shieldwall. If you move no more than half your speed on your turn, and end your movement within 5 feet of an ally who has the Shieldwall trait, you can use an action or a bonus action to form a Shieldwall. The Shieldwall is a formation with you and the ally as its members. Choose a facing: the Shieldwall provides half cover to its members against attacks from this facing, until the start of your next turn. Your Shieldwall benefit is immediately lost if either member of the formation is not wielding a shield, forms or joins a Shieldwall with a different facing, moves from its space, is prone, or is incapacitated.



Unseen Attackers & Targets

When a creature can't see you, you have advantage on attack rolls against it, *unless you are more than 5 ft. away from the creature and can't see it.*

7. RUNNING THE GAME

Experience Points

You gain experience points in three ways:

1. **Tactics** – combat, and overcoming challenges outside combat. Even losing combat can yield XP.
2. **Strategy** – completing significant milestones, such as accomplishing one in a series of goals necessary to complete the adventure.
3. **Alliances** – turning important NPCs into allies, aligning them with your cause, or denying them as assets to your enemies.

Level advancement will generally take place after you finish at least a long rest, at a suitable juncture in the game as determined by the DM. The DM may require additional tasks to complete level advancement, such as when a paladin reaches 3rd level and must take an Oath.