

Jarand Campaign Information for D&D 5e

Game Rules:

- D&D 5th Edition, core rulebooks only (PHB, MM, DMG)
- Multi-classing: allowed, but training will be required, e.g. a semester at the Wizards Guild, have a reason you learned Thieves' Cant, have a party member instruct you, etc.
- Feats: not allowed???

Campaign Rules:

- Deities may have weapons restrictions for their followers (re, AD&D). Others give extra weapon proficiencies. Check with Kris or the Deities web pages.
- Identifying Magic Items: Use the "More Difficult Identification" variant, i.e. Identify spell is required. Alternately, characters could experiment with magic items...
- Scrolls: Make an Arcana or Religion roll to determine what the scroll is. Only the appropriate class (Magic User, Cleric, Druid) can use the scroll. If the scroll's spell is a level higher than the character could use there is a chance of spell failure (A-DMG, p. 128), but the scroll can be used.

Magic in Jarand

- In 5e, Wizards normally magically get two spells per level. However, in Jarand, the Wizard must actually gain access to new spells—they don't just appear in his or her spell book. First level spells & cantrips are already gained per 5e rules **for 1st level characters only**. This means joining a Wizards Guild may be a good idea. On the upside, there is no limit to the number of spells (of the appropriate Level) that a wizard may have in his or her spell book.
- Some cultures (Nordamark, North Sejavik), Races (Dwarves), and Clerics (of Odin) have access to Runic Magic.

Races in Jarand

Dragonborn and Tieflings do not exist in Jarand.

Allowed Player Races

- Human
- Dwarf
- Elf
- Half-Elf
- Half-Orc
- Halfling

Languages in Jarand

Common

There is no Common language. Substitute "Jarandian" for "Common" or "Common Tongue."

Thieves' Cant:

All Rogues speak their own language called Thieves' Cant, regardless of Race or culture. This is a class bonus language that they get for "free," i.e. it does not take up another racial language or class Proficiency slot.

Thieves' Cant is a combination of gestures, code words, and rhyming schemes, not an actual language. Non-Rogues might understand the words, but not the meaning.

Character Creation in Jarand for D&D 5e

1. Choose a Race (PHB 11, note world restrictions)
2. Choose a Class (PHB 11, note world restrictions)
3. Determine Ability Scores (roll 4d6, keep top 3)
4. Determine Social Status (house rules)

Note: Don't abuse your PC's social status with other PCs, i.e. don't be a jerk.

5. Choose an Alignment
6. Choose your character's deities or deity.
7. Describe Your Character (PHB 13)
8. Choose Equipment (PHB 14, use purchase option)
 1. Use *Starting Wealth by Class* (PHB 143) modified by Social Status
 2. Purchase any equipment from PHB or house ruled lists.
9. Come Together (PHB 15)

Character Classes in Jarand

Allowed Classes

Because of the way magic works in the world of Jarand, certain classes are not played. Others have some restrictions or changes.

- Sorcerers and Warlocks are not playable classes.

Cleric

- Deities may prescribe weapons restrictions for their followers (re, AD&D). Check with Kris or the Deities web pages.
- The Cleric is automatically proficient with his or her deity's favored weapon, if there is one.

Paladins

Paladins have some restrictions and benefits in the world of Jarand:

- Paladins must be Lawful alignment
- Must be a Jarandian citizen
- They automatically have their Social Status raised to <blank>.

Rogues

- All Rogues speak Thieves' Cant as an additional Class-based language.
- Rogues may attempt to use Divine and Arcane spell scrolls, but they always do so as a 1st-level character. All failures by a Rogue to read a scroll are Critical failures! (Hilarity and character creation may ensue.)

Wizards

- In 5e, Wizards normally magically get two spells per level. However, in Jarand, the Wizard must actually gain access to new spells—they don't just appear in his or her spell book. First level spells & cantrips are already gained per 5e rules **for 1st level characters only**. This means joining a Wizards Guild may be a good idea. On the upside, there is no limit to the number of spells (of the appropriate Level) that a wizard may have in his or her spell book.

Jarandian Characters Social Class

Human Social Status

Roll on the following table for Humans and Dwarves. Half-elves may opt to roll on this table or take their elvish status.

Roll	Parents' Social Status
01-20	Serf
21-40	Yeoman
41-60	Townsman
61-80	Guildsman
81-99	Noble
	Must take the Noble background.
100	Royal
	Must take the Noble background.

Dwarf Social Status

Roll	Parents' Social Status
01-60	Craft Guild
61-90	Professional Guild
91-99	Dwarven Noble
100	Noble in Human Society
	Must take the Noble background.

Halfling Social Status

Halflings, not being as well integrated into Jarandian society, roll on this table.

Roll	Parents' Social Status
01-75	Yeoman

Roll	Parents' Social Status
76-85	Townsmen
86-00	Guildsmen