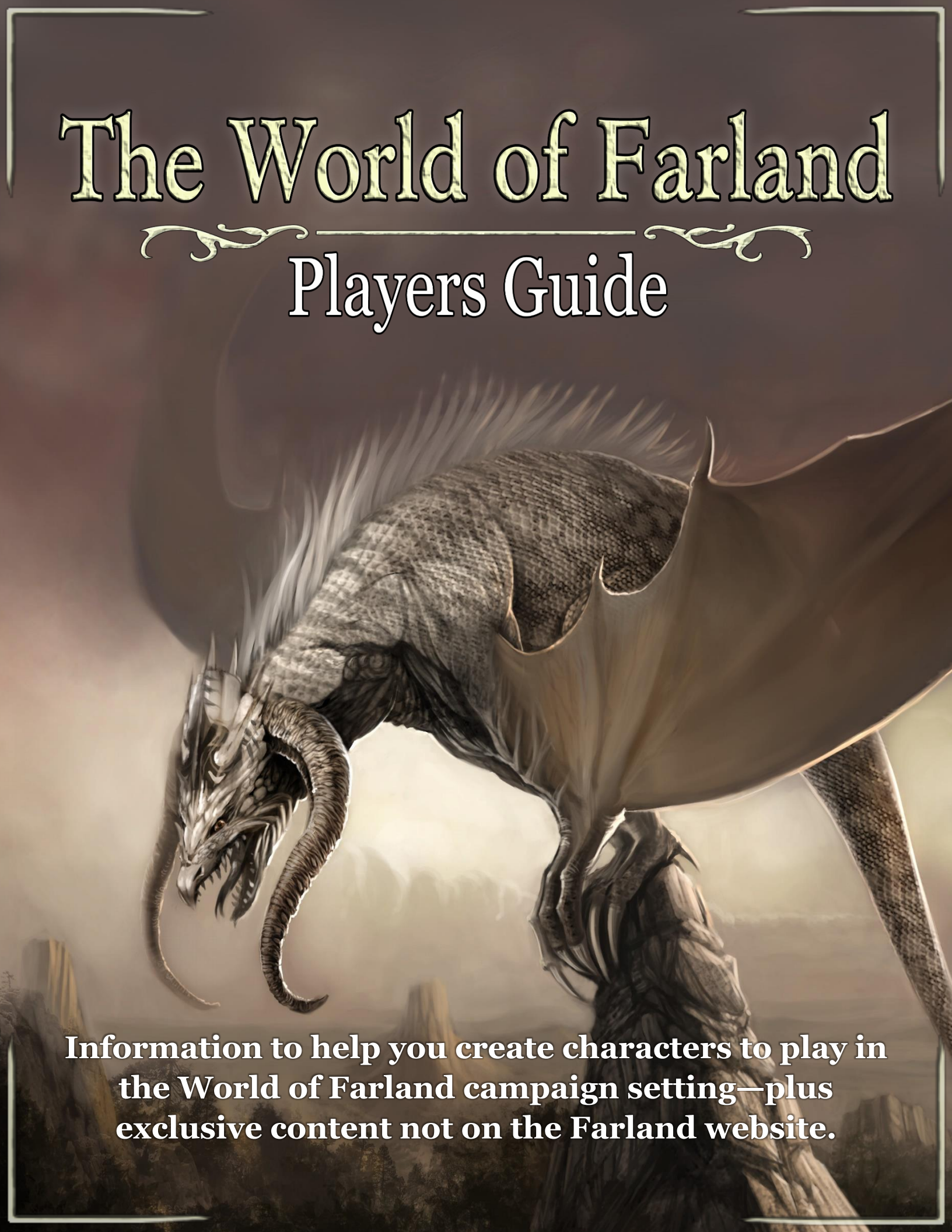


The World of Farland

Players Guide



Information to help you create characters to play in the World of Farland campaign setting—plus exclusive content not on the Farland website.

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The World of Farland

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Introduction



What is Farland? One of the most immersive campaign settings around.

The World of Farland is a meticulously mapped and detailed campaign setting designed to be used with the Fifth Edition of the World's most popular Roleplaying game. Farland has a detailed history spanning many millennia, providing a rich, realistic backdrop that many campaign settings lack. Every clue and detail that players discover will lead them to further, nearly limitless aspects of the world, providing an immersive gaming experience. Farland has existed on the web at www.farlandworld.com for over 17 years and has fans from all over the globe.

What sets it apart? It's ruled by evil.

Farland is a world that has been conquered by evil. It has been sundered into seven kingdoms, each ruled by an evil lord who personifies one of the seven deadly sins. These beings, called the Seven Deadly Lords or the Lords of Sin, hold the land in a dark grasp. In the conquered kingdoms, the Lords of Sin enslaved the population and made their primary activity in life the glorification of the Dark God Vornoth. Farland is an evil place, but take heart, for not all is lost-- light glimmers in the West....

The Continent of Farland

Farland a continent on a larger world called Núríon. This small continent is home

to elves, a tall and mysterious race; dwarves, a race of miners and craftsmen; humans, a flexible and prodigious race; and dark folk, creatures of shadow and evil. Farland is also the focus of a war for liberation. Currently half of the continent is ruled by the Seven Lords of Sin, fell creatures who rule with an iron fist on behalf of a more mysterious being, the Dweller in the icy and evil Wintervale. Farland consists of six human kingdoms and one dwarven kingdom. The three westernmost human kingdoms have been liberated but are tottering on the brink of invasion, while the four easternmost kingdoms are still under the yolk of this oppressive evil regime. The history of this conflict begins many years ago:

Brief Historical Summary of Farland

The Elhil or elves awoke first, in twilight, and wandered free for many years. The dwarves and other early races were born soon after, and by the whim of the gods, strife followed on their heels. Fantastic wars were waged during the Age of the Immortals, long before the first barbarous men ever walked the earth. But soon the Age of Men began when the original human kingdom Aelfar, now called the Ancient, arose in the East. Borrowing the learning of the demi-humans, this kingdom quickly rose to glory. Alas, it was not to continue.

The untimely fall of Aelfar resulted in the birth of five human tribes, which eventually went on to found the five human kingdoms, namely Kelerak, Daven the First, Zeland, Orland, and Farland the Great, from which the continent takes its name. Kale was established later, and her Kings are of the blood of Daven. Long did these Kingdoms

dominate the land, fighting among themselves yet ever stemming the tide of evil.

The continent of Farland takes its name from Farland, the greatest kingdom within its borders. The kingdom of Farland was once the foundation of the Far Empire, but after the legendary Wars of Sorrow, Farland lost its grip on the other kingdoms. It never, however, lost its stature as the most powerful kingdom, for right up until the Dark Conquest, over 350 years ago, every Kingdom in the realm acknowledged Farland's might, either openly with tribute or by alliance.

Unfortunately, a dark power has existed since the beginning of time: Vornoth, the Walker in Darkness. This Vornoth, whom it is dangerous to name, is the god of evil. As such, in the primordial beginnings of history, legends say, he recruited a being to be his emissary in the world. This being has been known from time immemorial as the Dweller in the Wintervale, or simply the Dweller. Throughout the endless march of years, the Dweller has had its evil hand in many things. Indeed it is whispered that the Wintervale was responsible for the beginnings of the Wars of Sorrow and the end of the Mighty Far Empire.

But the tragedy does not end there. For in due time, unsuccessful in its other evil endeavors, the Dweller began slowly and insidiously to formulate the scheme to end all schemes, a plan that would spell near doom for all of Farland. Using some secret ritual or artifact, it recruited seven personages, seven different beings to represent each of the Seven Deadly Sins. These creatures each came from a different race, and each seemed to be the sin personified that

they were chosen to represent. The Dweller called them the Seven Deadly Lords, or the Seven Lords of Sin. The sins represented were Pride, Lust, Gluttony, Envy, Sloth, Greed, and Wrath. The Lord of Wrath stood as Captain and Lord of the other six. With these evil beings each commanding a portion of its armies, as well as bringing their own resources to bear, the Dweller initiated a Blitzkrieg attack on the kingdoms of Farland.

The last to fall was Farland herself, but in time she too fell. The Lord of Pride was set to rule Kale, the Lord of Lust ruled Kelerak, the Lord of Gluttony Daven, the Lord of Envy Orland, the Lord of Sloth Zeland, the Lord of Greed ruled the Dwarf Kingdom of Wawmar, and the mysterious Lord of Wrath himself was set to rule the Kingdom of Farland. And so for more than 350 years the land was locked in the evil grip of the Dark Occupation and the populace were chattel.

But over time the Lords grew lax from lack of resistance. Then, with little warning, goodness stirred in the West when a band of heroes were able miraculously to slay Thuldin the Fallen, the Dwarf Lord of Pride, and free Kale. The flames of rebellion had



been fanned, and Kelerak and Daven too threw off the yoke of occupation. Thus, as of the year 8170 Farland Reckoning, the continent is divided, with Kale, Kelerak, and Daven free in the West while Zeland, Orland, Wawmar, and Farland remain under the Dark Occupation in the East. Indeed, it is whispered that the armies of the Lords of Sin are massing at the command of the Dweller, poised to retake the lands they have lost to the paltry Forces of Light....

Farland is just emerging from a "dark ages" period wherein the Lords of Sin have controlled almost all of the history that has been dispensed to humans. Although the history of Farland has been kept by the Elves for over 20,000 years, humans have only kept history for less than 9000, and most of that knowledge has been lost during the Dark Occupation. What is detailed above is a skeleton outline of what most players will know when they begin the game.

Using this Book

This book is a collection of material from the website designed for players so that they can create PCs to be used in a campaign set in the World of Farland. This Players Guide is meant to be used with *The World of Farland Gamemasters Handbook* and *The World of Farland Campaign Setting*. With those three books, you will have all the information you need to create an immersive campaign set in Farland that will bring you countless hours of fun.

This book contains information not available on the website, though, and the website contains information not presented in this text, so we also encourage you to visit us at www.farlandworld.com. You can also follow the World of Farland on twitter: @Farland_World. Welcome to the community!



Chapter One: Races of Farland

In some ways, the World of Farland has races that are similar to many classic RPG settings, but in Farland, each race has a specific culture and flavor that makes it unique. Broadly, playable races in the World of Farland can be divided into two categories: People of the Light and People of the Shadow.

People of the Light

The following races are races that are usually not dedicated to serving evil.

Humans

Humans are similar to the humans in multiverses everywhere. They come in all the varieties that we know on earth. They serve both evil and good, but tend to have a neutral bent. Humans tend to be treated the same in the liberated and occupied kingdoms. Most humans are somewhat tolerant of other races, but their evil rulers have taught many humans prejudices toward those of other races, as well as

toward magic. Nevertheless, some of the most powerful lords are men

There are six main human Kingdoms in Farland. These are Farland the Great, Zeland, Orland, Daven, Kelerak, and Kale. The first three Kingdoms make up the East, or what was known in the elder days as the Eastern Alliance and what is now known as the Occupied Kingdoms. The last three make up the Kingdoms of the Far West or what is now known as the Liberated Kingdoms. As of 8170 F.R. the Far West has been liberated from the Lords of Sin, at least nominally. Legend has it that all these kingdoms were born from the fall and sundering of the first human kingdom, Aelfar the Ancient. Thus, all the different human languages have something of a common root.

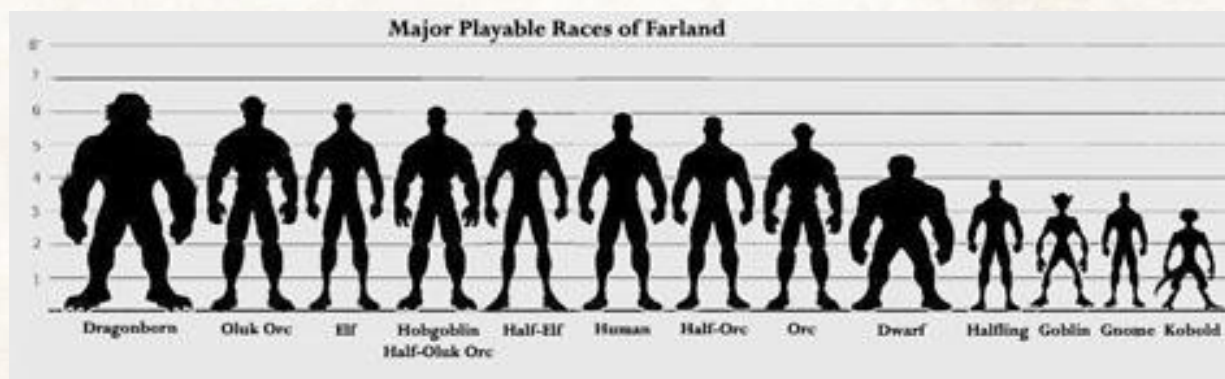
Read more about humans in *The World of Farland Campaign Setting*.

Human Traits

Ability Score Increase. Your ability scores each increase by 1.

Age. Humans reach adulthood by their late teens and live less than 100 years.

Alignment. Humans tend toward no particular alignment. The best and the worst are found among them.



Size. Humans vary widely in height and build, from barely 5 feet to well over 6 feet tall. Females tend to be shorter and lighter. Your size is medium.

Names. Common human names are detailed here.

Ethnicities. Humans come in many ethnicities and varieties. Choose one of these ethnicities, or discuss a different ethnicity with your DM.

Languages: Language of the kingdom or place they inhabit, one other language

Common Human Ethnicities

Anar

The peoples of Anaria, the lands to the North and South of the Kelerak Mountains, are known to the more civilized peoples of Western Farland as the Northern Barbarians. The Northern barbarian peoples are made up of four large, loosely organized tribes. As a people, they call themselves Anar (Ah-nar) "Raiders," because they were known for harrowing and harassing the lands to the South. Three tribes live south of the mountains and one tribe lives north of the mountains. The Southern tribes divide themselves by what totem animal they honor. They revere the Elk, the Wolf, and the Cavebear, and call themselves the Hofvarar, Hildolfar, and Rindar. These peoples tend to be tall and strong, with white skin and blond or light brown hair. The tribe that lives North of the mountains, near the Ice Bay, honors the Seal and calls themselves the Einar. Their skin and hair is slightly darker than that of the southern Anar. They speak the human dialect of Kelevan called Anarian.

Cadocian

Frigid Cadocia to the north east is home to humans who subsist through hunting, gathering, and fishing, and they have developed seaworthy ships to hunt whales. Most of the Cadocians live in small communities that move to follow the food source, but there are two cities in the land, although both are small. Cadocians tend to be swarthy-skinned, with dark, straight hair, narrow eyes, and heavy builds. They speak the human language Cadocian.

Davonian

Hailing from the kingdom of Daven, northern Davonians tend to be tall, slender, with oblong faces, strong chins, narrow features, and pale complexions, and they tend to have light eyes and light or blond hair. Southern Davonians tend to be stockier, shorter, broader-featured, shorter-headed, and darker-haired. They speak the human language Kelevan.



Erunian

Those humans who dwell in the southern continent of Eruna are known as Erunians. Most of the native humans of Eruna are dark skinned because of the baking sun, but Eruna is a huge place, and its human population varies widely, from the tall, nearly black-skinned people known as the Forolans, to the brown-skinned Turuk Nomads who inhabit the Cen-Cela desert, to the light browned-skinned, highly civilized Ishians in the north of the continent. The people of Eruna speak many different human languages and dialects.

Farlandish

The kingdom of Farland lends its name to the entire continent, and the people who dwell in the kingdom are known as Farlandish. They are a determined, regimented folk. Physically, they tend to be on the short side but strongly built, with swarthy skin and darker eyes, although blond, pale -skinned Farlanders are not unknown. They speak the human language Farlandish.

Kalias

The people known as Kalias come from the Westernmost kingdom in Farland, the land of Kale. The Kalias are a rough and ready, frontier-type folk. They tend toward pale skin, medium builds, and brown hair. They speak Kalish or what they call Kalais.

Kelerite

The Kelerites, from the kingdom of Kelerak, are a resilient and inventive folk. The average Kelerite is on the tall side, with a lean to medium build, rather pale and freckled skin, light to medium brown hair, and blue eyes. Yet as in every human

population, there is diversity. They speak Kelevan.

Kunese

The far eastern lands are home to humans who call themselves the Kunese. These peoples are mostly barbaric, and they have no major cities. They willingly serve the Wintervale and even worship the Dweller as a god, along with Vornoth, whom they call Sodring. While these people have not been allowed by the Wintervale to establish cities or develop much of a culture, they still have certain facets of their civilization that are notable. They believe above all in honor, and they will do their utmost to fulfill any oath they take, even to the extent of committing suicide if they fail. Their skin is described by other humans as yellowish; they tend to have narrow eyes (slightly slanted) and straight, dark hair. They speak the human language Kunese.

Orlandish

Humans from the southern part of the kingdom of Orland tend to have dark hair and eyes and pale skin. They are usually of slender or medium build. Those from northern Orland have the pale skin of their southern cousins but their hair tends to be lighter and their build stockier. They speak Kingdom Common.

Zelish

Humans that come from the area of the kingdom of Zeland are called Zelish. A proud folk, they tend to be tall and heavy, with pale and freckled skin and brown or red hair. They speak Kingdom Common.



Dragonborn

Upon first occupying the Kingdom of Wawmar, the Lord of Greed used his own blood to breed a race of guardians and warriors to serve him and to occupy his domain. At first this race of humanoid dragons served him faithfully, but over the years, a certain segment of this race grew dissatisfied. Finally, a tribe of Dragonborn rebelled against their Draconic Master and fled into the Wilderness of Northern Zeland and the Deadlands. There they eked out a living among the rough and broken highlands, occasionally trading with the wandering clans of dwarves that also inhabited this area, or serving as mercenaries for the highest bidders. However, they secretly took up worship of the gods of light, and over the centuries they never betrayed their new moral outlook. Many of these good Dragonborn have begun to migrate into the liberated kingdoms, but even there they still dwell apart in nomadic bands, generally working as mercenaries. Other Dragonborn, though, still retain their evil bent and still dwell within the dread Fortress of Wawmar, serving the terrible dragon therein.

The wandering Dragonborn that occasionally appear in the liberated kingdoms are tolerated but treated with suspicion. Dragonborn that appear in the occupied kingdoms are generally assumed to be troops of the Lord of Greed-- until they prove otherwise.

Dragonborn Traits

Ability Score Increase. Your Strength score increases by 2, and your Charisma score increases by 1.

Age. Dragonborn grow quickly. They are full adults by 15 and live to be about 80.

Alignment. Dragonborn who live in Wawmar tend to be evil. Those who have left the Kingdom of Greed tend toward goodness.

Size. Dragonborn are taller and heavier than humans, standing well over 6 feet tall and averaging almost 250 pounds. Your size is Medium. Your size is medium.

Table: Draconic Ancestry

Dragon	Damage Type	Breath Weapon
Black	Acid	5 by 30 ft. line (Dex. save)
Blue	Lightning	5 by 30 ft. line (Dex. save)
Brass	Fire	5 by 30 ft. line (Dex. save)
Bronze	Lightning	5 by 30 ft. line (Dex. save)
Copper	Acid	5 by 30 ft. line (Dex. save)
Gold	Fire	15 ft. cone (Dex. save)
Green	Poison	15 ft. cone (Con. save)
Red	Fire	15 ft. cone (Dex. save)
Silver	Cold	15 ft. cone (Con. save)
White	Cold	15 ft. cone (Con. save)

Draconic Ancestry. You have draconic ancestry. Choose one type of dragon from the Draconic Ancestry table. Your breath weapon and damage resistance are determined by the dragon type, as shown in the table.

Breath Weapon. You can use your action to exhale destructive energy. Your draconic



ancestry determines the size, shape, and damage type of the exhalation. When you use your breath weapon, each creature in the area of the exhalation must make a saving throw, the type of which is determined by your draconic ancestry. The DC for this saving throw equals 8 + your Constitution modifier + your proficiency bonus. A creature takes 2d6 damage on a failed save, and half as much damage on a successful one. The damage increases to 3d6 at 6th level, 4d6 at 11th level, and 5d6 at 16th level. After you use your breath weapon, you can't use it again until you complete a short or long rest.

Damage Resistance. You have resistance to the damage type associated with your draconic ancestry.

Languages. Dragon, either one human language or Dark Speech.

Dwarves

Dwarves are a short, stocky, but invariably strong people. They have great powers of endurance, as well as a hardy resistance to cold and heat. Dwarves call themselves *Khazak*. Elves call them *Nowgol*. There are two types of dwarves: hill and mountain. They do speak the same language; however the hill dwarves use the Mithhaud alphabet, while mountain dwarves use the Wawmar alphabet. Hill dwarves tend to be slightly shorter than mountain dwarves, as well as darker complected. All dwarves treasure their beards and are loathe to cut them. Both sects of dwarves tend to live underground. They are excellent miners. The goblin races hate dwarves and attempt to kill them; they do not always succeed, as dwarves are fierce fighters. Dwarves are sober, pugnacious, introspective, suspicious, and greedy. They are also a strong force for lawful good. The ratio of males to females is 2:1.

There have been five Dwarven kingdoms or Dwarfholds throughout history. These are, in order of their founding: Liferock, Wawmar, Khallin, Mithhaud (or Mt. Silverload), and Dorlhaut. The first three were primarily mountain Dwarfholds, and the last two were primarily hill Dwarfholds. Both types of dwarves freely lived in all the kingdoms, of course. There have also been other, smaller Dwarven communities, but these are the largest and only true Dwarven nations. However, over the course of history, the six holds have fallen and almost all dwarves have lost their homes and become wanderers. There have been many famous Dwarven heroes throughout history, and each clan and nation has its own favorite hero.

In the liberated kingdoms, Dwarves may be viewed with suspicion by a few, but mostly they are valued for their craftsmanship and dedication to goodness. They are uncommon because of their low birthrate but are not rare. Dwarves in the Occupied Kingdoms, though, have a tough time. They are not slain on sight or put into slavery, but are mistreated by the dark folk (because of racial enmities) whenever possible. Still it seems apparent that these races bear the dwarves a grudging respect. Dwarves have also been known to ally themselves with evil on rare occasions, and when they do this they are welcomed by the evil rulers.

Read more about dwarves in *The World of Farland Campaign Setting*.

Dwarf Traits

Ability Score Increase. Your Constitution score increases by 2.

Age. Dwarves mature slightly later than humans and are considered young until they are 50. They live about 350 years.

Alignment. Most dwarves are lawful, and they tend toward good as well, although neutral and even evil dwarves have been reported.



Size. A mountain dwarf is typically around 4 1/2 to 5 feet tall and weighs around 150 to 170 pounds. Hill dwarves typically stand 4 to 4 1/2 feet tall and weigh about 150 to 160 pounds. Females are essentially the same height as the males, although they tend to weigh slightly less. Your size is medium.

Speed. Your base walking speed is 25 feet. Your speed is not reduced by wearing Heavy Armor.

Darkvision. Accustomed to life underground, you have superior vision in dark and dim Conditions. You can see in dim light within 60 feet of you as if it were bright light, and in Darkness as if it were dim light. You can't discern color in Darkness, only shades of gray.

Dwarven Resilience. You have advantage on saving throws against poison, and you have Resistance against poison damage.

Dwarven Combat Training. You have proficiency with the Battleaxe, Handaxe, Light Hammer, and Warhammer.

Tool Proficiency. You gain proficiency with the artisan's tools of your choice: smith's tools, brewer's supplies, or mason's tools.

Stonecunning. Whenever you make an Intelligence (History) check related to the origin of stonework, you are considered proficient in the History skill and add double your proficiency bonus to the check, instead of your normal proficiency bonus.

Names. Common dwarven names are detailed here.

Languages. Dwarven, one human language or Dark Speech

Subrace. There are two main dwarf subraces: mountain dwarf and hill dwarf. Choose one of these subraces.

Mountain Dwarves

Mountain dwarves refer to themselves as "Khazak." They prefer humans to call them

"Dwerrow." They dislike the name "Dwarf," as it is a name that humans give the Dwarves in reference to themselves. Their hair shades are white, silver, brown, or red. Rarely, it is even blond. Their skin is light. They tend to braid or plait their beards. Mountain dwarves claim they are the first dwarves and all other dwarves are descended from them.

Hill Dwarves

Hill dwarves also call themselves "Khazak," although they prefer humans to call them "Dwamok." Their hair is generally black, gray, or brown. Often they are bald, although their beards remain lush throughout their life. They tend to leave their beards unbraided. Hill dwarf women also have slight beards. Their skin is tan, ruddy, or swarthy.

Elves

Elhil (singular *Elhan*), is the term for the immortal fey beings that Dwell in the Belendale, and in smaller numbers in the Luvam Wood. They are a tall and beautiful race. They have less body hair than men do, and no facial hair. Elhil tend to be skilled in magic as well as with swords or bows. There is something mysterious about the Elhil, and they almost always conduct themselves in a fashion that is noble; Elhil tend to have the far-reaching goals of good in mind. Some contend, however, that the Elves' view of good means only absence of change. Outside of the Belendale and the surrounding area, Elhil are so rarely seen that they have almost become legendary.

Elhil society is broken up loosely into families or Houses. An Elhil village is made of a varying number of Houses, very loosely arranged hierarchically. Elhil, of course, prefer to enjoy their long and contemplative lives without the hindrance of many rules, societal or otherwise.



In the liberated kingdoms, Elhil are viewed with awe and some suspicion, but because of legends will probably be looked up to and revered as well. Their words will carry weight. Elhil are still rare in the free lands, but they are beginning to emerge from the Belendale (and even occasionally from the Luvam Wood) and are growing more common. In the occupied kingdoms, elves are often slain on sight or taken into slavery. It is wise for an Elhan to hide his race if possible in these lands. The Luvam Wood, home of the Ranarim, lies inside the occupied Kingdom of Orland, though the evil has not yet breached its borders.

Read more about elves in *The World of Farland Campaign Setting*.

Elf Traits

Ability Score Increase.

Your Dexterity score increases by 2.

Age. Once Elhil reach physical maturity, which they achieve at about the same age as humans, they cease to age, making them effectively immortal. The burdens and cares of the world, however, gather on the shoulders of the Elhil until they eventually find it unbearable and seek to set sail for

Faerie, the mystical land of Elhanhome that is said to lie across the Western Seas.

Alignment. Elves are almost always good, although they favor chaotic good and neutral good alignments in equal amounts.

Speed. Your base walking speed is 30 feet.

Darkvision. Accustomed to twilit forests and the night sky, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Keen Senses. You have proficiency in the Perception skill.

Fey Ancestry. You have advantage on saving throws against being charmed, and magic can't put you to sleep.

Trance. Elves don't need to sleep. Instead, they meditate deeply, remaining semiconscious, for 4 hours a day. (The Common word for such meditation is "trance.") While meditating, you can dream after a fashion; such dreams are actually mental exercises that have become reflexive through years of practice. After resting in this way, you gain the same benefit that



a human does from 8 hours of sleep.

Size. Male elves stand between 5'8" and 6'3" (with some taller) and tend to weigh between 140 and 190 pounds. Female elves stand between 5'6" and 6'1" and weigh between 100 and 150 pounds. Your size is medium.

Names. Common elven names are detailed here.

Languages. Elven, one other language.

Subrace. Three varieties of elf exist (not including drow): *altarim*, *galan*, and *ranarim*. Choose one of these subraces.

Altarim

The Altarim, or High Elves, are the subrace traditionally thought of by the rest of Farland as Elves (though few other races know enough to distinguish Ranarim and Galan from Altarim). The Altarim of the Belendale live in bower-communities or tree-top fletches scattered throughout the vast woodland. Though technically ruled by the Galan of the Summervale, they are a free-spirited and independent people who are satisfied to spend their centuries in the Hinterlands tending their forests and gardens.

Galan (Glimmer Elves)

The capital of the Elhil is the hidden Summervale, or *Gloration* in High Speech. It is the very antithesis of the heart of evil in Farland, the Wintervale. The Elhil named it thus to signify the undying opposition of good to evil. This secret city is the home of the Galan or "Glimmer Elves." Dwelling so close to the Holy Swan of the Elhil, the Galan have basked in its magical energies for millennia, and it has changed them. They have grown more high-minded and proud than the typical Elhil; their concerns are no longer so much for the forests and the open skies that are beloved

of the rest of their race; they care most for the pursuit of knowledge and the attainment of aesthetic perfection.

Ability Score Increase. Your Wisdom or Charisma score increases by 1 (your choice).

Elf Weapon Training. You have proficiency with the longsword, shortsword, shortbow, and longbow.

Touched by the Swan. You have advantage on Wisdom and Charisma saving throws.

Let the Power Shine Forth. You can muster the light of the holy swan that shines within you to help you influence others or to show you the path. If you chose to increase your wisdom, you can gain advantage on a single Wisdom check of your choice; if you chose to increase your charisma, you can gain advantage on a single Charisma check of your choice. You cannot Let the Power Shine Forth again until you have finished a short or long rest.

Ranarim

The Ranarim, or wood elves, are an extremely isolationist group of Elhil. They have dwelt in their protected forest, the Luvam Wood, for millennia, cutting off all contact with other races, even other Elhil. In fact, their race has dwindled down to a small group of stiff-necked Elhan, and time has left their subrace behind. It seems that their race is basically fading away. Indeed, the Ranarim have become masters at hiding. Recently, however, a splinter-group of Ranarim have come to view this isolationist policy as counter-productive, and this group, against the orders of their leaders, have re-established limited contact with the elhil of the Belendale. Some of these Ranarim separatists have even appeared as diplomats and adventurers in the liberated kingdoms.



Half-Elves

When elhil and humans mingle, the result is a *Frelehan*, which literally means "elf-friend." Having elhil ancestry up to three generations ago (1/8 elhan) is enough to qualify one as a half-elven for the purposes of these rules.

Half-Elf Traits

Ability Score Increase.

Your Charisma score increases by 2, and two other ability scores of your choice increase by 1.

Age. Half-elves mature at the same rate as humans, reaching adulthood around 20. They live for around 200 to 220 years.

Size. Half-elves are on average around 1 to 2 inches taller than humans, although they tend to weigh 10-15 pounds less on average. Females are slightly smaller and lighter than males. Your size is medium.

Speed. Your base walking speed is 30 feet.

Fey Ancestry. You have advantage on saving throws against being charmed, and magic can't put you to sleep.

Subraces. A Frelehan is the result of a human and Altarim, Galan, or Ranarim mating. A Dultan is the result of a human and drow mating. Choose one of these two subraces.

Half-Surface Elf (Frelehan)

Frelehan tend to resemble good-looking, slightly taller humans. They have a slight air of nobility about them. A Frelehan has the curiosity, inventiveness, and ambition of the human race, and the refined senses, love of nature, and artistic tastes of the elhil. In Farland they are rare and tend to live among the elves, although there are some Frelehan that dwell with the humans. They may or

may not have pointed ears, but do tend to have facial hair, although slightly less than a human.

Frelehan are truly a race without their own history or culture. They have always lived among either their elhil or human relatives. However, many of the human Lords from the old times had Elhil blood. The most famous of these was Zestor Half-Elhan, Lord of Kelerak, also called Wyvern Slayer, who ruled out of Dragonspur City. Queen Sybille the Diplomat is another famous Frelehan.

Frelehan are welcomed in the liberated kingdoms, although they are rare because elhil rarely breed with humans, but it is dangerous for them in the occupied lands. They face certain slavery if their ancestry is detected.

Alignment. As beings lacking a cultural identity, Frelehan value both personal freedom and creative expression, demonstrating neither love of leaders nor desire for followers. They chafe at rules, resent others' demands, and sometimes prove unreliable, or at least unpredictable.

Size. Frelehan are on average around 1 to 2 inches taller than humans, although they tend to weigh 10-15 pounds less on average. Females are slightly smaller and lighter than males. Your size is medium.

Darkvision. Thanks to your elf blood, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Skill Versatility. You gain proficiency in two skills of your choice.

Names. Frelehan are either named by their human or elven parent. Common names of both are detailed here.

Languages. Elven, one human language, choice of one other language.



Half-Drow (Dultan)

Drow elves are not above mating with slaves of other races for their own sexual pleasure. Female drow would never carry the offspring of such a union to term, but male drow may for their own amusement impregnate female slaves of other races. The result is a half-drow. Half drow truly have the worst of both worlds-- they are looked upon by other races as drow and by the drow race as slaves. Still, they have their own unique gifts that might allow them to make something of their low social position. Half-drow face suspicion and fear everywhere, except in Orland, where they are treated as nobility.

Alignment. Half-drow tend toward evil, but some are neutral and a rare few are even good.

Size. Half-drow are about the same size as humans, though they weigh on average 15 to 20 pounds less. Females are smaller and lighter than males. Your size is medium.

Improved Darkvision. Your drow blood gives your darkvision a range of 90 feet.

Half-Drow Magic. You know the *dancing lights* cantrip. When you reach 3rd level, you can cast the *faerie fire* spell once per day. Charisma is your spellcasting ability for these spells.

Languages. Mordularian, Dark Speech, choice of one other language.

Gnomes

Gnomes, or *Tendenarruk* as they call themselves, are a vanishing race, having fought many ruinous wars against the trolls. Some even believe them extinct. They were once a curious race and inventive people. There are three more or less distinct racial types of gnomes: the slightly larger and stockier nobility, called the crown gnomes, the tunnel gnomes, and the sun gnomes.

Gnomes are also divided into castes. Crown gnomes are of the Bal caste, and tunnel and sun gnomes make up the other castes. Physical characteristics such as height and weight vary considerably between the types. Variation among individual gnomes is common, especially when comparing gnomes from different racial types, but variation is also common within these types. Gnomes, like Dwarves, usually boast substantial facial hair, though there are those gnomes who are without this attribute. Ears are slightly elongated and come to a bit of a point. This ear shape is not as pronounced as in the halfling race and some gnomes have ears that are shaped much like human ears. Eye color also varies but tends to be among the paler colors, light blue, green, or gray. Hair color is often gray, dull silver, or pale blond. Anomalies are not uncommon, as it is difficult to make generalizations of the race as a whole due to individual variation. The longest living gnomes are the ruling caste, the crown gnomes. They can live an average of 500 years. The shortest-lived gnomes are the Sag and Pal gnomes, or sun gnomes, who live only an average of 300 years. As with many other attributes of the gnomes, age varies widely among the sub-races as well as among individuals.

Gnomes are rare anywhere, having been decimated by their ongoing war with the Trolls. No gnomes have been reported in the free lands for years. In the occupied kingdoms, gnomes are treated much like dwarves. Still, few are ever seen there.

Read more about gnomes in *The World of Farland Campaign Setting*.

Gnome Traits

Ability Score Increase.

Your Intelligence score increases by 2.

Age. Gnomes mature at the same rate humans do, and most are expected to settle down into an adult life by around age 40. They can live 350 to almost 500 years.



Alignment. Gnomes are most often good. Those who tend toward law are sages, engineers, researchers, scholars, investigators, or inventors. Those who tend toward chaos are minstrels, tricksters, wanderers, or fanciful jewelers. Gnomes are good-hearted, and even the tricksters among them are more playful than vicious.

Size. Tunnel and sun gnomes are between 3 and 4 feet tall and average about 40 pounds. Your size is Small.

Speed. Your base walking speed is 25 feet.

Darkvision. Accustomed to life underground, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Gnome Cunning. You have advantage on all Intelligence, Wisdom, and Charisma saving throws against magic.

Languages. Gnomish, one human language.

Names. Common gnome names are detailed here.

Subrace. Three gnome subraces exist: crown gnomes, tunnel gnomes, and sun gnomes. Choose one of these subraces.

Crown Gnomes

The ruling class of the Tendenarruk are the crown gnomes, the Bal caste. The Bal caste gnomes tend to be quite stout and resemble small dwarves to the non-gnomish eye. Indeed, many suggest that Dwarven blood runs strong in these gnomes. The Bal gnomes have cultivated diplomatic and political skill and this caste historically contained almost all of the most famous gnomes.

Size. Crown gnomes are the physically largest gnomes. Average height for these gnomes is around four feet tall. Average weight hovers around 60 pounds. Female Bal gnomes are around the same size as the males. Your size is small.

Ability Score Increase. Your Wisdom score increases by 1.

Born Leader. You gain proficiency in the Charisma (persuasion) skill. You know the *Friends* cantrip. Wisdom is your spellcasting ability for it.

Tunnel Gnomes

The tunnel gnomes, as they refer to themselves, are physically smaller than the Bal class, but still larger than their cousins the sun gnomes. Outsiders call these gnomes rock gnomes. They are mostly miners by profession but also are well known for their inventions and illusions. It is these gnomes that are most common in the gnomish homeland of Sheltinnobortanu. Gnomes of the Dam and the Ka castes as well as the merchant caste called Damsa that evolved out of the Dam caste are all members of this physical type.

Sun Gnomes

The last physical type of gnome are the sun gnomes, called forest gnomes by other races. They live mostly in small homesteads and enclaves outside of the main mountain home of Sheltinnobortanu. It is these gnomes that are most widely known by outsiders, as they have the most contact with non-gnomes. When gnomes are associated with practical jokes and pranks, it is these gnomes who are largely responsible. These gnomes are most likely to work for outsiders and were considered prized servants for their loyalty during the height of the kingdom of Aelfar. The castes of Pal and Sag are members of this physical type.



Halflings

Halflings, or *hositan* as they call themselves, resemble humans except they are half as tall. They tend to be slightly rotund and they always go barefooted. Their feet are leather-like with hair on the upper parts. Halflings eat often, and they hate adventures, as a rule. They can, however, be very stealthy.

There are three types of Halflings: Proudfellows, Stalwarts, and Hairfoot, the latter being the most common of a rare race. In Farland, Halflings have been in hiding since the dark times, and have become rare. Shires almost do not exist, only small villages. Nevertheless, halflings have been known to accomplish great deeds.

Halfling communities and shires have their own independent style of government. A common form is the office of Thain and the office of Sheriff. Halflings dislike armed conflict and will avoid it at all costs. As a rule, they are conservative and conformist among themselves, following rules and laws, but have been known to enjoy causing a little mischief every now and then among the "big people." The only remaining shire is called Westdelving, located in and just south of the Forest of Blorn in Orland. Luckily the evil forces are still unaware of the existence of this shire. The greatest (and only) hositan hero was the former sheriff of Westdelving, Carl Paladin Merribuck, who was known for wielding the magical dagger Stealthheart.

More halflings are appearing in the liberated kingdoms, having made the long and dangerous trek from their home in occupied Zeland. They are welcomed in these lands, even if they are looked upon with some amusement by the human masses.

Besides their home of Westdelving, Halflings attempt to avoid going into the evil lands. They can be found there, using their skill at being overlooked to subsist, however, and the evil races tend to mistake them for human children.

Read more about halflings in *The World of Farland Campaign Setting*.

Halfling Traits

Ability Score Increase.

Your Dexterity score increases by 2.

Age. A halfling reaches adulthood at the age of 20 and generally lives into the middle of his or her second century.

Alignment. Most halflings are lawful good. As a rule, they are good-hearted and kind, hate to see others in pain, and have no tolerance for oppression. They are also very orderly and traditional, leaning heavily on the support of their community and the comfort of their old ways.

Size. Stalwart and Hairfoot halflings on average are about 4 feet tall and weigh around 60 to 70 pounds. Females are slightly smaller and lighter than males. Your size is small.

Speed. Your base walking speed is 25 feet.

Lucky. When you roll a 1 on the d20 for an attack roll, ability check, or saving throw, you can reroll the die and must use the new roll.

Brave. You have advantage on saving throws against being frightened.

Halfling Nimbleness. You can move through the space of any creature that is of a size larger than yours.

Names. Common halfling names are detailed here.

Languages. One human language and Halfling.

Subrace. Three subraces exist: Proudfellows, Stalwarts, and Hairfoots. Choose one of these subraces.

Proudfellows

The rarest of hositan, Proudfellows are slightly taller and slimmer than the average



halfling. Their hair and skin tends to be fair, and they have a natural affinity for elves and fey in general. They prefer to hunt rather than farm.

Ability Score Increase. Your Wisdom score increases by 1.

Size. Proudfellows on average are about 4'2" to 4'5" and weigh around 60 to 70 pounds. Females are slightly smaller and lighter than males. Your size is small.

Darkvision. Perhaps from some trace of fey blood in your lineage, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Proudfellow Weapons Training. Your people are hunters. You have proficiency with blow guns, nets, and shortbows.

Stalwarts

Stalwarts are a tough, sturdy breed of hositan, broader and stronger than other halflings. Stalwarts tend to prefer prairies and open spaces, and unlike other halflings, they have a love of water. Stalwarts are the only halflings to regularly wear shoes. Sometimes they take pride in growing sparse whiskers on their chins. Humans often call Stalwarts "Stouts," but they hate that.

Hairfoots

Hairfoots (or Hairfeet) are the most common of halflings, matching the general halfling description above. They are a peaceful, home-loving folk. Humans call Hairfoots "Lightfoots," but they refuse to answer to that term.

Half-Orc

Orcs as a race are short-lived, but they can breed with any race besides elves. The result is a half-orc. There are half-orc goblins, half-orc hobgoblins, etc. Most of these cross breeds look orcish, but 1/10 are sufficiently like the other race to pass for one, although there are tell-tale characteristics of half-orcs. Half-orcs of human stock are slightly shorter than humans, but stockier and stronger. Half-orcs are surprisingly nimble as well. They tend to have squinting eyes, sallow faces, slightly enlarged lower canines, and unmistakable ugliness. They are valuable to an evil ruler, as they are more intelligent than orcs and tend toward evil (although a PC half-orc may be any alignment). The human and demi-human races generally dislike them.

Half-orcs are also a race without a heritage. There have been half-orcs as long as there have been orcs. Some half-orcs have distinguished themselves. One of these is the infamous Shagrat Blacktongue, former High Priest of Vornoth and general of The Lord of Lust. Blacktongue fell in the skirmishes that preceded the Battle of the Dragonspur, which occurred only a few years ago as of 8170 F.R.

Half-orcs in the free lands are looked upon with suspicion and are often the victims of racial prejudice, although many know that this race is the unfortunate result of the Dark Occupation and the half-breeds themselves are not to blame. Paradoxically, half-orcs also face racial prejudice from the Dark Folk, although they are often valued for their strength and intelligence and can easily make a name for themselves.

Half-orc Traits

Ability Score Increase. Your Strength score increases by 2, and your Constitution score increases by 1.

Age. Half-orcs live longer than orcs but fewer years than humans. They are



generally mature by 15 years of age and live 60-75 years.

Alignment. Half-orcs inherit a tendency toward chaos from their orc parents and are not strongly inclined toward good. Half-orcs raised among orcs and willing to live out their lives among them are usually evil.

Size. Half-orcs tend to be shorter than humans but just as broad and heavy, if not broader and heavier. They generally stand between 5 feet and 5'10" and weigh the same as humans. Your size is medium.

Speed. Your base walking speed is 30 feet.

Darkvision. Thanks to your orc blood, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Menacing. You gain proficiency in the Intimidation skill.

Relentless Endurance. When you are reduced to 0 hit points but not killed outright, you can drop to 1 hit point instead. You can't use this feature again until you finish a long rest.

Savage Attacks. When you score a critical hit with a melee weapon attack, you can roll one of the weapon's damage dice one additional time and add it to the extra damage of the critical hit.

Names. Half-orcs have either human or orc names.

Languages. Language of the kingdom they inhabit, Dark Speech

Tieflings

Tieflings are crosses between demons or devils and some hapless humanoid. Before the Dark Conquest, Tieflings were essentially unknown in Farland; while they certainly existed, they served the Dweller in her Eastern holdings and did not leave much mark on the histories. Since the Dark Conquest, however, these creatures have become more numerous, largely owing to the Lord of Lust and the Lord of Wrath. Lust, while exercising the sin for which he was named, left in his wake many bastard children, all of whom had fiendish blood. The demons that served the Lord of Lust also had free reign to exercise any of their dark desires, and thus the population of Tieflings in Kelerak swelled. The Lord of Anger, on the other hand, purposefully bred Tieflings to serve him, for he valued them for their abilities. Therefore the Kingdom of Farland also has a notable Tiefling population. In Farland, almost every Tiefling serves the Lord of Wrath, but since the liberation, many Tieflings of Kelerak have shown the inclination, strangely, to aid the forces of Light. Still others have remained neutral, apart from human civilization.

Tieflings in the liberated kingdoms are viewed with suspicion and fear, but this very attitude generally protects them from molestation. Plus, the actions of helpful Tieflings has done much to rehabilitate their image.

Tieflings are also viewed with fear in the occupied lands, but it is generally understood that they serve the Lord of Wrath. Thus they are also grudgingly respected.

Tiefling Traits

Ability Score Increase. Your Intelligence score increases by 1, and your Charisma score increases by 2.



Age. Tieflings mature at the same rate as humans but live a few years longer.

Alignment. Tieflings might not have an innate tendency toward evil, but many of them end up there. Evil or not, an independent nature inclines many tieflings toward a chaotic alignment.

Size. Tieflings are about the same size and build as humans. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Darkvision. Thanks to your infernal heritage, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Hellish Resistance. You have resistance to fire damage.

Infernal Legacy. You know the thaumaturgy cantrip. When you reach 3rd level, you can cast the hellish rebuke spell as a 2nd-level spell once with this trait and regain the ability to do so when you finish a long rest. When you reach 5th level, you can cast the darkness spell once with this trait and regain the ability to do so when you finish a long rest. Charisma is your spellcasting ability for these spells.

Languages. One human language, choice of one other language.

People of the Shadow

Dark Folk Races

The dark folk races consist of orcs, goblins, hobgoblins, and kobolds. Though these races are quite different in many ways, they share some commonalities: they all tend to seek power, and they all tend to value cruelty and the infliction of pain. Orcs and Goblinoids are not evil by nature, although they tend strongly towards it, and good or, more commonly, neutral specimens have been known to appear even in the occupied lands. Certain qualities and descriptions fit all Dark Folk.

In the liberated kingdoms, these races face the same challenges. Although not uncommon because they are left over from the Dark Occupation, they are usually jailed or slain on sight, and thus their plight in these lands is every bit as grim as that of an elf in the Occupied Lands. They do exist in out of the way places, and often band together to stave off death. The only exception to this rule is in the Barony of the Lich Afej the Black (in Western Kelerak), who employs Dark Folk as servants and soldiers. Many of the Goblinoid refugees from the liberation have been obliged to relocate to the Afej Barony. The position of each Dark Folk race differs in the occupied kingdoms, and is detailed in each race's description.

Read more about dark folk in *The World of Farland Campaign Setting*.

All Dark Folk have the following trait:



Dark Folk Racial Traits

Languages. Dark Speech, choice of one language

Goblins

Goblins have red or yellow skin, flat faces, squashed or elongated noses, pointed ears, wide mouths, and tiny, sharp fangs. They have a foul disposition, but are neither particularly orderly nor disorderly. They have learned to take advantage of their natural sneakiness, ingenuity, and large numbers (they breed quickly and have a short gestation period). Goblins hate sunlight but are not particularly harmed by it.

The position of goblins in the Occupied Kingdoms is low, second only to kobolds. They are often treated with contempt and enslaved right alongside humans. Still, goblins make good clerics of Vornoth, and in this position and in the position of rogues they are able to achieve true respect.

Goblin Traits

Ability Score Increase. Your dexterity score increases by 2.

Age. Goblins are mature by the age of 10 and can live about 50 years.

Alignment. Goblins are almost always evil, but they don't tend toward law or chaos.

Size. Goblins are generally between 3 and 4 feet tall, and they weigh around 50 pounds. Females tend to be smaller and lighter. Your size is small.

Speed. Goblins are small but quick. Your base walking speed is 30 feet.

Names. Common goblin names are detailed here.

Darkvision. Goblins have keen eyes in the dark. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Goblin Proficiencies. Goblins traditionally use specific kinds of weapons and armor. You are proficient with scimitars, shortbows, and light armor.

Nimble Escape. Goblins must move fast to escape their many enemies. You can take the disengage or hide action as a bonus action on your turn. You can't use nimble escape again until you have completed a short or long rest.

Subrace. There are two goblin subraces, based on where the goblin primarily dwells:



Urban goblin and subterranean goblin.
Choose one of these subraces.

Urban Goblin

Urban goblins come from cities, both occupied and free. They are experts at hiding and making due with little, and they are expert scavengers.

Ability Score Increase. Your Constitution score increases by 1.

Urban Stealth. Urban goblins have to disappear at a moment's notice. You have proficiency in the stealth skill. When you are in an urban environment, you can add half your proficiency bonus, rounded down, to stealth checks.

Tenacious. Urban goblins are known for their doggedness. When you fail a saving throw or a skill or ability check, you have advantage on the next saving throw or check you make within 24 hours that uses the same ability.

Subterranean Goblin

Subterranean goblins dwell in dungeons, caverns, or caves. They eke out a living from this harsh and dangerous environment, and they are well-adapted to it.

Ability Score Increase. Your Wisdom score increases by 1.

Dungeon Stealth. Subterranean goblins, living in deadly places, find it wise to disappear quickly. You have proficiency in the stealth skill. When you are in a subterranean environment, like a dungeon, cave, or cavern, you can add half your proficiency bonus, rounded down, to stealth checks.

Pious. Subterranean goblins find comfort in serving their dark god, hoping that the god will help them as well. You have proficiency in the Intelligence (Religion) skill.

Improved Darkvision. This ability replaces the goblin ability Darkvision. Your time in dark places has allowed you to develop enhanced darkvision. Your darkvision has a range of 120 feet.

Half-Oluk Orcs

Oluk orcs are smarter and stronger than their lesser brethren, serving as captains in orcish armies and leaders in orcish societies. They are fierce fighters and sometimes even become clerics and spell casters. Thus the cross between a human and an oluk is a tough, hearty sort-- a fearsome product indeed. A half-oluk is taller, smarter, and stronger than the average half-orc. Their skin is a pallid gray or brown, and their features are clearly orcish, if softened a bit. Most half-oluk orcs serve evil; half-oluks that serve the light are exceedingly rare.

Throughout the occupied kingdoms, half-oluk orcs hold a position of prominence, only below full-blooded oluk orcs and perhaps hobgoblins. They are sought after because of the strength of their orcish ancestry and the adaptability of their human ancestry.

Half-oluk orc Traits

Ability Score Increase. Your strength score increases by 2, and your constitution score increases by 2.

Age. Half-oluk orcs live longer than other half-orcs. They are generally mature by 15 years of age and live to around 85.

Alignment. Half-oluk orcs are neither lawful nor chaotic on average, and they tend toward evil.

Size. Half-oluk orcs tend to be taller, bulkier, and stronger than humans. They are generally between 5 and a half and 6 and a half feet tall and weigh between 185 and 240 pounds. Your size is medium.



Speed. Your base walking speed is 30 feet.

Darkvision. Your eyes pierce the darkness. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Names. Half-oluk orcs have either human or orc names.

Reckless. At the start of your turn, you can gain advantage on all melee weapon attacks you make during that turn, but attack rolls against you have advantage until the start of your next turn.

Savage Attacks. When you score a critical hit with a melee weapon attack, you can roll one of the weapon's damage dice one additional time and add it to the extra damage of the critical hit.

Hobgoblins

Hobgoblins look like large, muscular goblins. The larger males have blue or red noses. Hobgoblins are both orderly and warlike by nature and thus make fearsome opponents. They employ strategy and tactics effectively. Their society is dictated by laws, although assassination is not uncommon.

Second to oluk orcs, Hobgoblins enjoy a high place in the evil lands. Because they do not breed as quickly as the other dark folk, they can only be called truly numerous in the Occupied Kingdom of Farland. Still, they are not uncommon in any of the Dark Lands.

Hobgoblin Traits

Ability Score Increase. Your constitution score increases by 2.

Age. Hobgoblins are mature by the age of 18 and can live about 85 years.

Alignment. Hobgoblins are almost always lawful and orderly, and they are just as often evil.

Size. Hobgoblins males on average are about 6 feet tall, and they weigh around 200 pounds. Females tend to be smaller and lighter. Your size is medium.

Speed. Your base walking speed is 30 feet.

Names. Common hobgoblin names are detailed here.

Darkvision. Hobgoblins see well in the dark. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Born to war. Hobgoblins are trained in weaponry from a very young age. You are proficient with all martial weapons.

Tactical Mind. Hobgoblins cut their teeth on the battlefield. You have advantage on Intelligence checks that relate to battle strategy and tactics.

Subrace. Two hobgoblin "subraces" (really more like castes) are common, and they are based on the training the hobgoblin received as a youth. They are legion-bred and cavalry-bred. Choose one of these subraces.

Cavalry-Bred

The cavalry-bred are raised to control and manage the beasts that accompany hobgoblin legions, and they often enter combat on the backs of the beasts they oversee.

Ability Score Increase. Your Dexterity score increases by 1.

Hard to Kill. You gain advantage on death saving throws.

Beast Trainer. You are proficient with the Wisdom (Handle Animal) skill. If you are mounted and your mount is struck by an attack, you have advantage on your next attack.



Legion-Bred

The legion-bred are the foot soldiers that make up the ranks of the hobgoblin armies that wreak so much havoc across Farland. They are born to be soldiers and generally desire little else besides glory in combat.

Ability Score Increase. Your Strength score increases by 1.

Martial Advantage. You can deal an extra 2d6 damage to a creature that you hit with a melee attack if that creature is within 5 feet of an ally that isn't incapacitated. You cannot use martial advantage again until you have completed a short or long rest.

Stern. You are proficient with the Charisma (Intimidate) skill.

Kobolds

Kobolds are small reptilian goblinoids. They are both cowards and sadists. They have scaly skin which ranges from rust-brown to black, red eyes, small horns, and a tail. Kobolds are known to be proficient and indeed very clever with traps, and they also attack in large numbers. Kobolds hate sunlight and have difficulty operating in it.

Kobolds are at the bottom of the pecking order in occupied kingdoms, and even humans are allowed to abuse these foul creatures. They are often used as cannon-fodder or enslaved and mistreated, but they are sometimes known to be sorcerers. It is said in the Dark Lands that one can never tell when a kobold will be a sorcerer, and thus their masters usually draw the line before they kill them or work them to death. Only this, combined with their natural trickery and quick reproduction, has saved them from extinction even in the occupied lands. Occasionally particularly intelligent kobolds have used the races' reputation as sorcerers to gain respect and even rise to positions of power.

Kobold Traits

Ability Score Increase. Your dexterity score increases by 2.

Age. Kobolds are mature by the age of 5 and can live about 35 years.

Alignment. Kobolds are almost always evil, but they tend to be orderly about it.

Size. Kobolds generally stand between 2 1/2 and 3 feet tall, and they weigh around 35 to 40 pounds. Females tend to be smaller and lighter. Your size is small.

Speed. Kobolds are quick for their size. Your base walking speed is 30 feet.

Names. Common kobold names are detailed here.

Darkvision. Kobolds can see well in the dark. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Tricksy. Kobolds are good at setting traps. You are proficient with trap-making kits.

Sunlight Sensitivity. Kobolds have difficulty operating in bright light. You have disadvantage on attack rolls and on Wisdom (Perception) checks that rely on sight when you, the target of your attack, or whatever you are trying to perceive is in direct sunlight.

Pack Tactics. Kobolds work best in numbers. You may choose to gain advantage on an attack roll against an enemy when an ally who is not incapacitated is adjacent to that enemy. You may not use pack tactics again until you have completed a short or long rest.

Subrace. There are three kobold subraces: Rat Kobolds, Winged Kobolds, and Wyrmsblood kobolds. Choose one of these subraces.



Rat Kobold

Common kobolds are disparagingly called *murgs* by other dark folk, which literally translates to "rats." They are also known as scavenger kobolds, and they are tricky trap-makers and general pests. They are skilled at making use of whatever they can scavenge.

Ability Score Increase. Your Constitution score increases by 1.

Iron Stomach. Rat kobolds must eat what little they can find, and they have become adapted to it. You are proficient in the Survival skill. Your particular metabolism makes you extra hardy in certain instances. You can eat foods that even other dark folk find unpalatable. You also have advantage on constitution saving throws and you have resistance against poison damage.

Winged Kobold

Some rare kobolds are genetic mutants born with functional wings.

Wings. You have a flying speed of 30 feet. You must be in a space wide enough to accommodate your wingspan to fly. Your wingspan is equal to twice your height. You cannot fly if you are wearing armor you are not proficient in, armor not tailored to accommodate your wings, or a backpack not specially tailored to your wings. If you take damage while flying, you fall to the ground unless you succeed on a Constitution Save with a DC of 10 or half the damage taken, whichever is higher.

Wyrmblood Kobold

Some very rare kobolds claim that the blood of dragons runs through their veins. Whatever the truth of this, they do exhibit some rare abilities and tend to have a talent for sorcery.

Ability Score Increase. Your Charisma score increases by 1.

Innate Magic. You know the *Blade Ward* cantrip. When you reach 3rd level, you can cast the *Charm Person* spell once per day. Charisma is your spellcasting ability for these spells.

Orcs

Because of their penchant to crossbreed with other races and to live in isolated tribes, Orcs vary widely in appearance. They are rarely shorter than 4'5" or taller than 6', but they range everywhere in between and the shape of their bodies varies widely. Their skin ranges from green, to brown, to gray and shades in between. Most orcs do have fangs or tusks of some sort, lupine ears, red eyes, claw hands, and an aggressive temperament. They are generally very disorganized and destructive, reveling in cruelty and suffering. Their society is patriarchal, and might makes right on an individual scale and a social one. The only laws that are enforced are done so through direct displays of power and fear. Orcs hate bright light and the sun and can see quite well in darkness. Besides the lesser pest races (Goblins and Kobolds), orcs are the most numerous Dark Race.

Orcs are the foot soldiers of the Lords of Sin. Although average orcs are abused from all sides by hobgoblins, oluks, and stronger orcs, the laws still make their position a favored one, and they pass the abuse they receive on to those weaker than them, like goblins, kobolds, and other weaker orcs.

Orc Traits

Ability Score Increase. Your Strength score increases by 2.

Age. Orcs are mature by the age of 12 and can live about 50 years.

Alignment. Orcs are usually chaotic and evil.



Size. Orcs vary widely in height and weight. They are rarely shorter than 4'5" or taller than 6', and their weight is proportional to their size. They are generally stockily built and have the posture of an ape. They weigh more than a human of a similar height would weigh. Females tend to be smaller and lighter. Your size is medium.

Speed. Your base walking speed is 30 feet.

Names. Orc names are detailed here.

Darkvision. Being creatures of dark caverns and the night, orcs can see in the dark. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray. Orcs hate the sun but are not harmed by it.

Orcish Weaponry. Orcs favor axes and swords. You are proficient with all hand axes, battle axes, great axes, scimitars, and greatswords.

Aggressive. Orcs revel in violence. As a bonus action, you can move up to your speed toward a hostile creature that you can see. You can't use Aggressive again until you have completed a short or long rest.

Subrace. Besides oluk orcs, three orcish subraces exist: *snog*, *skaruk*, and *irzuk*. Choose one of these subraces.

Snog

Named from the Dark Speech word for "slave," *snogs* are the common orcs bred in the pits of a Hoth (a Dark Folk general) or a Lord of Sin. They are ugly and destructive, and they revel in viciousness and cruelty.

Ability Score Increase. Your Constitution score increases by 1.

Relentless Endurance. When you are reduced to 0 hit points but not killed outright, you can drop to 1 hit point instead. You can't use this feature again until you finish a long rest.

Indefatigable. You have advantage on all Constitution checks relating to forced

marching, going without food and water, and going without sleep.

Armored. You have proficiency with light and medium armors.

Skaruk

Skaruk means "wild ones." These Wild Orcs are orcs that are born in the wilderness rather than in a breeding pit. They don't serve a Hoth, dark lord, or Lord of Sin, though they often serve a tribal warlord. They are known for their fierce tempers and survival skills.

Ability Score Increase. Your Dexterity score increases by 1.

Savage Attacks. When you score a critical hit with a melee weapon attack, you can roll one of the weapon's damage dice one additional time and add it to the extra damage of the critical hit.

Wild Rage. After you first take damage in a battle, you deal 1 additional damage with each attack for the next minute, until you are knocked unconscious, or if your turn ends and you haven't attacked a hostile creature since your last turn or taken damage since then.

Irzuk

Irzuk orcs are the red-skinned Orcs of the Wintervale, who are known for their sense of smell. These strange orcs have a natural hearty resistance to cold and most of them can be found in the Nameless City, though they were originally bred in the spawning pits of Gorug.

Ability Score Increase. Your Wisdom score increases by 1.

Tracker. You are proficient with the Survival skill. You have advantage on Wisdom (Survival) checks related to tracking by scent.

Cold Endurance. You have advantage on all Constitution checks related to enduring

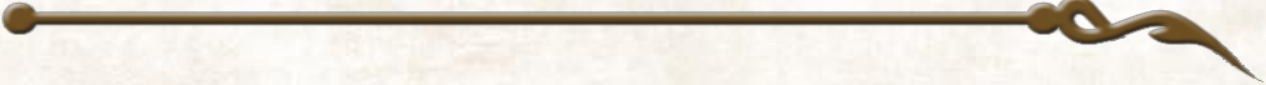


cold weather, and you have resistance to cold damage.

Enhanced Aggression. When you use the aggressive feature, you can move an additional 10 feet more than your speed.



Chapter Two: Classes of Farland



Attitudes toward the Classes

All classes present in the 5e SRD are available in Farland. What follows is a discussion of the role of each class in the liberated and occupied kingdoms. Some of those classes will be socially stigmatized, but that depends where the PC is in the continent of Farland. In the liberated Kingdoms (Kale, Kelerak, and Daven) things look much brighter-- fighting classes are common and even revered, and clerics and paladins are not rare anymore. They get great respect. Spell casters might still be looked on with suspicion, but the great deeds they have done after the liberation has gained them a new place in the heart of the citizenry.

In the occupied kingdoms (Zeland, Orland, and Farland), one could certainly play any of the non-fighter classes-- as long as they serve evil or make a pretense to do so, pay somebody off or have connections, hide it, or find some other creative way to get around the restrictions. Rogues are common everywhere. The options are, in fact, fairly numerous.

Liberated Kingdoms

Bards. As performers and minstrels, bards are welcomed in the liberated kingdoms, and they serve many roles, acting as

doctors, entertainers, soldiers, and diplomats.

Clerics. For the first time in nearly 400 years, the priests of good and neutral gods have nothing to fear in the liberated kingdoms. They continued to exist secretly during the Dark Times, and when the liberation came they were called upon by the masses to provide spiritual, magical, and military support. The churches have flourished and have regained a substantial part of their power, although not all of it. Being a priest of Grlarshh or The Dark Walker is punishable by death in the Liberated Kingdoms. To receive spells in Farland, priests must pray to one of the true gods. A priest on the world of *Núrion* (where Farland is located) who worships any other deity or lesser deity cannot receive prayers.

Druids. As nature priests, druids in the liberated kingdoms are honored and are often called upon for help with farming, controlling animal infestations, and providing herbal medicines.

Fighters. Fighters are plentiful in the liberated kingdoms. As always, fighters may be found serving as men-at-arms, assassins, adventurers, hired swords, etc. Different races and geographical areas are known for producing fighters who specialize in different aspects of warfare; for example, Kelerak produces master Longbowman.

Monks. Monks in the liberated kingdoms are extremely rare. Any who are found there probably migrated from Yrrkune or one of the occupied lands. Monks are looked upon with curiosity and even awe by citizens of the liberated kingdoms.



Paladins. In the liberated kingdoms, paladins are revered and are in high demand.

Rangers. Rangers sometimes congregate in loose groups so they can better patrol and protect an area. These groups are generally quite popular in the liberated kingdoms and serve the rulers in a loose way. The most famous group of rangers was the Elven Shadow Walkers. Bestraville in Kelerak also has a famous group of ranger-protectors called the Woodsmen.

Rogues. Thieves have come under some pressure in the liberated kingdoms as the new rulers seek to dislodge the entrenched and powerful guilds that flourished under the rule of evil. Still, there is no shortage of the criminal elements in the still-anarchic liberated cities. Rogues who are not thieves are also plentiful in the liberated kingdoms, serving as diplomats, operatives, and skilled soldiers.

Sorcerers, Warlocks and Wizards. Magic and those who use it tend to be looked on with suspicion by the masses. Even still, magic has recently gained a great deal of acceptance in the liberated Kingdoms, as a result of the work that some magic users have done to keep the kingdoms free, and also as a result of the legitimacy granted to these magic-using classes by the rulers of the free kingdoms who have sanctioned their activities and even hired them. A Battlemage College (designed to produce War Wizards to support the Kelerite armies) has recently been started in Dragonspur City.

Occupied Kingdoms

Bards. Bards are not unwelcome in the occupied kingdoms, as long as they tow the party line and work to forward the propaganda of their Lord of Sin.

Clerics. Being a priest of anything but Bel or Vornoth, the Dark Walker is forbidden in occupied lands under penalty of death, but the faithful do it anyway. They have learned to operate clandestinely, not indicating outwardly that they are priests and holding their religious ceremonies in secret and isolated places. They support the oppressed populace, providing them with spiritual guidance, and in return are supported by the masses. They must always beware of spies, however. Priests of Bel and Vornoth, especially the latter God, flourish in the Occupied Lands and are in high demand by the evil rulers, if not by the human population (even though the people are forced to attend Black Mass at the Church of Vornoth the Dark Walker). To receive prayers in Farland, priests must pray to one of the true Gods. A priest on the world of *Núrion* (where Farland is located) that worships any other God cannot receive prayers.

Druids. Druids in the occupied lands must either swear allegiance to Vornoth—a



proposition which most of them find extremely distasteful—or seclude themselves in distant woodland groves.

Fighters. Warriors are as common in the Occupied Kingdoms as they are in the Liberated Kingdoms. The Dark Races value military might and produce powerful fighters. Hobgoblins, particularly, produce great warriors. Human warriors, of course, are also plentiful. All are in demand.

Monks. Kunese monks in the occupied kingdoms are generally there by leave of the dark powers, or assumed to be, so they are usually left unmolested. A powerful order of goblin monks from Farland called The Way of the Claw has brought knowledge of monkish ways to the average citizen of the occupied kingdoms.

Paladins. Generally worshipping the good gods, paladins are rare in the occupied kingdoms and face great danger there. The evil rulers always attempt to eliminate paladins. Many paladins do still exist secretly in these kingdoms, however.

Rangers. Good rangers certainly exist in the Occupied Kingdoms and serve much the same function; they just face more difficulties. Their skill in woodlore, however, makes hide-and-strike tactics highly effective and limits their immediate danger. The evil rulers also employ rangers and ranger-groups. The most famous of these are the Hounds, a slave-hunting force employed by the Lord of Envy in Orland.

Rogues. Thieves tend to prosper in the Dark Kingdoms and form powerful guilds. These guilds are often in league with the evil rulers and pay them large tithes. Rogues are also common, serving as operatives and skilled fighters or assassins.

Sorcerers, Warlocks, and Wizards. Magic and those who use it tend to be looked on with suspicion by the masses. Some mages have been burned at the stake as witches. It is not wise to flaunt a wizardly class in the occupied kingdoms. In fact, it is generally illegal under the rule of evil, but is often overlooked for a small fee. Of course

the Dark Races employ magic users who are sanctioned by the evil rulers, and these are in fact fairly common. They wear a special badge or mark that indicates to the populace that these wizards are official and are not to be molested.

Class Archetypes, Paths, and Features

Barbarian Primal Paths

Path of the Totem Warrior

"The animal spirit guides and inspires me."

Totem Spirit

At 3rd level, when you adopt this path, you may choose a totem spirit from these additional options:

Bull. You can charge like a bull. While raging, if you move at least 10 feet in a straight line toward an enemy, you get advantage on your next melee attack roll you make this round against that enemy. You don't provoke attacks of opportunity when you take the dash action while raging. You have advantage on the shove action while raging.



Caribou. You are fleet of foot. While raging, your movement speed increases by 10 feet and all ranged attacks against you are made with disadvantage.

Lion. You are fearless. While raging, you have advantage on all saving throws against fear and fear effects. Once per rage you may roar as a bonus action, terrifying your enemies. All enemies within 30 feet of you that can hear you must succeed on a Wisdom saving throw (DC 8 + your proficiency bonus + your Constitution modifier) or be frightened of you for 1 minute. They may save again at the end of each of their turns.

Seal. You gain the aquatic aptitude of the seal. While raging, you suffer no penalties for fighting underwater, you can hold your breath five times as long as normal, and you have advantage on all saving throws against cold damage.

Serpent. You move with the stealth of a serpent. While in a natural, outdoor environment, you have advantage on stealth checks. While raging, you gain a climb speed equal to your foot speed.

Aspect of the Beast

At 6th level, you gain a magical benefit based on the totem animal of your choice. You may choose from these additional options:

Bull. You're a bull in a china shop. You inflict double damage against inanimate objects. While raging, you have advantage on attack rolls against constructs. You have advantage on any saving throws or ability checks made to resist forced movement, and all forced movement against you is halved.

Caribou. You gain the senses of the caribou. You have advantage on perception checks while in a natural, outdoor environment. If a combat ensues and any of your allies are surprised, you gain advantage on your initiative roll.

Lion. You are the king of the jungle. While you are raging, all allies within 10 feet of you have advantage on saving throws made to resist fear and fear effects. One time per rage, as a bonus action you may call out to your allies to rally. Until the end of your next turn, your allies within 30 feet of you that can hear have advantage on all saving throws.

Seal. You become more at home in the water. While in water, you gain tremorsense with a radius of 60 feet. While raging, you gain a swim speed equal to your normal speed.

Serpent. You gain the wisdom of the serpent. While raging, you have advantage on wisdom saving throws. Once per rage, you can use the insight of the snake to see the immediate future. You may choose to reroll one saving throw or attack roll. You must use the second roll.

Totemic Attunement

At 14th level, you gain a magical benefit based on the totem animal of your choice. You may choose from these additional options:

Bull. You are territorial. While raging, as a bonus action you can designate a single point on the battlefield. You have advantage on attack rolls against all enemies who are within 10 feet of that point. You may not move the point once it is designated and you may only designate 1 point per rage.

Caribou. You have the powerful gore of the caribou. While raging, your melee attacks deal an additional 1d6 damage, and you can use a bonus action to push an enemy up to 10 feet away from you when you hit it with a melee weapon attack.

Lion. You have the powerful bite of the lion. While raging, once per turn one of your attacks does an additional 1d12 damage; if the target is currently frightened of you, the attack instead does an additional 4d6. The





damage is the same type as the primary damage of the attack.

Seal. You are nearly invincible in the water. While raging and in water, you have advantage on all saving throws, and you can hold your breath 20 times as long as normal.

Serpent. You have the medicinal properties of the spirit of the serpent. While raging and conscious and while you are at half your hit points or fewer, you regenerate 5 hit point at the start of each of your turns.

Bard Colleges

College of Medicine

"I use my skill to heal and protect the sick."

The formal study of medicine began with the elves, but bards from the Kingdom of Farland officially founded the first medical academy. Bards of the college of medicine specialize in healing the sick and treating the injured. They have vast knowledge of herbs and poultices, and they use their skills in the arts to distract sufferers from their pain and to hinder their enemies.

Members of the College of Medicine often create makeshift hospitals and gather together in informal medical schools, and they sometimes work closely with clerics to heal the wounded.

Bonus Proficiencies

When you join the College of Medicine at 3rd level, you gain proficiency with the Medicine skill and with herbalism kits.

Doctor

Also at 3rd level, you learn to grant great aid to those who are sick or injured. You gain the following benefits:

- You can use healer's kits as a bonus action.
- Whenever a creature uses one of your bardic inspiration dice, it also regains hit points equal to your level + the number it rolled.
- As a reaction, you can expend one of your uses of bardic inspiration to grant a creature you can see advantage on a saving throw against poison or disease.

Herbalist

At 6th level, you gain the ability to use your knowledge of herbalism to harm your enemies. If you possess a herbalism kit, you may use it to apply poison to your weapon, which takes an action and which uses up the herbalism kit. You gain the following effects for the next minute: once on each of your turns when you hit a creature with a weapon attack, you may either cause the attack to deal an extra 1d6 poison damage to the target or cause the target to have the poisoned condition until the end of its next turn. When you reach 12th level, you may either deal an extra 2d6 poison damage to the target when you hit with a weapon attack or you may cause the target to have the poisoned condition which lasts until it succeeds on a Constitution saving throw, the DC of which is your spell save DC. It makes a saving throw at the end of each of its turns.

Master Physician

At 14th level, you reach the pinnacle of your craft. You can spend 1 hour ministering to a creature. At the end of the hour, you remove all lingering injuries, diseases, and poisons affecting the creature. The creature also regains all its hit points, and it has



advantage on the next saving throw it makes against poison or disease. You cannot minister to another creature until you have completed a long rest.

Cleric Domains

Malice Domain

"The profane is sacred."

The Malice Domain is concerned with evil and destruction. Clerics of the Malice Domain see malevolence as sacrosanct, and they feel that gods of evil need to win the Ontological War. Gods of the Malice Domain include Grlarshh and Salystra, although worshippers of powerful arch-fiends are also often granted the Malice Domain.

Malice Domain Spells

Cleric Level	Spells
1st	<i>False Life, Hideous Laughter</i>
3rd	<i>Darkness, Shatter</i>
5th	<i>Fear, Stinking Cloud</i>
7th	<i>Blight, Phantasmal Killer</i>
9th	<i>Dominate Person, Mislead</i>

Bonus Proficiency

When the cleric chooses this domain at first level, he or she gains proficiency with poisoner's kits.

Disciple of Destruction

Also at first level, when you witness a creature drop to 0 hit points, you gain advantage on the next saving throw you make before you complete a long rest.

Channel Divinity: Poisonous Touch

Starting at 2nd level, the cleric can use channel divinity to poison with a touch.

When the cleric hits a creature with a melee attack, the cleric can use Channel Divinity to deal extra poison damage to the target equal to 5 + twice his or her cleric level.

Deadlier Poison

Starting at 6th level, the cleric's ability to poison becomes more powerful. Whenever the cleric deals poison damage to a target, the target also gains the poisoned condition until the end of its next turn.

Appetite for Annihilation

At 8th level, the cleric gains the ability to wreak havoc with melee and ranged attacks. If in the last 5 minutes the cleric has witnessed a creature drop to 0 hit points, the cleric can as a free action when he or she hits with a melee or ranged attack choose to turn that hit into a critical hit. If the critical hit drops the target to 0 hit points, the cleric regains the use of this power. Otherwise, the cleric recovers this power after a short or long rest.



Curse of Malice

Starting at 17th level, when the cleric damages a target with a spell of 1 through 5th level, the target is also affected as if the cleric had cast *Bestow Curse* upon it using a 3rd-level spell slot. You can use Curse of Malice a number of times equal to your wisdom modifier. You regain expanded uses when you complete a long rest.

Fighter Martial Archetypes

Pikeman

"Give me my pike and my men, and I'll give you a skewered foe."

The pikeman is a specialized soldier trained in the use of the pike or polearm. These specialized fighters are as adept at close range fighting with their weapon as they are at long range fighting; in the hands of a pikeman, a polearm becomes a versatile and especially deadly weapon. But the pikeman is doubly lethal, because his tactical expertise directs his companions to make the most of their own weapons, even extending their reach. The city of Wyvernica has long been famous for its deadly pikemen.

Polearm Mastery

When you choose this archetype at 3rd level, you gain the polearm master feat.

Break their Line

Starting at 7th level, you gain the Break their Line ability; while wielding a polearm, you can use a bonus action to inspire allies you can see to push back against their foes. Until the end of your next turn, every time you and each ally within sight hit with a melee attack, the person who successfully hits with the melee attack can push the target 5 feet. You cannot use Break their Line again until you complete a short or long rest.

Strike Early

When you use an action surge to make an attack, you deal an additional 1d8 damage with your pike and all allies you can see gain the reach property with their melee weapons. Both effects last until the end of your next turn.



Hedge of Pikes

At 15th level, you gain the ability to ward off enemies by keeping them at a distance with your threatening pike. When you use an action surge to make an attack with a polearm, you gain a +4 to AC and all allies within 10 feet of you gain a +2 to AC until the end of your next turn.

Strike as One

At 18th level, you gain the Strike as One ability. While wielding a polearm, when you hit an enemy with a melee attack, you can choose up to 3 allies you can see to make melee attacks against targets of your choice as a free action. You cannot Strike as One again until you have completed a short or long rest.

Witch Slayer

"Your magic is a blight on this world. I'm the cure."

The Witch Slayer has determined that magic and those who use it are what is wrong with the world. He spends his life learning defenses against magic, so that he can track and kill those who use magic in a way that he sees as wrong. In the beginning, the Order of Witch Slayers was founded by an ancient king of Kelerak to combat a coven of wizards who threatened his throne, but later Witch Slayers became more diverse-- some have stayed true to the original code of their order, to slay evil spell casters, but others live a mercenary life, hunting and killing magic users for pay.

Mage Slayer

When you choose this archetype at 3rd level, you gain the Mage Slayer feat. You can also cast the spell *Detect Magic* without components. You cannot cast *Detect Magic*

from this feature again until you have completed a short or long rest.

Magical Defense

Starting at 7th level, you can cast the spell *Counterspell* without components and as if you used a 3rd-level slot; strength is your spellcasting ability for this spell when you use your magical defense. You can use this feature a number of times equal to 1 + your Constitution modifier. When you finish a long rest, you regain all expended uses. At 15th level, your *Counterspell* from magical defense is cast as if you used a 5th-level slot.

Magic Resistance

At 10th level, you have advantage on saving throws against spells and other magical effects.

Remove Dweomers

At 15th level, you can use your action to end one spell on yourself or on one willing creature that you touch. You can use this feature a number of times equal to your Constitution modifier (a minimum of once). You regain expended uses when you finish a long rest.

Kill the Witch

At 18th level, when you hit a creature that has spellcasting ability (whether those spells are innate or prepared) with a melee weapon attack, you can deal an additional 5d8 radiant damage to that creature. When you deal the additional radiant damage, you can grant an ally that you can see an immediate saving throw. You cannot use kill the witch again until you have completed a short or long rest.



Paladin Sacred Oaths

Council Sentinel

"I would give my life for my charge... or yours, if you threaten him."

The history of the Council Sentinels extends all the way back to Seldorius and the second Cadre of the Wise. Attacked by unknown assailants, the archmage Seldorius of Farland recruited elite holy warriors to watch over the cadre meetings. Seldorius took great care to train and magically enhance these guardians. His teachings became the basis for the elite Council Sentinels. Although the Cadre has long since passed into legend, Council Sentinels can still be found standing guard over kings or treasure troves, and they still insist upon the full title of their order, out of pride in their ancient lineage. In fact, employing a Council Sentinel has long been a mark of prestige among kings and nobles of the Eastern Alliance Kingdoms.

Oath of the Sentinel

The Oath of the Sentinel binds a paladin to the ideals of service, sacrifice, and duty. Through their years of service, they learn the skills and dedication required to protect their valuable charges.

After a long rest, you may swear the Oath of Protection, a sub-oath of the Oath of the Sentinel. When you do this, you promise to protect someone even unto death. This person then becomes your charge until you swear another Oath of Protection to a different person.

Tenets of Council Sentinel

Though the exact words and strictures of the Oath of the Council Sentinel vary, paladins of this oath share these tenets.

Service. Follow your charge no matter what.

Courage. Never fear to act, though do so with caution.

Honor. Treat others with fairness, and let your honorable deeds be an example to them. Do as much good as possible while causing the least amount of harm.

Duty. Be responsible for your actions and their consequences, protect the charges entrusted to your care, and obey those who have just authority over you.

Oath Spells

Oath of the Sentinel Spells	
3rd	<i>Armor of Agathys, Ensnaring Strike</i>
5th	<i>See Invisibility, Warding Bond</i>
9th	<i>Crusaders Mantle, Haste</i>
13th	<i>Aura of Life, Guardian of Faith</i>
17th	<i>Greater Restoration, Seeming</i>

Channel Divinity

When you take this oath at 3rd level, you gain the following two Channel Divinity options.

Menacing Aura: As an action, you present your holy symbol and pledge your vengeance on any who harm your charge. Choose one enemy within 60 feet of you; that target must succeed on a Wisdom saving throw. On a failed save, the target is frightened of you and your charge for 1 minute or until it takes damage. On a successful save, the target has disadvantage on its next attack against you or your

charge.

Vow of Protection: As a bonus action using your channel divinity, you can make a vow of protection to your charge. Your charge gains advantage on all saving throws for 1 minute.

Sentinel's Aura

Starting at 7th level, you project a 10 foot aura of vigilance. While your charge is within the aura, friendly creatures within the aura cannot be surprised and enemy creatures within the aura do not gain advantage due to being hidden. At 18th level, the range of this aura increases to 30 feet.

Sentinel's Bond

Starting at level 15, casting *warding bond* on your charge is extra effective: The spell's duration increases to 24 hours and the spell only ends if you and the spell's target become separated by more than 120 feet. If you cast *warding bond* on your charge, you immediately regain the use of a 2nd-level spell slot.

Sentinel's Defense

At 20th level, as a bonus action you can activate Sentinel's Defense, and for 1 hour you gain the following abilities: Once per round you can negate the damage your charge takes while under the influence of *warding bond*. If your charge falls to 0 hit points, you can expend a use of channel divinity and your charge is reduced to 1 hit point instead.

Ranger Archetypes

Longbowman

"I bend my bow and you fall."

The archers of Kelerak are known throughout the continent for their skill with a longbow. This powerful weapon is feared by enemy infantry and knights alike, for it has been known to put an arrow through an armored man's thigh and sink it a foot into the horse on which he rides. Some archers are, however, feared in a way that the average archer is not, for they have honed a skill with their chosen bow that seems superhuman. These are the Kelerite Longbowman.

To become a Longbowman, you must have chosen archery as your ranger fighting style.

Sharpshooter

At level 3, you gain the Sharpshooter feat.

Superior Arrows

At level 7, your base damage with a longbow arrow becomes 1d10. Longbow arrows that you carry count as weighing half as much when you calculate encumbrance.

Whelming Shot

At level 11, once per round, you can declare one of your shots against a target to be a whelming shot. If you hit the target with your whelming shot, the target must succeed on a Wisdom saving throw or be frightened of you for 1 minute or until it takes damage from you. The DC of this saving throw is 8 + your proficiency bonus + your Wisdom modifier. You can use this feature a number of times equal to 1 + your



Constitution modifier. When you finish a long rest, you regain all expended uses.

Armor Piercer

At level 15, you may use a bonus action to specify a target. For the next minute or until the target scores a critical hit against you, you gain advantage on every attack roll you make against that target if you attack it with a longbow.

Shadow Walker

"I walk in shadow so that others may walk in the light."

The Shadow Walker is a defender of elven lands, skilled in scouting, reconnaissance, and defense. Shadow Walkers are a brotherhood of twilight and shadow, ranging abroad in secret service to the elven homeland. The Shadow Walkers account for much of the military and societal information the elves have about the outside world, and they are often the first, and sometimes last, line of elven defense.

To take this ranger archetype, you must have been trained by other Shadow Walkers. For that reason, Shadow Walkers who are not elves are virtually unknown.

Shadow Armor

At level 3, as a reaction which you take when you are hit by an attack, you gain the ability to cloak yourself in an armor of semi-substantial shadow. Until the end of your next turn, you gain a +5 bonus to AC, including against the triggering attack. If an enemy misses you with an attack while you are wearing your Shadow Armor, you gain advantage on your next attack against that enemy. You cannot use your Shadow

Armor again until you complete a short or long rest.

Shadow Jump

At level 7, you gain the ability to jump from one shadow into another. When you are in dim light or darkness, as a bonus action you can teleport up to 60 feet to an unoccupied space you can see that is also in dim light or darkness. You then have advantage on the first melee attack you make before the end of the turn.

Master of Shadow

At level 11, you gain additional control of shadow. You have the following two abilities:

Create Shadow. As a bonus action, you can create a 10-foot radius area of dim light (shadow) on a point that you can see within



60 feet. Non-magical lights are dimmed, but magical lights function normally in this area. The duration of this effect is concentration, up to 1 minute. You can't create another shadow until you have completed a short or long rest.

Shadow Walk. You gain the ability to enter the Penumbra, the Plane of Shadow, as an action and use its reality-warping effects to move great distances at speed. You, your mount, up to five companions, and their mounts, can enter the Penumbra, disappearing from the material plane, and travel overland at twice the normal speed for up to four hours. While you travel in the Penumbra, you are not detectable on the material plane. Since you are on the border of the Penumbra, you are generally in no danger from its inhabitants. You can't Shadow Walk again until you have completed a long rest. You can't use Shadow Walk to take a mount into the Penumbra that is huge or larger.

Shadowed Weapon

At level 15, as a bonus action, you can wreathe a melee weapon in dangerous shadow, creating a shadowed weapon. For the next minute, your weapon deals an extra 2d6 necrotic damage. When you hit an enemy with the shadowed weapon, it must succeed on a constitution saving throw or be blinded. The DC of this saving throw is 8 + your proficiency bonus + your Wisdom modifier. A creature blinded by the shadowed weapon makes another Constitution saving throw at the end of each of its turns. On a successful save it is no longer blinded and can't be blinded again by this use of your shadowed weapon. You can't create another shadowed weapon until you have completed a long rest.

Warlock Pacts

Ghost Pact

"An ancient spirit tells me secrets you wouldn't believe... for a price."

You have made a pact with an ancient and powerful ghost, a being whose aims are mysterious but who has unfinished business with the living. The ghost's motivations are personal, and it won't directly reveal them to you, but ultimately it hopes to use you to complete the unresolved task from its life. The only ghosts strong enough to forge a pact with a warlock are those who were particularly powerful when they were alive. You may be in league with a long-dead archmage, a powerful deceased cleric, a mighty fighter who fell in a battle of yore, or perhaps another warlock who died in service to her own pact.



Expanded Spell List

The Ghost lets you choose from an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock spell list to you.

Spell Level	Spells
1st	<i>False Life, Fog Cloud</i>
2nd	<i>Gust of Wind, See Invisibility</i>
3rd	<i>Animate Dead, Feign Death</i>
4th	<i>Confusion, Phantasmal Killer</i>
5th	<i>Dream, Telekinesis</i>

Ghostly Resistance

Starting at 1st level, your patron grants you some of its undead resistance. When you are hit by an attack that does acid, cold, fire, lightning, necrotic, poison, or thunder damage, you can use your reaction to grant yourself resistance to that type of damage until the end of your next turn, including against the triggering attack. You cannot use your ghostly resistance again until you complete a short rest.

Ghostly Movement

Starting at 6th level, you gain the ability to become ghost-like. As a bonus action, you take on a ghostly form: until the start of your next turn, you can move through creatures and objects as if they were difficult terrain, and your movement does not provoke opportunity attacks. While ghost-like, you gain resistance to all elemental damage, as well as bludgeoning, piercing, and slashing from nonmagical attacks. You take 1d10 force damage and are shunted

into the nearest unoccupied space if you end your movement inside an object. You cannot use your ghostly movement again until you complete a short or long rest.

Terrifying Visage

Starting at 10th level, as an action, you can take on the terrifying visage of your patron. Each non-undead enemy within 60 feet of you and that can see you must make a Wisdom saving throw against your warlock spell save DC or be frightened of you for 1 minute. If a creature fails the save by 5 or more, it is paralyzed for 1 minute as well. A frightened or paralyzed target can repeat the saving throw at the end of each of its turns, ending both conditions on a success. If a target's saving throw is successful or either effect ends for it, the target is immune to your terrifying visage for the next 24 hours. You cannot use your terrifying visage again until you complete a long rest.

Possession

Starting at 14th level, you are able to possess and control a creature. As an action, you can cast the spell *Dominate Person* without using components. If you successfully dominate your target, you can choose to turn invisible simultaneously. You remain invisible until you no longer dominate the target, until you attack or cast a spell, or until you choose as a free action to turn visible. You can't use your possession ability again until you complete a long rest.



Chapter Three: Backgrounds and Customization in Farland

Several different options exist in the World of Farland for you to make your character unique. Farland offers new backgrounds, new feats, and legends for your character to explore and discover.

Backgrounds of Farland

Former Slave

Perhaps you were enslaved in Zeland by the Lord of Sloth's forces or maybe you were a slave to Envy's dark might; perhaps you were taken and lived in bondage to bandits in one of the Freed Kingdoms. Either way, you know the bitter taste of forced service. For part of your life you were a slave, and a hard lot it was. You had to work or feel the lash, though you vowed that one day you would be free. Eventually that day did indeed come, and though you never expected it, a part of you benefited from your horrible experience: you learned patience, persistence, and the virtue of hope. And you found true iron in your own soul.

Skill Proficiencies: Deception, Insight

Tool Proficiencies: Pick one artisan's tool kit that costs 20 sps or less; you are proficient with that kit.

Languages: One of your choice (the language of those who enslaved you)

Equipment: The tool kit you have proficiency with, 10 feet of chain, traveler's

clothes, sack, one sentimental item of personal value worth 10 sp or less

Finally Free

Who enslaved you and how did you gain your freedom? You can work with the DM to determine these things, or you can choose or roll on the table below to decide these things.

d8	Circumstances
1	I was lawfully enslaved but managed to escape.
2	I was lawfully enslaved but was freed out of my owner's largess.
3	I was lawfully enslaved but purchased my own freedom.
4	I was lawfully enslaved but my owner died with no heirs.
5	I was unlawfully enslaved but managed to escape.
6	I was unlawfully enslaved but was rescued by others.
7	I was unlawfully enslaved and those who enslaved me died.
8	I don't know if my slavery was legal or not, and I am not sure how I was freed.

Feature: Servile Rapport

You identify with those who find themselves in a position of service, and they identify with you. If you haven't threatened them, servants, slaves, former slaves, and those who are in a servile role will help you by providing you with information, limited mundane resources, places to sleep, and places to hide. They will shield you from people searching for you, though they will not endanger their lives for you.

Suggested Characteristics

Former slaves are as diverse as any group. For some, the taste of slavery has broken their spirit; for others, it has renewed the fire inside them and made them more determined.

d8	Personality Trait
1	I blaze with anger any time I am confronted with forced service or slavery of myself or others.
2	I very rarely show fear, having been through some very horrible things and survived.
3	When in a tough situation, I flashback to some of the suffering I endured.
4	I feel tremendous empathy for all those who suffer.
5	I feel I need to act extra tough in order to prove that my spirit has not been broken.
6	I sometimes automatically show deference to a person who presents himself forcefully. I still have moments of servility.

7	I found meaning in my enslavement, and I try to find meaning in all hardships.
8	I never give up, and I never lose hope.

d6	Ideal
1	Freedom. I value personal freedom above all things. I will try to help others achieve freedom. (Chaotic)
2	Strength. I need to become as powerful as possible so that no one can ever victimize me again. (Any)
3	Serenity. If I can cultivate inner peace of mind, events in the outside world will never bother me again. (Neutral)
4	Helpfulness. If I can help others, it will make up for some of the hurt that was done to me. (Good)
5	Viciousness. I will never again give others a chance to victimize me, because I will victimize them first. (Evil)
6	Canniness. If I stay alert and pay attention to events, I can head danger off at the pass. (Neutral)

d6	Bond
1	I retain one sentimental token from my past, and it is the most valuable thing in the world to me.
2	A caring person showed me kindness in my darkest hour, and that person is now dearest to me.
3	I don't know where my family is, but I cherish their memory and hope to find them.

4	I always have a soft spot for people or animals in servitude or captivity.
5	I somehow managed to identify with my captors, and I value nobility and those in power.
6	The person, people, or group to whom I was in service still exists, and I will enact revenge upon them.

d6	Flaw
1	There is one thing (like an item, a place, or a person) that reminds me of my past pain, and I have great trouble facing it.
2	I become fanatically single-minded in trying to achieve my goals, even if it means neglecting immediate concerns.
3	The emotion was stripped from me, and sometimes I am inappropriately callous when feelings are called for.
4	I have a great deal of difficulty controlling my temper.
5	When I am captured, I freeze and have trouble formulating my thoughts.
6	I spend money as fast as I get it because I am afraid it will be taken from me.

Variant: Former Prisoner

Former prisoners are similar to former slaves, except they were primarily confined instead of being made to serve. This difference tends to lead to different skills and a different mentality in former prisoners. Instead of insight, former prisoners are proficient in athletics, having had time to build up their bodies. Instead of being proficient in artisan's tools, they are proficient in a gaming set and a (usually

small) musical instrument. They possess this gaming set and instrument instead of an artisan's kit. For their feature, they have rapport with criminals and former prisoners. They are rarely servile in their attitude but tend to be tougher.

Quixotic Knight

Whatever your ideal may be, it is all that matters in your life-- and your lack of training will not prevent you from making a difference. Perhaps you were a poor farmer who had not the funds or the class for proper training. Perhaps you are an aging soldier, out of practice and overconfident in his ability. You wander the countryside engaging in conflicts and seeking challenges in order to prove the worth of your lofty and romantic vision.



Proficiencies: Pick one skill, one tool kit, or one martial melee weapon; you are proficient with what you chose.

Equipment: Traveler's clothes, leather armor, sack, an old book about a legendary war or battle, one simple melee weapon in disrepair (if you chose proficiency with a martial melee weapon, you instead begin with that weapon in disrepair), one sentimental totem or personal item, one tool kit (only if you chose a tool kit as your skill proficiency).

Quixotic Origin

How did you become a wandering warrior? You can work with the DM to determine these things, or you can choose or roll on the table below to decide.

d8	Circumstances
1	I was once an honorable apprentice. My master was killed. I fight to avenge him or her.
2	I want to fight the evil of this world, and the courts are too slow.
3	I want to fight the good of this world, and the Lords of Sin are too merciful.
4	My family was ruined by a corrupt institution. I fight the system.
5	I was once an average soldier. I use my talents to earn gold.
6	I keep searching for a master, but they all turn me down.
7	My sanity is questionable. I have no grasp on reality. I see enemies everywhere.
8	I don't know why I do what I do, but I know nothing else.

Feature: Pied Piper

Children find you easy to trust. It is simple to convince them to help you, or hide you, or lie for you. In return, having a child that has bonded with you may give you inspiration. Domestic animals also tend to trust you and will often display affection toward you or work harder for you.

Suggested Characteristics

Quixotic Knights are a motley lot. Some seek justice, others chaos. You can work with the DM to determine these things, or you can choose or roll on the tables below to decide.

d8	Personality Trait
1	I display confidence at all times, especially when I don't know what I'm doing.
2	I believe in chivalry, but sometimes this trait manifests as misogyny.
3	I envy and admire professional soldiers.
4	I distrust any member of one specific race.
5	I am terrified of real life and wish only to live in my own fantasy world.
6	In conversation, I always have a response because I know something about everything (or at least I think I do).
7	I believe that simple folk must be defended, even if they are in the wrong.
8	I am endlessly optimistic.

d6	Ideal
1	Vengeance. My sole purpose in life is to avenge a wrong that was done to me or to someone else. (Any).
2	Vigilantism. I will do what the courts cannot. (Chaotic)
3	Chaos. Disorder is the only true order (Chaotic)
4	Helpfulness. If I can help others, it will make the world a better place. (Good)
5	Nobility. I will be an honorable knight like those in the stories (Lawful)
6	Fidelity. I fight for my god, king, or country (Lawful)

d6	Bond
1	My weapon, tool kit, or totem belonged to a loved one, and it is my most treasured possession.
2	Only one person truly understands me, and that person matters most to me.
3	The open road, under the expansive sky, is where I long to be.
4	I always have a soft spot for people who are poor or underprivileged.
5	The god or entity that I worship gives me great peace.
6	My trusty sidekick or squire (living or dead) is my best friend.

d6	Flaw
1	I have delusions (of grandeur or actual mental delusions).

2	I am a dreamer, but I don't pay any attention to the practical details.
3	I am obsessed with children and childhood.
4	I am more concerned with personal fame and what people think of me than I am with actually accomplishing great deeds.
5	I too easily trust nobles, knights, and other people in positions of power.
6	I think I know everything.

Variant: Quixotic Wizard

Quixotic Wizards are similar to Quixotic Knights in most respects. The nature of the Wizard's abilities is arcane rather than martial. Your skill, weapon, or tool proficiency should reflect this. Perhaps you are a failed sorcerer, or a Wizard's Academy student with great natural talent and no desire to study. Perhaps you are a blackballed student of an evil warlock master. Work with your DM to determine how best to develop this character.

Rebel

You spent years fighting the Lords of Sin and their dark folk lackeys. Maybe you unlawfully provided comfort and aid to those who needed it, maybe you engaged in a network of organized resistance, or maybe you actually took up arms and fought using guerrilla warfare against orcish troops; in any case, you risked your life to stand up against the evil that has overtaken Farland. Now that you have either moved to one of the Liberated Kingdoms or the kingdom in which you live has been freed, you find that you learned a great deal about the world from the danger you risked in your past.



Skill Proficiencies: Deception, Investigation

Tool Proficiencies: You are proficient with either a disguise kit or a forgery kit.

Languages: One of your choice (the language of those you rebelled against)

Equipment: The tool kit you have proficiency with, a set of common clothes, padded armor, a simple melee weapon, a tinderbox, a torch, and a flask of oil

Freedom Fighter

What role did you play in rebelling against those who controlled your kingdom? Choose what type of rebel you were, or roll on the table below.

d8	Role
1	I created and distributed pamphlets that mocked the Dark Forces and inspired courage in the oppressed.
2	I was a bandit in the forest who robbed from the dark troops and used the spoils to feed the hungry.
3	I helped slaves escape from their bondage.
4	I provided food and supplies to other rebels.
5	I engaged in sabotage, doing things like poisoning wells and burning military buildings when I could.
6	I helped protect and run the temple of priests who secretly worshiped the gods of good.
7	I served as a spy and passed information to the Elven Shadow Walkers.

8	I served as a spy for one of the other Lords of Sin, not the one in whose kingdom I lived.
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Feature: Rabble Rouser

When you enter a community, you can determine fairly quickly who is dissatisfied with the local leadership. Given a sufficient amount of time, you can foment this dissatisfaction until you drum up a mob that will protest or otherwise express displeasure. The mob will not engage in violence on your behalf. It is very difficult to determine that you were the person responsible for the creation of the mob. If local leadership does not effectively deal with the civil disturbance or with you, you might eventually be able to turn it into open rebellion. How widespread or powerful this rebellion is, or how long it lasts, is up to your DM.

Suggested Characteristics

Some rebels are courageous freedom fighters, some are careful organizers, some are cowardly spies, and some are iconoclasts who simply delight in anarchy.

d8	Personality Trait
1	I am grim and humorless.
2	I always listen rather than speak, for I don't know what information others might reveal that may come in handy to me.
3	I believe that discretion is the better part of valor, although I am no coward.
4	I put others above myself, and I work for the greater good.
5	I am not afraid of pain, and sometimes I welcome it to focus me.

6	I strongly resent people who have served in the military.
7	I will take great measures not to stand out and not to be memorable.
8	I grow restless when I have been in one place for too long.

d6	Ideal
1	Freedom. People deserve to be free, and they deserve to pick their own rulers. (Chaotic)
2	Organization. Meticulous planning is the route to success. (Lawful)
3	Knowledge. Knowing as much as you can about those who oppose you will make you more dangerous to them. (Any)
4	Courage. I will stand fast in the face of overwhelming odds. (Any)
5	Charity. Helping the oppressed is the most valuable thing. (Good)
6	Decision. Hesitate and you are lost. (Neutral)

d6	Bond
1	My brothers in the rebellion (living and dead) will always be in my heart.
2	A god of light saw me through the Dark Conquest, and I revere him or her.
3	I was driven to rebel in hopes of winning the freedom (and devotion) of my true love.
4	I have a portrait of my father or mother who was killed in the rebellion. His or

	her sacrifice led me to fight for freedom.
5	The most important thing to me is the ideal of political freedom, and I strongly hold to a certain political ideology.
6	I believe that there is nothing wrong with being lawfully in service to a liege; I rebelled against those in power because I support a different liege.

d6	Flaw
1	I can't take a joke, and I get offended easily.
2	I am a political fanatic and will harshly debate anyone who disagrees with my politics.
3	I am an unrealistic idealist and am never satisfied with the current situation; I am always dreaming up ways I could personally make it better.
4	Because I engaged in subterfuge, I am always suspicious of others and suspect that they are being duplicitous.
5	The sight of troops bearing the insignia of one of the Lords of Sin drives me into a near-mindless rage.
6	I will drop everything and everyone to help people who I (rightly or wrongly) perceive as politically oppressed.

Refugee

The thing that stands out most in your past is the time you spent fleeing from disaster. Perhaps you fled one of the Occupied Kingdoms when you learned that Kale,



Kelerak, and Daven had been freed. Maybe you lived on the border of one of the Liberated Kingdoms and the constant border skirmishes between the liberated and dark folk armies dispossessed you. Whatever the reason, you had to leave your beloved home behind and eke out a living in a place where you were not wanted.

Skill Proficiencies: Insight, Survival

Tool Proficiencies: You are proficient with either any single mount listed in the PHB (but not an elephant, mastiff, or warhorse) or a single drawn vehicle.

Languages: One of your choice (the language of the land you grew up in but fled)

Equipment: Two-person tent, bedroll, traveler's clothes, fishing tackle, iron pot, shovel

Reason for Flight

You can choose or roll on the table below to figure out what caused you to leave your homeland.

d6	Role
1	When you learned that some kingdoms had been liberated, you fled the yoke of the Dark Conquest.
2	Your village was located on the border of a Liberated and Occupied Kingdom, and the incessant raiding made life there too dangerous.
3	Chaos or civil war in your own kingdom caused you to flee.
4	A natural disaster like an earthquake or flood dispossessed you.
5	You fled from a disease outbreak like the plague.

6	You fled from an outbreak of lycanthropes, undead, or other supernatural disaster.
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Feature: Survivor

Out of necessity, you are good at making do with less. You don't like to do so, but when you have to, you are able to subsist for up to two weeks on half as much food and drink as others in a similar circumstance would need. You must then eat and drink normally for twice the amount of time that you deprived yourself. You are also fairly good (though not infallible) at predicting when a certain geographical area might face danger. For example, you are skilled at predicting bad winters or the likelihood of an impending invasion. You are no better than anyone else at predicting dangers to your own person. You can't necessarily tell better than anyone else when a certain enemy is going to attack you personally, for example.

Suggested Characteristics

Refugees develop various attitudes to help them survive. Some get sunk in despondency and depression, while others choose to have a positive attitude about whatever fate sends their way. Some feel that survival at all costs is the only thing that matters.

d8	Personality Trait
1	I am depressed and tend to have a negative outlook.
2	I always look on the bright side of every situation, and I often count my lucky stars.
3	I am often wistful, and I get lost in my memories a lot.

4	I value friendship and family, and I tend to be very outgoing.
5	I sometimes resent those who have managed to make a place for themselves.
6	I love to learn new things.
7	I believe in being polite in almost every circumstance.
8	I am all business. I especially have no patience for bureaucracies or long waits.

3	I have a book of folk tales from my homeland. I treasure this possession.
4	I will prove that I am brave. I will no longer run from danger.
5	An enclave of refugees took me in. They later founded a new community. This small community is my new home.
6	I have learned that nowhere should be called home. If I never settle down, I can never be dispossessed.

d6	Ideal
1	Safety. Personal security and safety is important. (Neutral)
2	Foresight. Predicting what will come can provide safety. (Lawful)
3	Work Ethic. Always working as hard as I can will make me valuable anywhere I am. (Lawful)
4	Survival. I will do anything-- anything-- to survive. (Evil)
5	Stoicism. What will be will be. No use in trying to fight against it. (Neutral)
6	People. People, especially family, are what matter. Possessions mean little. (Good)

d6	Flaw
1	I have a sharp tongue and a biting wit.
2	I hate the people or thing that drove me from my home, and I have trouble talking about anything else.
3	I horde small objects and possessions against the day when I have nothing, even though those small objects are valueless.
4	I sometimes am too quick to withdraw from a situation.
5	I have a tendency to say I know things that I don't, because I feel it makes others perceive me as more valuable.
6	I sometimes become sulky and sullen.

d6	Bond
1	My heart will always lie in my homeland. I want to eventually return there for good.
2	My family (living or dead) means the most to me.

Undead Hunter

Perhaps your family was killed by an undead horde, or maybe your sister or mother was taken by a vampire's entrancing gaze, never to be seen again. Very possibly you or your family live in or around Daven, and the living dead have been part of your



life since before you can remember. Whatever your reasons, your past experiences with the undead changed your life forever.

The undead hunter has few interests aside from destroying the walking dead. This single-mindedness usually makes you a social outcast. You will work with others as events dictate, but you tend to keep companions at arm's length. Undead hunters tend to be dark and brooding and are always on the lookout for signs of the undead.

Skill Proficiencies: Religion and Survival

Tool Proficiencies: Herbalism Kit

Equipment: Traveler's clothes, herbalism kit, belt pouch with 10 sps, vial of Holy Water, holy symbol, lamp, hammer, 3 wooden stakes, shovel.

The Dark Path

What led you down this road? What encounter with the living dead made you into the person you are today? You can work with the DM to determine these things, or you can choose or roll on the table below to decide.

d8	Circumstances
1	I was raised in a family of undead hunters. The hate for the undead has been with me since childhood.
2	A loved one was killed in front of me by an undead.
3	In my youth, I was almost killed by an undead, and I barely escaped.
4	After a run-in with a group of zombies, I found I have a knack for killing undead.

5	After my village was overrun by an undead horde, an undead hunter found me and took me in.
6	My adventuring group was slaughtered by a host of undead, but I managed to escape.
7	I once had been a servant to a vampire, but after the monster was slain I had my freedom and a new cause.
8	I received what I believe to be a sign from my deity that led me to cleanse the world of these horrors.

Feature: Haven from the Haunted

The path you walk is a dark one and few can understand the horrors you face. You spend many nights alone in the wild, waiting and watching for the living dead to rise. In times of need, you often can find respite in the churches, temples, and shrines of the faithful. Churches and temples will provide you with food, drink, shelter, and the warmth of a fire to help keep the horrors away, at least temporarily. If you stay at a church, shrine, or temple for a few days, you are able to learn about local undead lore by studying holy tomes and speaking with the keepers of these holy places.

Suggested Characteristics

Undead hunters come from all walks of life and upbringings. Most walk a thin line between the world of the living and the world of the dead; others may have slipped over that line. You can work with the DM to determine your personality, ideal, bond, and flaw, or you can choose or roll on the tables below to decide.

d8	Personality Trait
1	I always insist on keeping the watch.
2	During conversations, I always seem to turn the subject towards the living dead.
3	I am uncomfortable around the living.
4	I am grim and brooding.
5	I have a habit of keeping "trophies" from the undead I have slain.
6	I try very hard-- sometimes too hard-- to prove that I fit in with the people around me.
7	I find a grim humor in every situation.
8	If I have the time, I always give final rites to the undead I have slain.

d6	Bond
1	My God is my life. All that I am and all that I do is for him or her.
2	I seek the undead that killed my loved one; nothing will stop me until the beast is dead.
3	Daven is my beloved homeland, and I will give my life to rid it of the living dead.
4	I have an ancient tome that taught me about undeath, and I read it every chance I get.
5	My lucky holy symbol has saved me more than once, and I treasure it.
6	I love plants and flowers, since they remind me of natural, unspoiled life.

d6	Ideal
1	Righteousness. I am the weapon of my god. I am tasked with cleansing this filth from the world. (Good)
2	Revenge. Nothing will stop me from punishing the undead. (Any)
3	Aspiration. I will be the best there is at what I do, though what I do isn't pretty. (Neutral)
4	Power. In the living dead I will find the secret to great power and endless life. (Evil)
5	Assistance. I will always help those who are terrorized by the walking dead. (Good)
6	Discovery. I do what I do because I am fascinated by the undead and wish to learn about them. (Any)

d6	Flaw
1	In battle, I always focus on undead, even if greater threats are present.
2	I have a compulsion to consume the flesh of the dead.
3	I am tormented by horrible nightmares.
4	There is one kind of undead that I truly fear and that I have trouble facing.
5	I always tell stupid, offensive jokes and sing annoying songs to keep away my own fear.
6	People find my stare very unsettling, but I can't seem to stop staring at people.



Feats

Avenger

If you can't protect your friends, you can be damn well sure you'll avenge them. You gain the following benefits:

- Increase one ability score by 1, to a maximum of 20.
- Whenever an enemy causes a member of your party to become blinded, frightened, incapacitated, paralyzed, restrained or to suffer a critical hit, you gain advantage on your next attack roll.
- Whenever a creature causes one of your party members to drop to 0 hit points or whenever one of your party members fails a saving throw against an effect caused by a hostile creature, you can use your reaction to make a melee or ranged weapon attack against that creature.

Herbalist

You have a particular talent for finding herbs and brewing herbal concoctions. You gain the following benefits:

- Increase your Intelligence or Wisdom score by 1, to a maximum of 20.
- When trying to find an herb, you treat that herb as one category less rare than it actually is when you make your check. For example, when determining the DC to find a rare herb, you act as if the herb were uncommon.
- You can craft herbal concoctions twice as quickly. For example, it only takes you two days to craft an herbal concoction with a total market value of 100 sps, instead of four days.

Self-Motivator

Prerequisite: Bardic Inspiration Class Feature

You use the tales and songs of old to bolster your courage. You gain the following benefits:

- Increase your Dexterity or Charisma score by 1, to a maximum of 20.
- You gain one additional use of bardic inspiration.
- You can use your bardic inspiration on yourself.

Shield Grand Master

Prerequisite: Shield Master Feat

Your skill with a shield is unparalleled:

- When using a shield, you gain advantage on dexterity saving throws against area effects, such as the explosion of a fireball.
- Your armor class is 1 point higher when you use a shield.

Legends

Your character did not spring out of sea foam on the day you rolled up him or her. He or she grew up in Farland, and as such has heard several legends that have to do with his or her race. How many legends he or she has heard depends on his or her class: barbarian, druid, fighter, ranger, paladin, and rogue 1d2, cleric, sorcerer, monk, and warlock 1d3, wizard 1d4, bard 1d4+1. Your GM will detail the legends to you, which are available in *The World of Farland's Gamemasters Handbook*. There are also Farland-specific backgrounds you can choose beyond the PHB backgrounds; they are given above.

Chapter Four: Equipment in Farland

The World of Farland has different currency, additional equipment options, rules for Mastercraft items, and a complete herbalism system.

Currency

Before the founding of the civilization of Aelfar, there was no standard currency. Each kingdom that rose and fell with the ages minted its own coin, of its own size and value, and whether any of these ancient kingdoms honored the currency of any other was a hit or miss proposition. Aelfar, however, revolutionized currency when it standardized the value of coins, and it refused to deal with any kingdom that did not use coins of similar size, shape, and value. The kingdom and later Empire of Farland adopted this policy, collecting, melting down, and reminting any non-standard coins. Over hundreds of years, this policy led to a standardization of coinage across almost the entire continent. Seeing the economic value in doing so, even the Elves, the Dwarves, and the Enemy in the East adopted these standard coins.

Thus almost all coins in the land are either platinum pieces, gold pieces, silver pieces, electrum pieces, copper pieces, or tin pennies (a mix of copper and tin). **The standard currency of everyday use is the silver piece.** This means that DMs and players should convert the standard pricing of items, goods, and services to the silver standard. When the price in one of the 5e manuals is given in gold, in Farland

it should be read as silver. Similarly, silver should be read as copper, and copper should be read as tin pennies. Thus, if a longsword is listed as costing 15 gold pieces in the PHB, in Farland, its cost will be 15 silver pieces.

The Relative Values of the Standardized Coins

100 SP = 1 PP

10 SP = 1 GP

1 SP = 1 SP

1 SP = 2 EP

1 SP = 10 CP

1 SP = 100 TP

Individual kingdoms have managed to assert their individual character on the names they give their coins. The currencies of individual kingdoms and races is listed in *The World of Farland Campaign Setting*.



Additional Equipment

Bastard Sword

This large blade is effectively a longsword with extra length, but it is not quite as long as a greatsword. It is balanced such that it can effectively be wielded one or two handed.

deal the type of damage you have chosen until you press the catch to retract the blades. You can't be disarmed of this weapon by normal means, but when you press the catch and the blades spring forth, you can't hold anything in the hand upon which you are wearing the gauntlet.

Drow War Gauntlet

Created by the dark elves, this wicked implement looks like a leather glove covered with odd protrusions. When a hidden catch is pressed (effectively equivalent to drawing a weapon), twisted blades and spikes spring forth. When you press the catch, you can choose whether you want to deal slashing or piercing damage. The gauntlet continues to

Two-handed Morningstar

This weapon is simply a larger and heavier version of the standard Morningstar. It is often carried for purposes of sheer intimidation, as it looks wicked indeed.

Martial Melee Weapon	Cost	Damage	Weight	Properties
Bastard Sword	40 sps	1d10 slashing	5 lbs.	Heavy, Versatile (1d12)
Drow War Gauntlet	60 sps	1d6 piercing or slashing	1 lb.	Finesse, Light, Special
Morningstar, Two-handed	25 sps	1d10 piercing	6 lbs.	Heavy, two-handed



Mastercraft Items

A mastercraft item is an item created with such skill and care that it is clearly superior to a normal item. Not just any craftsmen can create a mastercraft item; only an expert in his or her craft, with exceptional skill and years of experience, can create such an item. Mastercraft items can take the form of weapons, armor, or tools. All mastercraft items are exceptionally durable and can take wear and tear better than a normal item. Although mastercraft items are not magical, magic items are mastercraft items, but their magical description and properties replaces any benefit they grant from being mastercraft.

Mastercraft weapons

Mastercraft weapons are particularly sharp and sturdy. You gain a +1 bonus to damage rolls made with a mastercraft weapon. Your weapon is less likely to break under normal use. Ammunition generally cannot be mastercrafted. If a mastercraft weapon gains a bonus to damage from any other source, that bonus replaces the bonus granted from the weapon being a mastercraft weapon. Mastercraft weapons cost 250 SPs more than the base price of the weapon. A mastercraft weapon can also be silvered, but this costs an additional 100 SPs.

Mastercraft Armor

Mastercraft armor and shields provide the same protection as their normal counterparts but weigh less. Mastercraft light armor, medium armor, and shields weigh half as much as normal. Mastercraft heavy armor weighs three-quarters as much



as normal. The strength score required to wear mastercraft heavy armor before one's speed is reduced is one point less than the listed score. Mastercraft armor and shields are less likely to break under normal use. They cost twice as much as their normal counterparts.

Mastercraft Tools

Mastercraft tools are created with such quality that they make it easier for you to use them. You gain a +1 bonus to any check you make with a mastercraft tool with which you are proficient. They are more durable under normal use. Mastercraft tools cost four times as much as their normal counterparts.



Herbs

Herbalism

Herbalism is the practice of using herbs, roots, spices, and other natural ingredients to create concoctions that produce some noteworthy effect. Many herbs exist in the World of Farland, and they often approximate magical effects, although herbs are never magical and their effect cannot be dispelled using magic.

Finding Herbs

Herbs are located throughout the world. To find herbs, you make either an Intelligence (Nature) check or a Wisdom (Survival) check; the amount of time it can take to find herbs varies and is left to DM discretion, but it generally takes at least one hour per check. The following chart lists the difficulty class of the check required to find an herb based on its rarity. A player can only find an herb if he or she is in the correct environment in which the herb grows, and if the herb is actually present (again, DM discretion). For example, if a player decides to look for Cloudspur in a cold mountain environment, the DM decides if any Cloudspur is potentially present. The player then makes a skill check, and if he succeeds on a DC between 16 and 20 (the exact number is set by the DM), he finds enough Cloudspur to make at least one concoction.

Rarity	DC
Common	5-10
Uncommon	11-15
Rare	16-20
Very Rare	21+



Creating Herbal Concoctions

You can craft an herbal concoction if you have the proper equipment such as vials, a workspace, and so forth. You must have all necessary ingredients, including the herb itself. You must be proficient with na herbalism kit to create herbal concoctions. For every day of downtime you spend crafting, you can craft one or more herbal concoctions with a total market value not exceeding 25 sps, and you must expend raw materials worth half the total market value. If a herbal concoction you want to craft has a market value greater than 25 sps, you make progress every day in 25 sps increments until you reach the market value of the herbal concoction. Multiple

Herb	Effect	Location	Rarity	Cost
Baneseed	Increased damage vs. creature types	Varies	Rare	150 sp
Battle Grog	Advantage on saves vs fear	Blood from troll or ogre	Uncommon	75 sp
Bestra's Weed	Regain 1 hit point	Southern Kale	Rare	15 sp
Braided Vines	Advantage on climb checks	Jila and Selfhaven Archipelago	Uncommon	10 sp
Calbran's Fist	Advantage on STR checks and saves	Marshes	Uncommon	75 sp
Capacin	Damages and blinds	Hot deserts	Uncommon	100 sp
Citronellus	Helps in traveling through swamps	Edges of grasslands and forests	Uncommon	10 sp
Cloudspur	Save vs a disease	Cold hills or mountains	Rare	100 sp
Corpse Leaf	Removes exhaustion	Graves in cool climes	Rare	75 sp
Dithafoil	Contraceptive	Cold to temperate lands of mid elevation	Common	1 sp
Elanor	Emits light	Warm or temperate hills	Common	1 cp
Essence of Lavendra	Masks scent	Warm climes of low rainfall	Common	10 sp
Fluxweed	Helps disguise appearance	Arid lowlands	Rare	50 sp
Heshtail's Blessing	Advantage on WIS saves	Rainy lowlands	Uncommon	65 sp
Honeycap	Removes intoxication	Cool to temperate hills	Uncommon	5 sp
Humblewort	Causes blissful hallucinations	Temperate woodlands	Uncommon	10 sp
Lotus	Causes bliss	Temperate wetlands	Uncommon	10 sp
Mage's Cowl	Protects against injuries	Temperate to warm grasslands	Rare	50 sp
Mandrake Root	Poisons and protects from poison	Warm grasslands and forests	Uncommon	50 sp
Moon Blossom	Protects against undead	Cool swamps	Very rare	500 sp
Moss Glow	Darkvision	Caves	Rare	50 sp
Nadria	Advantage on various saves	Varies	Uncommon	75 sp
Pipeleaf	Charms those imbibing	Hills of Zeland	Common	25 sp
Pygmy Dogwood	Increases spell damage	Northern Anaria	Uncommon	100 sp
Red Clover	Reroll 1s	Cool to temperate lowlands	Uncommon	75 sp
Rot Gut	Resist being knocked unconscious	Warm lowlands	Rare	75 sp
Sageroot	Increases healing from Bestra's Weed	Southern Daven and Orland	Uncommon	10 sp
Sativum	Aids against vampires	Widespread	Uncommon	150 sp
Sumash	Irritates skin	West Kale and Wildlands	Uncommon	25 sp
Thodrun Lily	Aids in holding breath	Temperate waters	Common	15 sp
Tumeric	Advantage on save vs disease	Hot dry climes	Uncommon	75 sp
White Berry	Helps resist cold	Warm lowlands and swamps	Uncommon	10 sp
Yellow Thistle	Advantage on perception checks	Cold or temperate low or mid elevations	Uncommon	50 sp



characters can combine their efforts toward the crafting of a herbal concoction, provided that the characters all have proficiency with herbalism kits and are working together in the same place. Each character contributes 25 sp worth of effort for every day spent helping to craft the herbal concoction.

Herbs of Farland

Baneseed

Herb, rare

Baneseed is the seed from various varieties of nettle. When distilled with ragweed and oil made from the body part of a particular type of creature, it can be applied as a bonus action to a melee weapon or 10 pieces of ammo for a ranged weapon. The weapon then deals an additional point of damage against creatures of the type from which the oil was made. The damage is of the same type that the weapon deals and the effect lasts for five minutes once applied to the weapon.

Prickly Baneseed is found in temperate swamps and increases damage against aberrations. Flowering Baneseed is found in cold forests and increases damage against beasts. Silken Baneseed is found in hot and arid deserts and increases damage against dragons. Waxy Baneseed is found in temperate hills and mountains and increases damage against fey. Stinging Baneseed is found in volcanic areas and increases damage against fiends. Leafy Baneseed is found in warm grasslands and increases damage against giants. Bitter Baneseed is found in shallow caves and grottos and increases damage against goblinoids. Sweet Baneseed is found in temperate forests and increases damage against humanoids. Mossy Baneseed grows in water and increases damage against

monstrosities. Purple baneseed is found in steppes and increases damage against plants. White baneseed is found growing in graveyards and increases damage against corporeal undead (but not vampires). Black Baneseed is found in jungles and increases damage against incorporeal undead (it takes a part of the original corpse of an incorporeal undead to make oil of Black Baneseed).

If Baneseed oil is applied to a weapon that has already had an oil applied to it, both oils cease to function. Baneseed has created something of a market for the body parts of creatures.

Price to purchase Baneseed Concoction: 150 sp

Battle Grog

Potion, uncommon

This reddish grog is specially mixed using the blood or bone of a troll or ogre. Although the mixing process does not enable the finished product to retain many of the properties of the creature's blood, its bravery is preserved. For 1 minute after you use an action to drink this potion, you gain advantage on all saving throws made to resist being frightened.

Price to purchase Battle Grog Concoction: 75 sp

Bestra's Weed

Herb, rare

This foul-smelling, green weed is only known to grow in Southern Kale. It can be combined with mistletoe and made into a salve that has healing effects. When you use an action to apply the salve made from Bestra's Weed, you regain 1 hit point. This salve may only be applied once per day or it produces a toxic buildup in the body that causes the user to take 1d4 poison damage per additional application of the salve.



*Price to purchase Bestra's Weed
Concoction: 15 sp*

Braided Vines

Herb, common

This is a common vine in Jila on the continent of Eruna and on Selfhaven Archipelago. The strands of this vine grow in tight clusters which wrap over each other, giving it a braided appearance. They can be eaten as a vegetable and are quite nutritious, but if the Braided Vine is combined into a concoction with chive and clover, it temporally increases muscle performance. When consumed as an action, for one hour, Braided Vine concoction grants advantage on Strength (Athletics) checks, as long as the check is not made as part of an attack action, such as a grapple.

*Price to purchase Braided Vine Concoction:
10 sp*

Calbran's Fist

Herb, uncommon

This plant has lance-shaped leaves and flourishes in marshes. If mixed in a concoction of alcohol and garlic, it is known for increasing the physical strength of those who eat it, but only for a short time. When you use an action to consume the concoction, you gain advantage on Strength checks and Strength saving throws for 10 minutes. If you consume any additional doses of Calbran's Fist before you have completed a short rest, you feel nauseous, and the additional doses have no effect.

*Price to purchase Calbran's Fist
Concoction: 75 sp*

Capacin

Herb, uncommon

A particularly potent form of pepper, capacin can be recognized by its mottled

purple and green skin. It grows in dry, hot climates. It is prized by the brave as a spice, but it can be mixed with lemon juice and cherry powder to create a dust grenade that counts as an improvised weapon with a range of 10/20 feet. On a hit, the target must succeed at a DC 15 Dexterity saving throw or take 2 (1d4) points of acid damage and be blinded until the end of its next turn. On a success, it takes half damage and is not blinded.

*Price to purchase Capacin Concoction: 100
sp*

Citronellus

Herb, uncommon

This spikey green-leafed plant is found near the edges of grasslands and forests. When ground to a paste and mixed with flaxseed oil it can be used to ward off insects. When an action is used to apply the concoction to the skin or clothing, for the next 4 hours it will grant advantage on survival checks made to travel through swampy environments. If applied more than twice a day, it can breakdown fabric or cause rashes on the skin.

*Price to purchase Citronellus Concoction:
10 sp*

Cloudspur

Herb, rare

Called *Heilak* by the dwarves and *Mirena* by the elves, this small plant has pale white leaves and grows in cold hills or mountains. When prepared in a mixture of vinegar and thyme, it has medicinal properties. When you use an action to ingest the preparation, you immediately get a saving throw to attempt to recover from one non-magical disease from which you are suffering (if the disease is amenable to recovery in this fashion). Attempts to ingest more than one preparation of Cloudspur per day result in vomiting.



Price to purchase Cloudspur Concoction:
100 sp

Corpse Leaf

Herb, rare

This pale gray leaf grows in cool climes and is only found growing atop graves. When mixed in a concoction of green tea and fennel, it cures fatigue. Lesser orcs, to compensate for the greater endurance of hobgoblins and oluks, will often consume Corpse Leaf when engaging in forced marches. When you use an action to ingest the corpse leaf concoction, one level of exhaustion is removed from you. If you ingest more than one dose of Corpse Leaf within a 24 hour period, you gain one level of exhaustion per additional dose.

Price to purchase Corpse Leaf Concoction:
75 sp

Dithafoil

Herb, common

Dithafoil is a dark red rose of exquisite beauty that grows wild in cold to temperate lands of medium elevation. It favors shade. When its leaves are mixed into a concoction with common garden mushrooms and goat's milk, it acts as a contraceptive. When you consume Dithafoil concoction as an action, it becomes nearly impossible for you to sire or conceive children while under its effects (which last for 8 hours). Repeated use of Dithafoil concoction has been known to lead to permanent infertility; keep track of the total number of Dithafoil concoctions you consume. Upon the consumption of your 20th Dithafoil concoction, you must succeed on a Constitution saving throw or become permanently infertile. The DC is 5. Each additional time after the 20th that you consume Dithafoil Concoction, you must repeat the saving throw. The DC increases by 1 for each additional concoction consumed. Magic such as the *regenerate* spell can restore your fertility.

Price to purchase Dithafoil Concoction: 1 sp

Elanor

Herb, common

This yellow, star-shaped flower is commonly found growing in full sunlight on warm or temperate hilltops. It is beautiful to behold, but the true properties of this flower are not seen until night. When crushed in a glass vial and shaken with acidic juice, it emits light equivalent to a candle for 8 hours.

Price to purchase Elanor Concoction: 1 cp

Essence of Lavendra

Herb, common

This plant is a shrubby perennial related to the common lavender plant. It grows wild in warm places of low rainfall. When mixed with normal lavender and tarragon, it can be concocted into a salve which, when rubbed on the body as an action, will cause any creature attempting to track you by scent to do so at disadvantage. This effect lasts for 1 hour. Applying doses concurrently has no additional effect, but any number of doses can be used in succession.

Price to purchase Essence of Lavendra Concoction: 10 sp

Fluxweed

Herb, rare

This stalky, green-leaved plant has small purple flowers. It extrudes viscous oil when muddled with salt. It grows best in lowlands that are arid or that have only light rainfall. When its viscous oil is combined with alcohol and vinegar, it creates a foul-tasting potion that aids in disguising your appearance. When imbibed as an action, it grants advantage for one hour on bluff checks made while using a disguise kit to alter your appearance. If more than one dose is consumed in 24 hours, it will cause a

distinctive pink rash on the cheeks that causes disadvantage on Charisma checks, and if used for more than 3 days in a row, the rash may become permanent. In this case, it can only be removed with a *lesser restoration spell*

Price to purchase Fluxweed Concoction: 50 sp

Heshtail's Blessing

Herb, uncommon

Also called Kervil, Heshtail's Blessing is a flower that grows in rainy low-land areas and that has a waxy, pink blossom. When dried and added to a concoction containing fennel and mint, its remarkable properties become apparent. Consumed as an action, it steels the will, providing advantage on Wisdom saving throws, but it makes one temporarily weaker, causing disadvantage on Strength saving throws. The effect lasts for five minutes. Additional doses have no effect.

Price to purchase Heshtail's Blessing Concoction: 65 sp

Honeycap

Herb, uncommon

This wild mushroom has a golden color and grows in cool to moderate hills. Unlike most mushrooms, Honeycap prefers areas of direct sunlight. Dwarves ferment Honeycap and use it to brew beer. Ironically, when crushed into a paste and mixed with heated goat's milk, a dose of Honeycap, consumed as an action, will remove intoxication and make the user sober.

Price to purchase Honeycap Concoction: 5 sp

Humblewort

Herb, uncommon

This small, thorny plant has bright red berries. It grows in temperate, wooded areas. When the berries are dried, they have a hallucinogenic effect that some find pleasant. When you consume a handful of Humblewort berries as an action, you hallucinate for 2 hours. During the 2 hours, you suffer disadvantage on intelligence, wisdom, and charisma checks and saving throws, although you feel blissful.

Price to purchase Humblewort Concoction: 10 sp

Lotus

Herb, uncommon

This beautiful, water-growing flower, which looks like a water lily, is native to Yrrkune but was introduced into Kelerak by the Lord of Lust. It thrives in temperate climes and needs a very wet environment, like a lake or swamp, in which to grow. As a drug, it was much sought-after during the Dark Occupation, and lotus addicts still roam the streets of Dragonspur. The plant, when mixed with wild honey into a tea-like concoction, produces an extremely pleasant, soporific high that is also very addictive. A dose dulls physical pain and provides a sense of pleasure, warmth, and well-being: you have advantage on Constitution saving throws. Users are also very sleepy and are slow and addled. You have disadvantage on Dexterity checks, Dexterity saving throws, Intelligence checks, and Intelligence saving throws. You also have disadvantage on saving throws to avoid being put to sleep. These effects last for four hours. Lotus is also very addictive. When you take a dose of lotus, you must succeed at a DC 10 Constitution saving throw (without advantage from the drug) for each dose of lotus or become addicted. Each cumulative time the drug is used, the DC of the saving throw to avoid addiction goes up by 1, and the save never goes back down-- once an



addict, always an addict. Once addicted, you will feel very compelled to take the drug and must succeed at a DC 15 Constitution saving throw or gain a level of exhaustion per day that the drug is not ingested (you will never gain more than five levels of exhaustion from failing to take the drug). If you take a dose of lotus during the addiction cycle, you immediately lose all levels of exhaustion gained from failing to take lotus. If you succeed at three consecutive Constitution saving throws from failing to take lotus, the addiction cycle is broken and you will stop needing to make a Constitution saving throw from failing to take lotus. You will still be susceptible to lotus, however, and if you ever take it again, the cycle will pick up where it left off. Taking more than one dose is dangerous-- two doses have no mechanical effects but increase your sense of pleasure and well-being. Three doses are likely to put you to sleep. If you imbibe more than three doses, you must succeed at a DC 13 Constitution saving throw or die. If you succeed at the saving throw, you are unconscious for 10 minutes and gain the poisoned condition for 4 hours.

Price to purchase Lotus Concoction: 10 sp

Mage's Cowl

Herb, rare

A plant with a tall, erect stem, it is named for the shape of its red flowers. It grows in temperate to warm grasslands. When combined with tarragon and rye, it acts as a strong anesthetic. Consuming Mage's Cowl concoction as an action provides the following benefits, which last for one hour: you gain 5 temporary hit points, and if you acquire a lingering injury while under the effect of Mage's Cowl concoction, you gain a +5 bonus to any roll made to determine what sort of lingering injury is acquired (lingering injuries are detailed in *The World of Farland's Gamemasters Handbook*). Additional doses of Mage's Cowl have no effect. Mage's Cowl reacts badly with Battle Grog; if you consume a dose of either while

under the effects of the other, all benefits of both are lost, and you gain one level of exhaustion.

Price to purchase Mage's Cowl Concoction: 50 sp

Mandrake Root

Herb, uncommon

This herb is the root of the Mandrake plant, which has bell-shaped purple flowers and orange berries. It grows in warm grasslands and the outskirts of warm forests. The root looks vaguely man-shaped. If the root is mashed, brewed into a concoction with bitter almonds, and an entire dose is ingested, it is poisonous: A creature subjected to this poison must make a DC 10 Constitution saving throw. On a failed save, it takes 5 (1d10) poison damage and is poisoned for 8 hours. On a successful save, the creature takes half damage and isn't poisoned. However, the poisonous concoction tastes extremely bitter, potentially warning a victim before it takes an entire dose. When stripped of its outer skin, the soft tender center of the root can be boiled into a tea-like concoction with lemons and honey. A creature that imbibes this tea-like concoction has advantage on the first three saving throws it makes against poison within the next 24 hours.

Price to purchase Mandrake Root Concoction (either one): 50 sp

Moon Blossom

Herb, very rare

A pale white or blue blossom that grows in cool, swampy regions, this rare plant has extremely remarkable properties. Priests and paladins before the Dark Times prized it. They swore that it buttressed the spirit and protected against the walking dead. It can be mixed with common mint and brewed into a tea-like potion. When you use an action to drink this potion, you gain resistance to necrotic damage for 10

minutes. You gain 20 temporary hit points that protect you against undead attacks. During that 10 minutes, if an undead hits you with an attack that would reduce your hit point maximum, your temporary hit points are instead reduced by that amount. After the 10 minutes, any remaining temporary hit points disappear. The temporary hit points gained by imbibing moon blossom tea will not protect against damage from any other source except attacks by undead that reduce your hit point maximum.

Price to purchase Moon Blossom Concoction: 500 sp

Moss Glow

Herb, rare

This bright green moss is found in moist, subterranean areas which have been subjected to magical energy. When combined with dandelion wine and oregano and brewed into a concoction, this moss causes the imbiber's eyes to glow with a dim green light and allows him to see without light. When you use an action to imbibe moss glow concoction, you gain dark vision for 4 hours. However, because it causes your eyes to glow, you have disadvantage on stealth checks during this period. Imbibing another dose of moss glow concoction before you complete a long rest has no effect.

Price to purchase Moss Glow Concoction: 50 sp

Nadria

Herb, uncommon

This common vine comes in three varieties: High Growth Nadria, Swamp Nadria, and Desert Nadria. Each looks essentially similar but differs in the color of its flowers, the location where it grows, and the effect it provides. High Growth Nadria has blue flowers and grows in warm mountains. It can be mixed with oregano into a concoction

that can be consumed as an action; the imbiber gains advantage on dexterity saving throws for 10 minutes. Swamp Nadria has white flowers and grows in swamps. It can be mixed with rhubarb into a concoction that can be consumed as an action; the imbiber gains advantage on intelligence saving throws for 10 minutes. Desert Nadria has green flowers and grows in hot deserts. It can be mixed with purple passionflower into a concoction that can be consumed as an action; the imbiber gains advantage on charisma saving throws for 10 minutes. If you consume any additional doses of the same type of Nadria before you have completed a short rest, you feel nauseous, and the additional doses have no effect. When under the effect of Nadria, if you take an additional dose of Nadria (of any type), you become nauseous and lose all benefits from the herb.

Price to purchase all Nadria Concoctions: 75 sp

Pipeleaf

Herb, common

Many races throughout Farland smoke the dried leaves of plants. Old Norey pipeleaf is found in the hills of Zeland and is known for its charming effects among friends. Old Norey is commonly dried and cured with oregano and nutmeg. When a pipe of Old Norey is smoked, it forms a bond among all that have inhaled the smoke. For five minutes or until the smoke dissipates, all smokers have the charmed condition placed upon them by all the other smokers. Southern Star pipeleaf is typically found growing in Orland and Daven. Due to the heavy weight of its smoke, it is popular for blowing smoke rings, and some wizards have even learned how to integrate it into their prestidigitation tricks. As an action, a caster who is able to cast *prestidigitation* can inhale the smoke of Southern Star and exhale smoke in the shape of a small animal that hovers within range until the end of his next turn.



Price to purchase Pipeleaf Concoction: 25 sp

Pygmy Dogwood

Herb, uncommon

An undersized relative of the Kelerak-native tree that is more usually found in the northern reaches of Anaria, the pygmy dogwood resembles a sturdy grass, only readily identifiable when it turns bright red in autumn and winter. Unlike its cousin, it has only one use, and only to those who possess arcane skill. Harvested in midwinter with a cold iron blade, the stems must be dried under moonlight to awaken their potential. Then, when crushed to powder and inhaled, it triggers a frenzied state that greatly empowers magical abilities for a brief time, but tends to inhibit rational thought or other activity. When you take Pygmy Dogwood concoction as an action, for the next 5 minutes when you roll damage from casting a spell, you may reroll 1s. However, you suffer disadvantage to Intelligence checks and Intelligence saving throws during that time. If you take another dose of Pygmy Dogwood before you have completed a long rest, you must succeed at a DC 12 Constitution saving throw or take 1d6 poison damage, gain the poisoned condition for 1 hour, and lose all beneficial effects from the herb.

Price to purchase Pygmy Dogwood Concoction: 100 sp

Red Clover

Herb, uncommon

Red clover is a variety of common clover recognizable by the bright red underside of its leaves. It grows in low elevations of cool to moderate climes. When picked under a full moon, combined with sage, brewed in a tea, and consumed as an action, it makes the imbiber luckier. For the next hour, whenever you roll a 1 on a d20 for an attack roll, ability check, or saving throw, you can

re-roll the die and must use the new roll. Red Clover reacts badly with Moon Blossom; if either is consumed while the other is in effect, the effects of both are lost. Consuming more than one dose of Red Clover concoction has no effect.

Price to purchase Red Clover Concoction: 75 sp

Rot Gut

Herb, rare

This disgusting yellow root grows in warm climes and low elevations. The plant itself is a nettle-like variety of weed. When its root is extracted and mixed with essence of mistletoe and the blood of a sentient creature, it creates a vile-tasting concoction that provides a sense of invincibility and numbness. It is often given to the dark races just before important battles because of its powerful medicinal effects. After having imbibed Rotgut Concoction, for the next 5 minutes, if damage reduces you to 0 hit points, you must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is from a critical hit. On a success, you drop to 1 hit point instead. The DC of this saving throw increases by 2 for each time after the first that damage reduces you to 0 hit points. If you take two or more doses of Rot Gut at once, you can make the Constitution saving throw when damage reduces you to 0 hit points even if that damage is from a critical hit, but when the duration expires you vomit for 10 minutes and gain a level of exhaustion. The level of exhaustion can be removed by all normal methods.

Price to purchase Rot Gut Concoction: 75 sp

Sageroot

Herb, uncommon

These light pink roots grow beneath the Sage plant, a rather nondescript weed-like plant with serrated, oblong leaves. The Sage plant can be found growing in Southern



Daven and Southern Orland. Sageroot is especially prized by doctors and healers, because when it is brewed into an oily concoction with dill and then added to Bestra's Weed salve, it increases the potency of the latter's healing effects: When you use an action to apply salve made from Bestra's Weed that also has Sageroot concoction in it, you regain 3 (1d4 +1) hit points. Sageroot concoction also reduces the toxic buildup from Bestra's Weed concoction, allowing you to apply Bestra's Weed concoction with Sageroot concoction in it twice per day instead of once per day.

Price to purchase Sageroot Concoction: 10 sp

Sativum

Herb, uncommon

This bulb grows throughout the continent of Farland. It has bright green shoots and small white flowers. Though it is a commonly found herb, sativum must be picked while the plant is flowering in order to be effective. When the odorous bulb is dried, ground, and mixed with wood dust and silver powder, it has been known to repel vampires. When the mixture is sprinkled on one's clothing as a bonus action, it will grant advantage on wisdom saving throws against a vampire's charm action for 5 minutes. Alternatively, the mixture can be added to olive oil and applied to a weapon as an action. If within 5 minutes after applying the concoction to a weapon you use that weapon to deal damage to a vampire, the vampire's regeneration does not function until the end of its next turn. After damaging the vampire, the concoction that has been applied to the weapon is expended.

Price to purchase Sativum Concoction: 150 sp

Sumash

Herb, uncommon

Native to the westernmost parts of Kale and the Wild Lands beyond, this bush, a more potent relative of the common sumac plant, can grow to nearly a meter tall. Also known as Urushberry, its distinctive red berries are arranged in spiraled clusters about a thin but sturdy stem. Most sumash varieties are harmless and often find themselves harvested to be ground up into garnish or seasoning, or, in the case of particularly adventurous architects, painted onto marble to provide a rich purple stain that is practically impossible to remove. There are a small number which are not harmless, however, and they are identifiable by their pink or white berries. Rashes and hives are common results of brushing up against a wild sumash of this type, whilst a fire that consumes them can make the toxins airborne and extremely dangerous if breathed in. Those who touch wild sumac must succeed at a DC 10 Constitution saving throw or suffer an allergic reaction that imposes disadvantage on Dexterity checks for the next hour (success just prevents the irritation from being severe enough to be mechanically significant). Those exposed to the smoke of burning sumash must succeed at a DC 12 Constitution saving throw or suffer disadvantage on Constitution checks for the next hour and can only hold their breath for half the usual duration for the next 24 hours. White sumac in fruit can be carefully harvested and combined with chalk power to produce a dust grenade that counts as an improvised weapon with a range of 10/20 ft. On a hit, the target must succeed at a DC 12 Constitution saving throw or suffer disadvantage on Constitution checks for the next hour and can only hold its breath for half the usual duration during that hour.

Price to purchase Sumash Grenade Concoction: 25 sp



Thodrun Lily

Herb, common

This waxy lily is aquatic and grows in fresh water in temperate climes. When brewed into a concoction with pansies and consumed as an action, you gain the ability to hold your breath for twice as long as normal. This effect lasts for 24 hours. Taking additional doses when under the effect of a previous dose has no additional effect.

*Price to purchase all Thodrun Lily
Concoction: 15 sp*

Tumeric

Herb, uncommon

This bright orange rhizome is found in hot, dry climates under a stem-like green plant with bright purple flowers. When the root is dried and ground into a powder, it can be used as an orange dye, but it is especially prized for its medicinal qualities. When combined with olive oil and applied as an action to a disease-causing wound, it will grant advantage on the next saving throw made to end the effect of the disease.

Price to purchase Tumeric Concoction: 75 sp

White Berry

Herb, uncommon

This bush which grows in warm lowlands and swamps is recognizable by its waxy white berries. When mixed with parsnip and whiskey, it provides protection against natural cold. When you consume White Berry concoction as an action, for the next 8 hours, you gain advantage on any constitution saving throws you make because of exposure to extreme cold or frigid water caused by natural conditions.

Price to purchase White Berry Concoction: 10 sp

Yellow Thistle

Herb, uncommon

This plant of the daisy family typically has a prickly stem and leaves and rounded heads of yellow flowers. It grows in temperate to cold climes and at low to medium elevations. When mixed in a concoction of chervil and hemp, it heightens the senses: You have advantage on perception checks. The effect lasts for 10 minutes. If you consume any additional doses of Yellow Thistle before you have completed a short rest, you feel jittery, your field of vision becomes yellow, and you gain no additional mechanical effects. Yellow Thistle reacts badly with Moss Glow. If you imbibe it while currently under the effects of Moss Glow, you immediately vomit and lose all benefits from both drugs.

*Price to purchase Yellow Thistle
Concoction: 50 sp*



Chapter Five: Spells of Farland



Several additional spells are available in the World of Farland. These are detailed below.

Spell Lists

BARD SPELLS

1ST-LEVEL

Lag Behind

3RD-LEVEL

Encumber Gear

SORCERER SPELLS

1ST-LEVEL

Bind Weapon
Lag Behind

3RD-LEVEL

Encumber Gear

4TH-LEVEL

Carpet of Flame

WARLOCK SPELLS

2ND-LEVEL

Shadow Whip

3RD-LEVEL

Garrote

WIZARD SPELLS

1ST-LEVEL

Bind Weapon
Lag Behind

2ND-LEVEL

Shadow Whip

3RD-LEVEL

Encumber Gear
Garrote
Telekinetic Explosion

4TH-LEVEL

Aegis of Night and Day
Carpet of Flame



Spell Descriptions

Aegis of Night and Day

4th-level abjuration

Casting Time: 1 action

Range: self

Components: V, S, M (a bit of chalk and charcoal)

Duration: 10 minutes

If it is dawn or daytime when you cast this spell, your body is surrounded by a faintly shimmering golden aura. The golden aura grants you resistance to radiant damage. Whenever a creature within 5 feet of you hits you with a melee attack, the golden aura flashes. The attacker takes 2d10 radiant damage.

If it is dusk or night time when you cast this spell, your body is surrounded by a faintly swirling purple aura. The purple aura grants you resistance to necrotic damage. Whenever a creature within 5 feet of you hits you with a melee attack, the purple aura pulses. The attacker takes 2d10 necrotic damage.

Bind Weapon

1st-level transmutation

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a small magnet)

Duration: Concentration up to 1 minute

You wave your hands, pointing to an opponent's weapon, and alter gravity in relation to that weapon, making it extremely heavy. The wielder of the weapon must make a strength saving throw; if the weapon is magical or of large or greater size, the wielder saves with advantage. Creatures that fail the saving throw drop their weapon, and it becomes pinned to the ground. As an action, a creature can attempt to recover a

pinned weapon by succeeding on a strength saving throw, whereupon the spell stops affecting that weapon. This spell does affect improvised weapons but does not affect non-weapons, shields, natural weapons (such as claws or tail spikes), or artifacts.

At higher levels: When you cast this spell using a spell slot of 2nd level or higher, you may target an additional weapon for each slot level above 1st.



Carpet of Flame

4th-level evocation

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a small piece of coal)

Duration: Concentration, up to 1 minute

You create a carpet of fire that covers up to 50 square feet of the ground (in 5-foot squares that are adjacent to each other, if you choose to immolate more than 1 square) and which burns to a height of 16 inches. As an action you may choose to extinguish up to 15 square feet of the carpet of fire (in 5-foot squares) and may immolate the same number of 5 ft. squares adjacent to each other; if you didn't use all 50 square feet initially, you may immolate 5-foot squares without extinguishing squares, as long as the total area that is burning does not exceed 50 square feet. At least one 5-foot square of the newly immolated area must be adjacent to the previously burning area. If at the beginning of its turn a creature stands in the flame or if a creature enters the flames, it must make a Dexterity saving throw. On a failed saving throw, the creature takes 3d8 fire damage, or half as much damage on a successful one.

At higher levels: When you cast this spell using a spell slot of 5th level or higher, you may choose either to increase the damage by 1d8 for each slot level above 4th or to add an additional 5-foot square area to the carpet of flame for each slot level about 4th.

Encumber Gear

3rd-level enchantment

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a small piece of lead)

Duration: Concentration up to 1 minute

You enchant the mind of your victim, making his possessions seem very burdensome. The target must succeed on a Wisdom saving throw or believe that his

gear (including armor, clothing and items but excluding weapons and ammunition) is suddenly extremely heavy. He begins behaving as if he is heavily encumbered: his speed drops by 20 feet and he has disadvantage on ability checks, attack rolls, and saving throws that use Strength, Dexterity, or Constitution. A creature affected by this spell makes another Wisdom saving throw at the end of its turn. On a successful save, the effect ends for it.

At higher levels: When you cast this spell using a spell slot of 4th level or higher, you may target an additional creature for each slot level above 3rd.

Garrote

3rd-level necromancy

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a piece of hair from a dead humanoid)

Duration: Concentration, up to 1 minute

You create a black, necrotic noose that shoots from your hand and attempts to wrap around the target's neck. The target must succeed at a Constitution saving throw or begin suffocating. While suffocating, it has disadvantage on all attacks; it can survive while suffocating for a number of rounds equal to its Constitution modifier (minimum 1 round). At the start of its next turn after this, it drops to 0 hit points, stops suffocating, and begins dying. It can repeat the saving throw at the end of each of its turns, taking 3 (1d6) necrotic damage on a failure, and ending the suffocation on a success. If the target spends an action doing nothing but attempting to remove the necrotic noose, it gains advantage on the saving throw to end the suffocation. The noose disappears and the spell ends when the target drops to 0 hit points.

At higher levels: When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d6 for each slot level above 3rd.



Lag Behind

1st-level enchantment

Casting Time: 1 bonus action

Range: 60 feet

Components: V, S, M (a small copper disk)

Duration: Instantaneous

This spell magically confuses the target, making it hesitate. The target of this spell must succeed on a Wisdom saving throw or immediately be ranked last in the initiative order, acting last in the round.

At higher levels: When you cast this spell using a spell slot of 2nd level or higher, you can target an additional 2 creatures for each slot level above 1st.

Shadow Whip

2nd-level conjuration

Casting Time: 1 action

Range: self

Components: V, S, M (a black string)

Duration: Concentration up to 10 minutes

You evoke a shadowy whip in your free hand. The whip is 10-feet long, has the reach property, and lasts for the duration. If you let go of the whip, it disappears, but you can evoke the whip again as a bonus action.

You can use your action to make a melee spell attack with the shadowy whip. On a hit, the target takes 1d10 necrotic damage, and it must make a Dexterity saving throw or be restrained until it breaks free. A creature restrained by the shadowy whip can use its action to make a Strength check against your spell save DC. If it succeeds, it is no longer restrained. A creature restrained by the whip at the end of its turn takes 1d10 necrotic damage. If you have a creature restrained by the whip, you cannot use it to make a melee spell attack, and you cannot cast spells that have somatic or material components.

At higher levels: When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d10 for every two slot levels above 2nd.

Telekinetic Explosion

3rd-level evocation

Casting Time: 1 action

Range: 150 feet

Components: V, S, M (a tiny ball of wax)

Duration: Instantaneous

You gesture at a point you choose within range and provoke an explosive telekinetic wave of force. Each creature in a 20-foot-radius sphere centered on that point must make a Strength saving throw. On a failed save, a creature takes 6d6 force damage, is pushed 10 feet away from the point of origin of the spell, and is knocked prone. On a successful save, a creature takes half as much damage, and is not pushed or knocked prone.

At higher levels: When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d6 for each slot level above 3rd.



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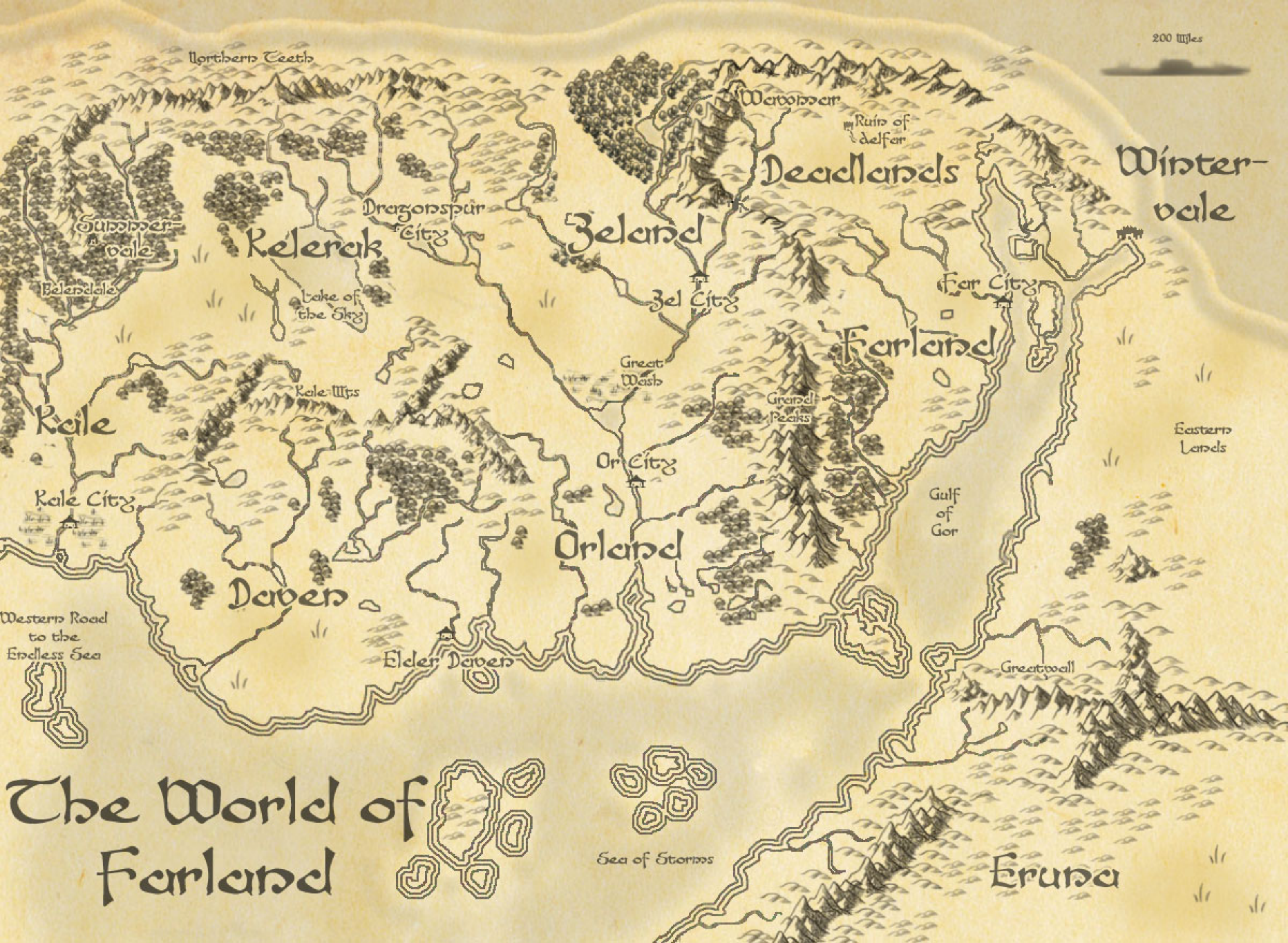
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