



TALVARA

THE FRACTURED LANDS

THE OHR GAMING COMMUNITY

OHRR GAMING NETWORK

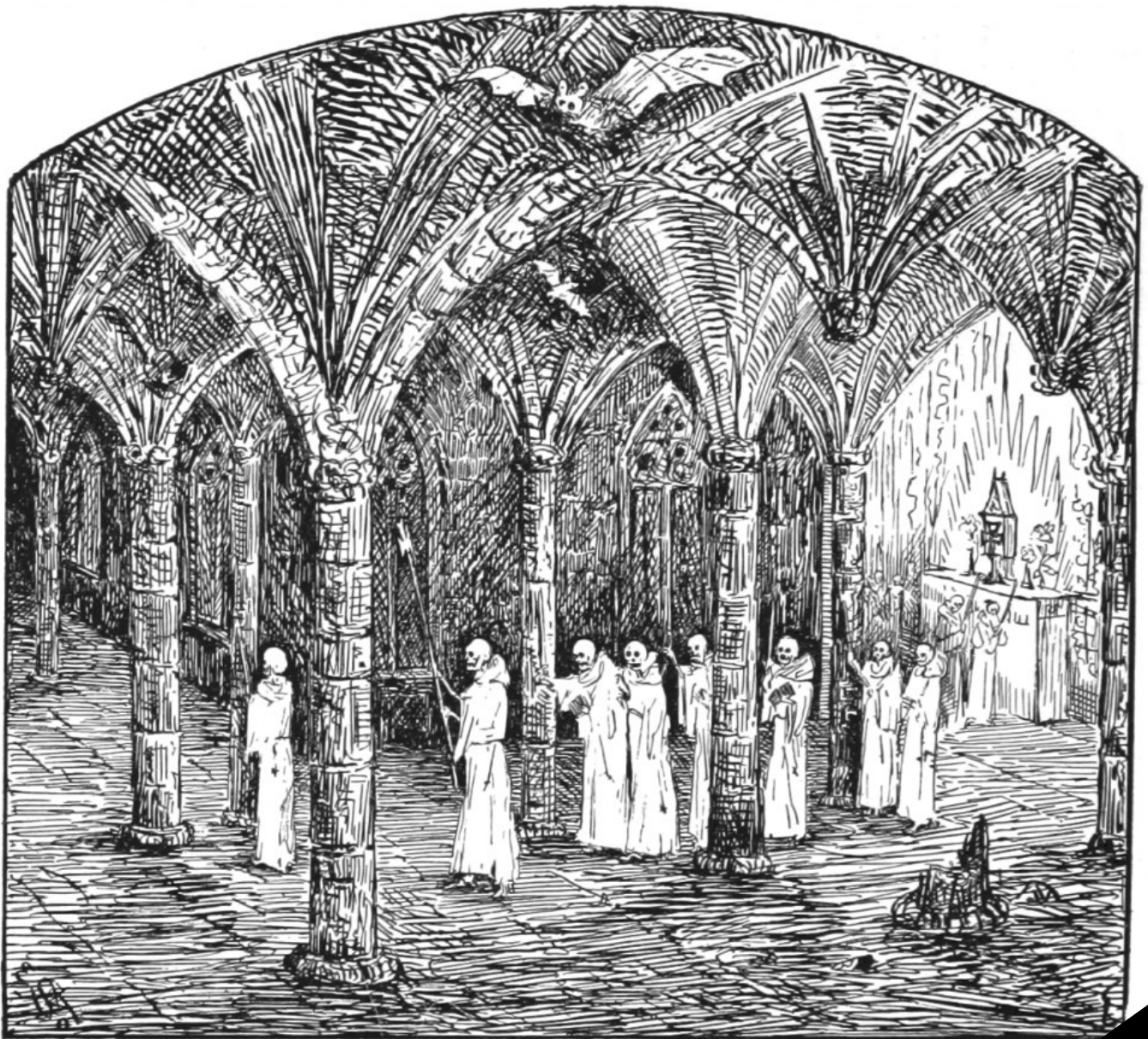
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CAMPAIGN PRIMER

What is Talvara?

- ◆ **Talvara: The Fractured Lands** is a premium online campaign run using Guilded and Roll20.net to create a living, breathing world where multiple game masters and players can come together to build a shared universe and gaming experience. Players can create characters and take them to multiple games to on different adventures or explore dark dungeons as they present themselves. Always keep in mind however that actions have consequence sand those consequences can affect the world around you!

What is a living campaign?

- ◆ **Living campaigns** are a shared campaign setting with a codified set of rules for the campaign that govern how to build and advance characters as well as how the campaign will handle rules elements of the setting. Campaign staff create, distribute, and manage new adventures in that campaign setting, and quite often administer a player database and promote various products. A living campaign lets players build and advance characters, develop their personalities, and forge relationships. Living campaign games are run online, at conventions, game days, and other gatherings. The rules for character tracking allow a player to take their Pc they created for the campaign to any of these meetings or online sessions to play it in the adventures offered.

The Enemy in the Dark

- ◆ **When the sun goes down**, the dread begins. Talvara's surface world is filled with grim tales of the restless dead, silent gods, and religious organizations who crusade against wytches and normal folk alike. The living know they do not dwell alone. The border between the worlds of light and shadow are hard to find but easily crossed. Barbarity, savagery, cunning, and a powerful sword arm are the only things a

person can count on to get them through the day. The ochre sun sets on Talvara, a fragmented world enshrined in gloom and fell secrets. Demons, ghouls, shadows, and monsters haunt the surrounding countryside. Men murder and wage war over malignant, foul lands. Gods no longer acknowledge the pleas of their most faithful adherents, instead they deliver plagues, scorn, and curse them. It's up to you to devise a path forward, to find or build a sanctuary on Talvara. This is not a campaign for heroes, honorable knights, or kind-hearted bards. It is a place for adventurers, cut-throats, mercenaries, and occultists. Strive to be better. Save who you can. Survive. That is the creed of any man or woman trying to survive Talvara.

In the Wake of a Fallen Empire

- ◆ **You explore in the shadows of the old empire**, having collapsed only ninety years ago. The Immortal Emperor Minas lies murdered by demons and the rest of his glorious empire died with him. Now masterless knights, brigands, undead, demons, and things too horrifying to name stalk the lands. Men and women fortify themselves behind wooden walls, cities are dens of corruption and greed. False lords and merchant princes battle for control of what little is left, sacrificing lives without ever truly considering the cost.

The Wytch Spires and the Dreamer

- ◆ **Wytch Spires dot the landscape**, these spires are horrific prisons and places of power where the greatest of the legions demon commanders convene and plan the downfall of the last remaining bastions of civilization. These places are living nightmares made manifest. The few that are "abandoned" draw even darker things to their lightless halls.

CHARACTER CREATION

Character Creation

- ◆ **PCs** have six abilities: Strength, Dexterity, Constitution, Intelligence, Wisdom, and Charisma. Each ability has two related values: a defense and a bonus. When creating a PC, roll 3D6 for each of their abilities, in order. The lowest of the three dice on each roll is that ability's bonus. Add 10 to find its defense.
- ◆ The rolling mechanic will make most abilities start at 11/+1. The bonus and defense of two abilities will rise by 1 point for every level the PC gains, up to a maximum of 20/+10 by level 10. This puts everything on an intuitive ten point scale, and is intended to mirror the way that attack bonuses, hit dice, and saving throws in most OSR games increase by about one point per level.
- ◆ **PCs** start with 2 days of rations and one weapon of their player's choice. Roll on the Starting Gear tables on the following page to determine starting armor and equipment.
- ◆ **PCs** have a number of item slots equal to their Constitution defense, and items they carry must fit into available slots. Most items take up one slot, but some take up more. Some small items can be bundled together into a single slot. Ask the referee if you are unsure.
- ◆ **Armor** comes with an armor defense value. Note that value on your character sheet with its corresponding Armor bonus (always 10 less than the defense). If the PC is not wearing any armor, their armor defense is 10 and their armor defense bonus is +0.
- ◆ **Prices** are given in copper. Payment for things like ships, real estate, and so on usually takes the form of trade goods, favors, or oaths of fealty.
- ◆ **Roll 1D8** to determine your PC's starting and maximum hit points. A PC's healing rate is 1D8+Constitution bonus. Talvara uses simplified range mechanics to determine how characters move and interact with enemies and allies on the battlefield. You can find those rules in the advanced rules section of this booklet.
- ◆ **Invent or roll** the rest of your PC's traits, such as their physique, face, skin, hair, clothing, virtue, vice, speech, background, and alignment. Choose a gender and a name for your PC, but don't get too attached. It's a dangerous world out there.
- ◆ **Your class is 'Knave'**, if your referee is using the advanced class rules you may choose another class on level up if you meet the requirements for that class.



CHARACTER CREATION

Starting Gear

Armor

1-3	4-14	15-19	20
No Armor	Gambeson	Brigandine	Chain

Helmets & Shields

1-13	14-16	17-19	20
None	Helmet	Shield	H&S

Armor Stats

Shield	Defense +1, 1 slot, 1 quality.
Helmet	Defense +1, 1 slot, 1 quality.
Gambeson	Defense 12, 1 slot, 3 quality.
Brigandine	Defense 13, 2 slots, 4 quality.
Chain	Defense 14, 3 slots, 5 quality.
Half-Plate	Defense 15, 4 slots, 6 quality.
Plate	Defense 16, 5 slots, 7 quality.

Weapons

Dagger, etc.	D6 damage, 1 slot, 1 hand, 3 quality.
Sword, etc.	D8 damage, 2 slots, 1 hand, 3 quality.
Halberd, etc.	D10 damage, 3 slots, 2 hands, 3 quality.
Sling	D4 damage, 1 slot, 1 hand, 3 quality.
Bow	D6 damage, 2 slots, 2 hands, 3 quality.
Longbow	D8 damage, 3 slots, 2 hands, 3 quality.
Arrows (10)	-
Quiver	Capacity 10.

- ◆ Starting characters begin the game with a weapon of their choice and 2 days worth of rations. In addition, they will roll a D20 to determine their starting armor and if they begin with a helm, shield, or both. Roll once on each of the three Dungeoneering Gear tables as well.

Dungeoneering Gear One

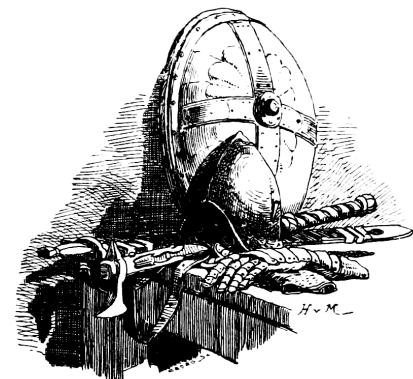
1. Rope, 50ft	8. Grap. Hook	15. Mirror
2. Pulleys	9. Hammer	16. Pole, 10ft
3. Candles, 5	10. Waterskin	17. Sack
4. Chain, 10ft	11. Lantern	18. Tent
5. Chalk, 10	12. Lamp Oil	19. Spikes, 5
6. Crowbar	13. Padlock	20. Torches, 5
7. Tinderbox	14. Manacles	

Dungeoneering Gear Two

1. Air Bladder	8. Caltrops	15. Hourglass
2. Bear Trap	9. Chisel	16. Net
3. Shovel	10. Drill	17. Tongs
4. Bellows	11. Fishing Rod	18. Lockpicks
5. Grease	12. Marbles	19. Metal File
6. Saw	13. Glue	20. Nails
7. Bucket	14. Pick	

Dungeoneering Gear Three

1. Incense	8. Spyglass	15. Cook Pots
2. Sponge	9. Tar Pot	16. Face Paint
3. Lens	10. Twine	17. Whistle
4. Perfume	11. Fake Jewels	18. Instrument
5. Horn	12. Blank Book	19. Quill & Ink
6. Bottle	13. Card Deck	20. Small Bell
7. Soap	14. Dice Set	



EQUIPMENT TABLES

Tools & Gear

Item Name:	Price:
Air Bladder	5
Bear Trap	20
Bedroll	10
Bellows	10
Black Grease	1
Block and Tackle	30
Book (Blank)	300
Book (Reading)	600
Bottle/Vial	1
Bucket	5
Caltrops (Bag)	10
Cards with an extra Ace	5
Chain (10 ft)	10
Chalk (10 Pieces)	1
Chisel	5
Cookpots	10
Crowbar	10
Drill	10
Face Paint	10
Fake Jewels	50
Fishing Rod/Tackle	10
Glass Marbles (Bag)	5
Glue (Vial)	1
Grappling Hook	10
Hammer	10
Holy Water	25
Horn	10
Hourglass	300

**Prices in the right column are in Copper Pieces.



Tools & Gear Continued

Incense (Packet)	10
Iron Tongs	10
Ladder (10 ft)	10
Lens	100
Lockpicks	100
Manacles	10
Metal File	5
Mirror (Small, Silver)	200
Musical Instrument	200
Nails (12)	5
Net	10
Oilskin Bag	5
Oilskin Trousers	10
Padlock and Key	20
Perfume	50
Pick	10
Pole (10ft)	5
Quill & Ink	1
Rope (50ft)	10
Sack	1
Saw	10
Set of Loaded Dice	5
Shovel	10
Small Bell	20
Spike (Iron)	50
Spike (Bronze/Wood)	5
Spiked Boots	50
Spyglass	1000
Tent (3 Man)	100
Tent (Personal)	50
Waterskin	5

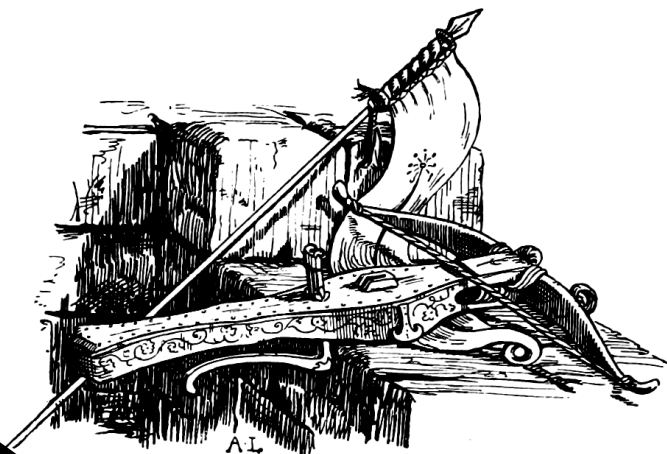
EQUIPMENT TABLES

Armor Stats

Shield	Defense +1, 1 slot, 1 quality.	40
Helmet	Defense +1, 1 slot, 1 quality.	40
Gambeson	Defense 12, 1 slot, 3 quality.	60
Brigandine	Defense 13, 2 slots, 4 quality.	500
Chain	Defense 14, 3 slots, 5 quality.	1200
Half-Plate	Defense 15, 4 slots, 6 quality.	4000
Plate	Defense 16, 5 slots, 7 quality.	8000

Weapons

Dagger, Cudgel, Sickle, Staff, etc. (D6 damage, 1 slot, 1 hand, 3 quality)	5
Sword, Spear, Mace, Axe, Flail, etc. (D8 damage, 2 slots, 1 hand, 3 quality)	10
Halberd, Maul, Long Sword, etc. (D10 damage, 3 slots, 2 hands, 3 quality)	20
Sling, Throwing Knives, etc. (D4 damage, 1 slot, 1 hand, 3 quality)	5
Bow, Javelin, etc.	15
Crossbow, Longbow, etc. (D8 damage, 3 slots, 2 hands, 3 quality)	60
Arrows (10)	5
Quiver (Capacity 10)	10



Crafting Keywords

- ◆ **PCs** can purchase the services of specialized smiths and other artisans to craft exceptional weapons, armor and other items. Only one keyword can be applied to a weapon or suit of armor at a time.

Weapon Keywords

- ◆ **Forceful:** It can knock someone back a pace.
- ◆ **Messy:** It's a vicious weapon, ripping people and things apart.
- ◆ **(X) Piercing:** It goes right through armor. When making an attack with a weapon that has piercing, reduce their AC by X (to a maximum of 10).
- ◆ **Precise:** It rewards careful strikes. You may use DEX to make melee attacks with this weapon instead of strength.
- ◆ **Reach:** It's useful for attacking something that is several feet away from you.

Armor Keywords

- ◆ **(X) Protection:** It protects you from harm and absorbs damage. When you take damage, subtract damage equal to X. Protection does not stack with multiple sources of protection, spells, etc. Increases the slots required to wear the armor by 2.
- ◆ **(X) Defense:** Increases the base defense of the armor by X amount, increasing the slots required to wear the armor by the same amount.
- ◆ **Noble Design:** Increases the number of hirelings that you can hire by 1.
- ◆ **Sorcerous Design:** Capable of casting spells more easily in armor, instead of a 3 in 6 chance of failure, a sorcerous design reduces it to a 1 in 6 chance of failure.

EQUIPMENT TABLES

Light Sources

Candle, 4 Hours	1
Lantern	30
Lamp Oil, 4 Hours	5
Tinderbox	10
Torch, 1 Hour	1

Clothing

Poor	10
Standard	50
Noble	3000
Furs	5000
Winter	100

Food

Travel Rations (1 Day)	5
Animal Feed (1 Day)	2
Bacon	10
Bread, 1 loaf	1
Cheese, 1 lb	2
Cider, 4 gallons	1
Cod, whole	20
Eggs, 24	1
Flour, 5 lbs	1
Fruit, 1 lb	1
Garlic, bunch	1
Grain, 1 bushel	4
Herbs, 1 bunch	1
Lard, 5 lbs	1
Wine/ale, bottle	1

Ships

Ship, High Quality	720/ton
Ship, Good Quality	480/ton
Ship, Used Quality	240/ton
Ship, Poor Quality	120/ton
Raft	50
Fishing Boat	500
Sloop	5000
Caravel	25,000
Galleon	125,000

Transport

Carriage	320
Cart	50
Wagon	120

Lodging

Bed, Per Night	1
Private Room, Per Night	5
Meal	2
Hot Bath	2
Stabling and Fodder	2

Animals

Chicken	1
Cow	100
Dog, Hunting	50
Donkey/Pack Horse	300
Hawk	1000
Horse, Riding	1000
Horse, War	10,000
Ox	300
Pig	30

TALVARA GAME RULES

Abilities

- ◆ **PCs** Each of the six abilities are used in different circumstances.
- ◆ **Strength:** Used for melee attacks and saves requiring physical power, like lifting gates, bending bars, etc.
- ◆ **Dexterity:** Used for saves requiring poise, speed, and reflexes, like dodging, climbing, sneaking, balancing, etc.
- ◆ **Constitution:** Used for saves to resist poison, sickness, cold, etc. The Constitution bonus is added to healing rolls. A PC's number of item slots is always equal to their Constitution defense.
- ◆ **Intelligence:** Used for saves requiring concentration and precision, such as wielding magic, resisting magical effects, recalling lore, crafting objects, tinkering with machinery, picking pockets, etc.
- ◆ **Wisdom:** Used for ranged attacks and saves requiring perception and intuition, such as tracking, navigating, searching for secret doors, detecting illusions, etc.
- ◆ **Charisma:** Used for saves to persuade, deceive, interrogate, intimidate, charm, provoke, etc. PCs may employ a number of henchmen equal to their Charisma bonus.

Item Slots

- ◆ **PCs** have a number of item slots equal to their Constitution defense. Most items, including spell books, potions, a day's rations, light weapons, tools and so on take up 1 slot, but particularly heavy or bulky items like armor or medium and heavy weapons take up more. 100 coins can fit in a slot.

Saving Throws

- ◆ If a character attempts something where the outcome is uncertain and failure has consequences, they make a saving throw, or "save". To make a save, add the bonus of the relevant ability to a D20 roll. If the total is greater than 15, the character succeeds. If not, they fail.
- ◆ If the save is opposed by another character, then instead of aiming to exceed 15, the side doing the rolling must get a total greater than the opposing character's relevant defense score in order to succeed. If they fail, the opposing side succeeds. This type of save is called an opposed save. Note that it doesn't matter which side does the rolling, since the odds of success remain the same.
- ◆ If there are situational factors that make a save significantly easier or harder, the referee may grant the roll 'advantage' or 'disadvantage'. If a roll has advantage, roll 2D20 and use the better of the two dice. If it has disadvantage, roll 2D20 and use the worse of the two dice.

Reactions

- ◆ When PCs encounter an NPC whose reaction to the party is not obvious, the game master may roll 2D6 and consult the following table.

Reactions Table

2	3-5	6-8	9-11	12
Hostile	Unfriendly	Unsure	Talkative	Helpful



TALVARA GAME RULES

Combat

- ◆ **At the start of each combat round, determine initiative by rolling a D6. On a 1-3, all of the enemies will act first. On a 4-6 all of the PCs will act first. Reroll initiative each round.**
- ◆ **On their turn, a character may attempt any action they like. This action may be casting a spell, dashing towards a foe, making an attack, attempting a stunt, or any other action deemed reasonable by the referee. Players should feel free to describe their actions in-depth to the referee in an attempt to convey situational bonuses.**
- ◆ **Melee weapons can strike adjacent foes, but ranged weapons cannot be used if the shooting character is engaged in melee combat. To make an attack, roll a D20 and add the character's Strength or Wisdom bonus, depending on whether they are using a melee or ranged weapon, respectively. If the attack total is greater than the defender's armor defense, the attack hits. If not, the attack misses.**
- ◆ **On a hit, the attacker rolls their weapon's damage die to determine how many Hit Points (HP) the defender loses. A bonus damage die of the weapon's type may be added to the roll if the ideal weapon was used against an enemy type (for example, using a blunt weapon vs. a skeleton).**
- ◆ **When a character reaches 0 Hit Points, they are unconscious and gain an injury. When a player becomes unconscious they immediately roll a D6 die and if the result is equal to or less than the amount of injuries they have, the character dies. Players should roll up a new level 1 PC when their old one dies, and should rejoin the party as soon as possible.**

Stunts

- ◆ **Stunts are combat maneuvers such as stunning, shoving, disarming, tripping, sundering armor, and so on. They may not cause damage directly, but may do so indirectly (for example, pushing an enemy off a ledge). The game master is the final arbiter as to what stunts can be attempted in a given situation.**

Advantage in Combat

- ◆ **Characters can gain advantage in combat by attacking a target that is unaware, on lower ground, off balance, disarmed, distracted, or tactically disadvantaged in any significant way. The game master, as usual, has the final say.**

Critical Hits & Quality

- ◆ **During an attack roll, if the attacker rolls a natural 20, the defender's armor loses 1 point of quality and they take an additional die of damage. If the attack rolls a natural 1, the attacker's weapon loses 1 point of quality. At 0 quality, the item is destroyed. Each point of quality costs 10% of the item's cost to repair.**

Morale

- ◆ **Monsters and NPCs all have a morale rating, usually between 5 and 9. When they face more danger they were expecting, the game master will roll 2D6 and compare the result to the NPC's morale rating. If the roll is higher than the rating, the NPC will attempt to flee, retreat, or parley. Morale rolls can be triggered by defeating half of an enemy group, defeating a group's leader, or reducing a lone enemy to half Hit Points. Other effects may trigger a morale roll at the game master's discretion.**

TALVARA GAME RULES

Healing

- ◆ After a meal and a full night's rest, PCs regain lost hit points equal to a D8 plus their Constitution bonus. Resting at a safe haven restores all lost HP.

Advancement

- ◆ Whenever a PC accumulates 1,000 XP, they gain a level. PCs gain 50 XP for low-risk accomplishments, 100 XP for moderate-risk accomplishments, and 200 XP for high-risk accomplishments. The game master should freely notify the PCs of how much XP different objects are worth when asked. In addition to completion of certain tasks, players earn 1 XP for every copper worth of treasure they return to town.
- ◆ When a PC gains a level, they roll a number of D8s equal to their new level to find their new HP maximum. If the result is less than their previous maximum, their maximum HP increases by 1. They also raise the defense and bonus scores of two different abilities of their choice by 1 point. Abilities may never be raised higher than 20/+10.

Magic

- ◆ PC's may only cast spells of their level or less, so a level 3 PC could only cast spells of level 0 to 3. Spells are cast out of spell books, which must be held in both hands and read aloud. Each spell book can only be used once per day. Importantly, each spell book only holds a single spell, and each spell book takes up an item slot, so if a PC wants to cast a wide variety of spells, they'll have to fill most of their inventory with spell books.
- ◆ When a spell allows for a save, make an opposed Intelligence save against the defender's relevant ability, usually Dexterity for ranged attack spells, Constitution for life-draining spells, Intelligence for mind-altering spells, or Wisdom for Illusions.

- ◆ If casting a spell while wearing armor, the PC must make an Intelligence save. If the save fails, the spell fizzles and is not cast.



ADVANCED RULES

Classes

- ◆ **Players begin the game as a 'Knave'.** You are an adventurer, brigand or foolhardy peasant looking to make your fortune in a world filled with terrible danger. Adventurers and explorers are rare, and are still considered an uncouth profession, unless you return with riches.
- ◆ **The Mercenary, Marauder, and Berserker** represent the career soldier, hedge knight, crusader, or tribal champion. They are at the front lines facing enemies while wearing heavy armor and wielding the finest of weapons. *These classes are unable to use spells unless int 15+.*
- ◆ **The Pyromancer, Necromancer, and Demonologist** represent those who are capable of calling upon the infernal powers of magic. Magic is feared and unknowable to all but the most deranged and broken of peoples. These horrific powers are difficult to control, even among the most well educated and trained sorcerers in existence.
- ◆ **The Thief** represents the brigands, brutes and rogues of the world. Perhaps the character is an assassin for one of the many noble houses that strive for power in the newly fractured world, or a padfoot in the thieves guild. No matter the path, thieves are often unscrupulous and daring. Thieves are naturally talented dungeon delvers and are skilled in the art of stealth, detecting and disabling traps and dealing deadly blows from the shadows. *The thief is unable to use spells unless int is 13+.*
- ◆ **The Cultist and Druid** represent the clerics, priests, and zealots of the world. Capable of minor "miracles". They are defined by a certain dogma and a measure of faith that few others possess, particularly during these dark times.

- ◆ **As characters advance their adventuring careers as Knaves** they will eventually have the option of selecting one of the specialized classes available to them. They first need to meet the requirements of the class, and have the correct trappings before they may advance into that class. A character can only ever be a Knave or one of the classes listed in the previous column.

Races of Talvara

- ◆ **Talvara** is home to humans, elves and dwarves. Other races claim this world as their home, but they live elsewhere and are so unfathomably rare in the Fractured Lands that they might as well not exist, considered myths and legends instead.
- ◆ **Races** have NO impact on starting attributes, health, or abilities. Races DO have impact on role-playing, your character's station in the world, cultural tendencies, etc. Optional rules are included for attribute-based race choices.
- ◆ **Humans** vary wildly by culture and race, some are monstrous slavers who see all others as lesser, some are religious zealots who worship dark and profane gods. Most are ignorant peasants.
- ◆ **Empire Dwarves** must have an extremely good reason for being on the surface world. There are no "exiles". Dwarves who are not content to live within the stone fortresses hidden far beneath the earth are killed, less they give away the secrets of the Old Stone.
- ◆ **Tewa Dwarves** are islander warriors, they sing and posture before battles. Skilled spear fishers, their warriors detest metal weaponry and armor.
- ◆ **Elves** are alien and monstrous, they are not of this world and have no immortal soul like men. Instead they covet the souls of men, earning their own through acts of love, trickery and violence.

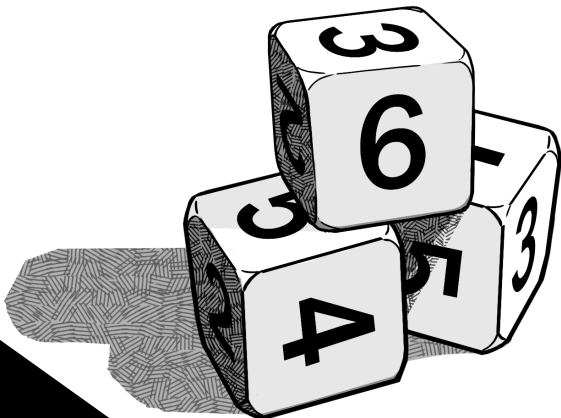
ADVANCED RULES

Movement & Play

- ◆ **Movement** during combat is approximate, PCs and the referee will deal in general, relative positions on the battlefield versus worrying about the exact feet of movement that players can take. Combat is dynamic and fluid and there's a greater focus on theater of the mind versus set distances.
- ◆ **When you want to shoot an arrow at an enemy across a room, or when you want to run across a field and attack two enemies who are in the thick of melee with one of your allies, you don't need to calculate distances or consult a chart to see if your bow or movement allows you to move or shoot that far.** You ASK the referee 'do I think I can make that shot?' the referee then gives you an answer and tells you what to roll.

Injuries & Dying

- ◆ **When a PC reaches zero hit points they gain an injury and must roll a D6. If the roll of the die equal to or lower than the injury count, the character dies.**
- ◆ **Injuries cannot be removed through play.**
- ◆ **Any source of damage that deals double the amount of the PC's maximum health, instantly kills the character.**
- ◆ **Each time a character is reduced to zero hit points, they gain another injury.**

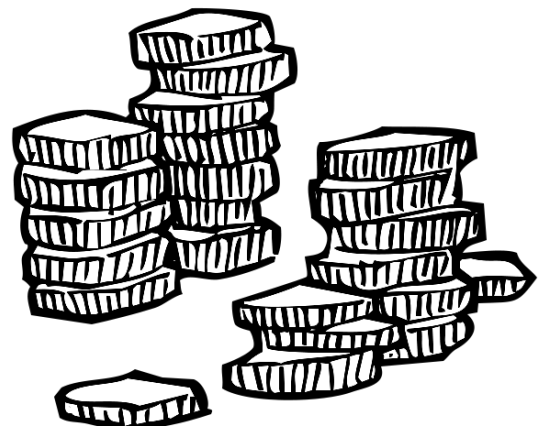


Structures & Strongholds

- ◆ **Eventually PCs are going to want to spend their hard earned coin and call upon the prestige or influence that they have gained in the world.** Perhaps they'll want to start their own thieves den, build a barbaric hill fort, or create a temple dedicated to a dark god. The table below details just a sample of structures that can be built given enough time and coin. The costs of the structures are for materials only, they do not include labor and they are not exact costs. Costs can change dramatically based on available resources, trade arrangements, etc.

Structures Table

Structure:	Days:	Cost:
Hovel	7 Days	120 Copper
Row House	14 Days	1,200 Copper
Craftsman's House	32 Days	2,400 Copper
Merchant's House	60 Days	7,200 Copper
Noble's House	120 Days	21,500 Copper
Guildhall	240 Days	32,600 Copper
Stone Tower	1 Year	48,000 Copper
Temple	2 Years	75,000 Copper
Stronghold	4 Years	100,000 Copper
Cathedral	8 Years	500,000 Copper
Imperial Palace	12 Years	2,500,000 Copper



ADVANCED RULES

Hirelings

- ◆ Hirelings and retainers are associates hired for a share of treasure or by purchasing their services for a specific occasion. Mercenaries, skilled tradesman, laborers, and artisans have different levels of skill and can be utilized to develop your goals or to reinforce you on the battlefield when required.

Soldier Hirelings

Hireling:	Hit Die:	Cost Per Day:
Bowman	1	8 Copper
Bowman, Mounted	1/1	18 Copper
Cavalry, Heavy	1/1+2	30 Copper
Cavalry, Light	1/1	16 Copper
Crossbowman, Heavy	1+2	14 Copper
Crossbowman, Light	1	10 Copper
Crossbowman, Mounted	1/1	20 Copper
War Engineer	1	150 Copper
Footman, Heavy	1+2	12 Copper
Footman, Irregular	1D4	2 Copper
Footman, Light	1	6 Copper
Longbow Man	1	8 Copper
Marine	1	18 Copper
Sapper	1	20 Copper
Shield Bearer	1+2	5 Copper
Knight	2+2	50 Copper
Barber Surgeon	1	25 Copper
Knight, Mounted	2/1+2	75 Copper
Barbarian	1+5	30 Copper
Mercenary	1+2	25 Copper
Mercenary Captain	2+2	85 Copper
Sharp Shooter, Bow	1	35 Copper

Hirelings Equipment

- ◆ Bowman: Shortbow, Gambeson, Dagger.
- ◆ Bowman, Mounted: Shortbow, Horse.
- ◆ Cavalry, Heavy: Brigandine, Spear, Sword, Horse.
- ◆ Cavalry, Light: Gambeson, Spear, Horse.
- ◆ Crossbowman, Heavy: Brigandine, Crossbow.
- ◆ Crossbowman, Light: Gambeson, Crossbow.
- ◆ Crossbowman, Mounted: Crossbow, Sword.
- ◆ War Engineer: Dagger.
- ◆ Footman, Heavy: Brigandine, Shield, Spear.
- ◆ Footman, Irregular: Helm, Spear.
- ◆ Footman, Light: Shield, Helm, Spear.
- ◆ Longbowman: Longbow, Short Sword.
- ◆ Marine: Saber, Dagger.
- ◆ Sapper: Fire powder, Dagger.
- ◆ Shield Bearer: Helm, Great Shield.
- ◆ Knight: Chainmail, Shield, Helm, Sword.
- ◆ Barber Surgeon: Cleaver.
- ◆ Knight, Mounted: Chainmail, Shield, Helm, Sword, Boar Spear, War Horse.
- ◆ Barbarian: Great Axe or Boar Spear.
- ◆ Mercenary: Brigandine, Shield, Poleaxe.
- ◆ Mercenary Captain: Chainmail, Poleaxe.
- ◆ Sharp Shooter, Bow: Bow, Blunt Arrows, Fire Arrows.



CLASSES OF TALVARA

The Berserker

- ◆ **Minimum Requirements:** 13 Con or 13 Dex.
- ◆ **Equipment Requirements:** War Paint, D8 or D10 weapon, animal or ancestral totem, hide cloak of a predatory animal that you have killed.

Berserker Features:

- ◆ **Berserker Rage:** Using a mix of madness inducing herbs and blood magic, the berserker is capable of drawing themselves into a rage so volatile that they can barely tell friend from foe. Vicious and powerful, their rage personifies all of the strengths and weaknesses of the Berserker.
 - ◆ While under the effects of Berserker Rage, they gain the forceful and messy keywords.
 - ◆ The Berserker gains +2 bonus to damage and +2 bonus to hit.
 - ◆ When reduced to zero hit points, roll a D6. On a roll of 1-4 the berserker suffers an injury, on a roll of 5-6 the berserker heals for one hit point and continues to fight.
 - ◆ The berserker's never has to make a morale check while raging. They will not retreat from a battle.
 - ◆ At the end of an encounter in which the berserker rages, they must roll a D8. On a roll of 1 they continue to fight, attacking any living creature, including allies for 1D6 rounds.
 - ◆ While raging, the berserker's AC is reduced by -2 for the duration of the encounter.
 - ◆ At the end of a berserker's rage, they suffer a -2 penalty to all tests until they rest for three hours.
-
- ◆ **Crushing Critical:** On a natural roll of twenty when attacking with a weapon, instead of rolling two damage die, the berserker rolls three. IE: A 1D10 weapon on a critical would roll 3D10. This can occur once per encounter.

- ◆ **Always Alert:** A berserker can only be surprised on a roll of 1 on a D6 instead of the normal 1-3.

- ◆ **Monstrous Blow:** The first melee attack a berserker makes during an encounter does double damage.



CLASSES OF TALVARA

The Cultist

- ◆ **Minimum Requirements:** 13 Wis or 13 Cha.
- ◆ **Equipment Requirements:** Gambeson armor or better, helm, symbol blessed by a high ranking clergy member, ritual robes, ritual mask.

Cultist Features:

- ◆ **Read & Scribe Scrolls:** The cultist is capable of reading and writing scrolls, deciphering old tales from ages past when magic still ruled over the domain of man and the Sidhe lorded over the realm. Cultists are able to decipher minor magical texts and call upon lost magics found within elder tomes and runes.

- ◆ **Destroy Foe:** The cultist can attempt to destroy a number of foes whose hit die are equal to their cultist level plus 2. This increases to 4 at level 6 and to 6 at level 10. This ability can be used once per day. The Cultist must choose one of the foe types below, this choice cannot be changed later.
Foe types: Demons, Undead, Elder Things, Celestials, Humans, Monsters, Fae.

- ◆ **Sacrificial Miracle:** A cultist may make sacrifices to his deity to gain favor in order to cast minor miracle. The amount of favor gained will depend on your deity chosen and sacrifices don't always have to come in the form of blood or human lives. Material wealth, religious quests, or pilgrimages may count as well. For every favor gained, the cultist may lay their hands on an injured ally to heal them or to damage an enemy equal to the amount of favor spent.

- ◆ **Sorcerous Warrior:** The cultist can wear up to Brigandine armor, shields and helms without suffering a penalty when using sorceries.

- ◆ **Sorcery:** Sorcery is the supernatural power inherited by mortals from demons during the grey times. Most sorcerers are looked upon with suspicion and malice, and with good reason. Those who are capable of utilizing the true names of demons can wield frightful powers that alter reality, and cause madness and destruction. Magic however, always comes with a price and few are willing to pay it. Each and every time a spell is cast a sorcerer risks their soul to eternal damnation as the same infernal magics that grant them these wonderous and unknown powers are fickle and just as willing to steal it away from them at a moment's notice.



CLASSES OF TALVARA

The Demonologist

- ◆ **Minimum Requirements:** 13 Int or 13 Cha.
- ◆ **Equipment Requirements:** Ritual dagger, membership writ from the Guild Eldritch, the true name of at least one demon.

Demonologist Features:

- ◆ **Conjuring Ritual:** The demonologist must prepare the conjuring ritual, depending on the class of demon and how powerful it is, this may take hours, days, weeks, months, or even years. The true name of the demon must be known to invoke a response immediately, otherwise there's a chance that a random demon will appear and the veil between worlds may be torn asunder.

- ◆ **Circle of Protection:** Demons and other supernatural foes with HD equal to or less than the demonologists level cannot pass through the circle of protection. In addition, the circle can provide protection for up to five people. The circle is immobile and must be drawn using salt, anointed oils, or other ritualist ingredients depending on the type of protection required.

- ◆ **Curses:** The demonologist is trained in the art of curses, using ritual and words of power they are capable of mentally assaulting and tormenting their enemies. Turning food to ash, causing nightmarish visions, blinding, weakening, and the most powerful and reckless demonologists can bring death and plague to entire populations. A curse is similar to a ritual, in the sense that they must invoke the name of a demon, spirit, or other deity.

- ◆ **Enslave Demon:** The demonologist can attempt to enslave demons that are summoned. On a D12 roll, a minor demon is enslaved on a 1-3.

- ◆ **Sorcery:** Sorcery is the supernatural power inherited by mortals from demons during the grey times. Most sorcerers are looked upon with suspicion and malice, and with good reason. Those who are capable of utilizing the true names of demons can wield frightful powers that alter reality, and cause madness and destruction. Magic however, always comes with a price and few are willing to pay it. Each and every time a spell is cast a sorcerer risks their soul to eternal damnation as the same infernal magics that grant them these wonderous and unknown powers are fickle and just as willing to steal it away from them at a moments notice.



CLASSES OF TALVARA

The Druid

- ◆ **Minimum Requirements:** 13 Con or 13 Cha.
- ◆ **Equipment Requirements:** Druidic totem granted by a druid of a circle, animal companion, cannot wield/wear metal weapons or armor.

Druid Features:

- ◆ **Skinwalker:** The druid can shift to one of two forms, a werewolf form that is agile, deadly and has excellent senses or the massive werebear form, an engine of destruction that causes fear and allows the druid to take a tremendous amount of punishment. As their full action, the druid can shape-shift into either form, as their muscles tear and skin breaks to reveal a monstrous form. Silver weapons deal an additional die of damage to the druid. Fire damage is doubled against the druid while transformed.
 - ◆ **Werewolf Form:** The werewolf form deals 1D12+2 damage, moves quickly, and is capable of tracking targets by using scent, making wisdom tests related to scent with a +4 bonus.
 - ◆ **Werebear Form:** The werebear form increases the druid's AC by 1, deals 1D8+1 damage, and ignores damage results of 2+half the druid's level.
-
- ◆ **Lightning Caller:** The druid can call upon storm magic, a terrifying power to harness. Few sorcerers are able to connect to this form of elementalism. The storm, like your will, must be tempered and your thoughts must be focused or suffer the consequences of a raging torrent of wind and lightning. Once per day, the druid may call forth a storm to darken the skies above. Roll a 1D6, on a 1-5 a number of enemies equal to the druid's level are struck by lightning, taking 4D6 damage, on a 6 allies are struck instead.

- ◆ **Animal Companion:** The druid's natural affinity for nature allows them to commune with animals in an almost supernatural way. As a druid, you can locate an animal companion and attempt to tame using a Wisdom test. If the druid's animal companion is killed, all of the druid's attributes suffer a -2 for a period of 1D4 months.
- ◆ **Wolf Companion:** 1HD+2, 1D6 damage, flanks.
- ◆ **Bear Companion:** 3HD, 1D8 damage, powerful.
- ◆ **Hawk Companion:** 1/2HD, 1D4 damage, flies.
- ◆ **Wolverine:** 1HD+2, 1D6 damage, berserks.
- ◆ **Panther:** 1HD+2, 1D6 damage, stealthy.



CLASSES OF TALVARA

The Marauder

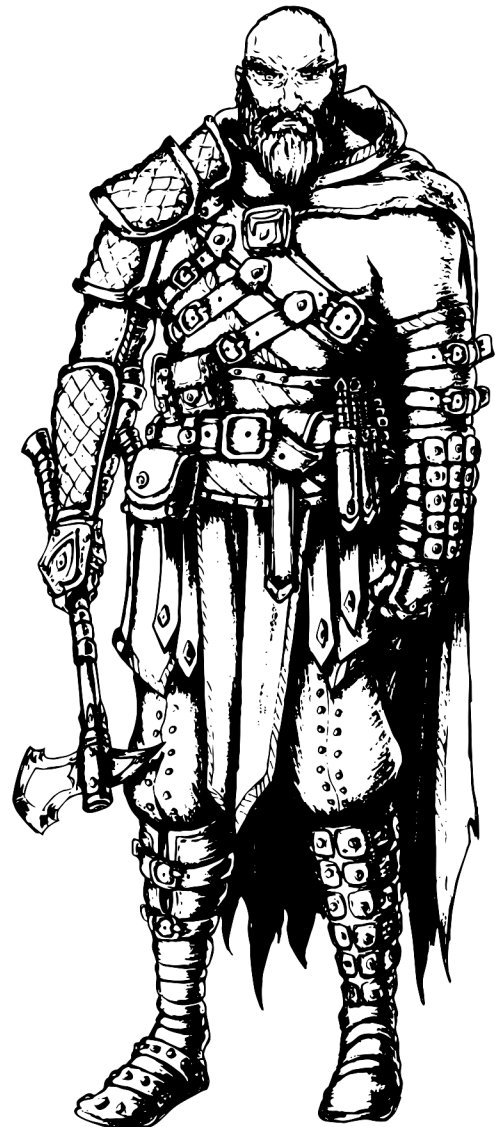
- ◆ **Minimum Requirements:** 13 Con or 13 Wis.
- ◆ **Equipment Requirements:** Gambeson or better armor, a specially crafted D6 or D8 weapon, a bow, arrows, two high quality traps, hunting trophy.

Marauder Features:

- ◆ **Barbaric Leader:** The marauder uses his strength bonus instead of his charisma bonus to determine the number of henchmen that can be hired.
- ◆ **Horse Lord:** The marauder is trained to fight from the saddle, gaining a +1 attack and +1 damage bonus when fighting from horseback. In addition, if the marauder's horse is required to make a morale check, its morale score is treated as a 10.
- ◆ **Master Tracker:** Tracking wild game and easy marks is part of the marauder's skillset. When studying a set of tracks, make the test with advantage. If the marauder is successful they can ask the referee one of five different questions and have it answered. This increases to two answers at level 6 and three answers at level 10.
 - ◆ *Rough number of creatures?*
 - ◆ *How old are the tracks?*
 - ◆ *What sort of creature made the track?*
 - ◆ *Where are the tracks heading?*
 - ◆ *How fast was the creature moving?*
- ◆ **Apex Predator:** The marauder specializes in hit and run tactics, focusing on foes weaknesses and being able to exploit those to turn any

battle they take part in to their advantage. The marauder chooses a foe type, gaining a +1 damage bonus against that foe type at level 3. Increasing to +2 at level 6, and +3 at level 9. *Foe types:* Beasts, Monsters, Undead, Fae, Elder Things, Humans.

- ◆ **Survivalist:** The marauder is a survivor, often living a nomadic lifestyle, they make due with what they can find in the wilds of the land. Torches the marauder prepares burn twice as long as normal, when scavenging for food from wild beasts, the marauder has a 3-6 chance to harvest meat instead of the normal 1-6 chance.



CLASSES OF TALVARA

The Mercenary

- ◆ **Minimum Requirements:** 13 Str or 13 Cha.
- ◆ **Equipment Requirements:** Brigandine armor or better, helm, mercenary writ and contract, D6, D8, and D10 weapon.

Mercenary Features:

- ◆ **Signature Weapon:** As a mercenary your weapon is the most important thing in your life. It is your livelihood, your friend, your ally, the thing that ensures that you get to live to fight another day and that you don't go to bed hungry.
 - ◆ Choose a weapon type, D6, D8, or D10 damage using the specifications of weapon types and slot requirements. IE: D10 damage weapons are two-handed, etc.
 - ◆ Choose TWO enhancements for your weapon:
 - ◆ **Brutal:** +1 damage, but +1 slot.
 - ◆ **Perfectly Balanced:** Add the Precise tag.
 - ◆ **Serrated Edges:** +1 damage, but +1 slot.
 - ◆ **Foemourn:** Glows in the presence of one type of creature. *Foe types:* Demons, Undead, Monsters.
 - ◆ **Huge:** Add the Messy and Forceful keywords.
 - ◆ **Well-Crafted:** -1 Slot.
-
- ◆ **Combat Style:** The mercenary can invoke one of three combat styles during an encounter. Powerful, Agile, or Defensive. Once that style has been invoked, if the player describes their actions with those keywords in mind the player is granted circumstantial advantage on their rolls during the encounter.
 - ◆ Powerful attacks are rending, sloppy, and devastating. Agile attacks are fast, skillful, and clean. Defensive attacks are guarded and cautious.

- ◆ **Mercenary Captain:** All mercenary hirelings in service to the character have their morale increased to 8.

- ◆ **Second Chance:** A mercenary never goes down without a fight, when you reach zero hit points, instead of rolling a D6 to determine if you die from your injuries or not, roll a D6 and heal for that much instead. You still gain an injury as normal. This can be used once per encounter.

- ◆ **Tough as Nails:** At level taken (not subsequent levels) add an additional 5 hit points.



CLASSES OF TALVARA

The Necromancer

- ◆ **Minimum Requirements:** 13 Int or 13 Wis.
- ◆ **Equipment Requirements:** Pristine skull, page of the black book, a soul infused knot.

Necromancer Features:

- ◆ **Speak with the Dead:** As a necromancer you can use a ritual to speak with the dead, conjuring their soul to ask them questions and hopefully receive answers. The ritual takes roughly an hour to prepare and the necromancer will need six candles, a ring of blood, and grinded bone dust of the person you are trying to communicate with. Roll a D6, on a roll 1-3 your ritual is a success and you can ask the summoned dead up to three questions.

- ◆ **Re-animator:** The necromancer can use a ritual to reanimate the dead. A soul jar, knot from a hangman's noose, and bone dust is required. The ritual takes 30 minutes, but once it is complete the necromancer can forcefully reanimate 1D4 corpses. Each corpse is treated as a 1HD skeleton and has a mind of its own.

- ◆ **Turn the Dead:** Only the dead fear a necromancer, this is especially true when they call upon their powers to turn them from the battlefield. Using their full action, the necromancer forces a number of undead whose hit die are equal to their necromancer level to retreat, treating their morale as a 6. Any undead who fail the morale check are instantly destroyed. Any undead who critically fail the morale check come under the control of the necromancer until the end of the encounter. Turn the dead can be used once per day.

- ◆ **Sorcery:** Sorcery is the supernatural power inherited by mortals from demons during the grey times. Most sorcerers are looked upon with suspicion and malice, and with good reason. Those who are capable of utilizing the true names of demons can wield frightful powers that alter reality, and cause madness and destruction. Magic however, always comes with a price and few are willing to pay it. Each and every time a spell is cast a sorcerer risks their soul to eternal damnation as the same infernal magics that grant them these wondrous and unknown powers are fickle and just as willing to steal it away from them at a moment's notice.



CLASSES OF TALVARA

The Pyromancer

- ◆ **Minimum Requirements:** 13 Str or 13 Wis.
- ◆ **Equipment Requirements:** Pyromancers guild sigil, iron torch, gilded lantern, shield, D8 weapon.

Pyromancer Features:

- ◆ **Anointed Oils of Aodh:** Pyromancy is a craft far more than it is an art of sorcery. Anointed oils crafted using the tome of Aodh, a saint of the old empire. A pyromancer dedicates themselves to the craft of fire and prophecy, holding a torch to shed light in the dark and paving a path through the blackness for all of humanity to follow.
 - ◆ The pyromancer has multiple uses and ways to apply their anointed oils. It takes 24 hours to create one additional oil, a mixture of rare ingredients, ceremony and blessing are needed to ensure that the fires burn brightly. The pyromancer begins with three vials of anointed oils, they can carry a maximum of six. These oils cannot be shared among the group as that would be considered sacrilege among the pyromancers.
 - ◆ **Aodh's Hand:** Applied to melee weapon, +2 damage. Burns for 1D4+2 rounds.
 - ◆ **Aodh's Rage:** Ranged fire bomb, explodes. 2D4 damage.
 - ◆ **Aodh's Light:** Torches last for 8 turns instead of the normal 6, lanterns last for 24 turns instead of the normal 18.
 - ◆ **Aodh's Wisdom:** Aodh is the saint of wisdom, fire, and humanity. He valued the mind of men. Get inventive with uses for the anointed oils.
-
- ◆ **Prophetic Flame:** The pyromancer can read the flames, weaving his hands through the fire to tell of futures unseen. Roll a D6, on a 1 the pyromancer gleams a vision of the "future".

- ◆ **Patron of Fire:** Anytime the pyromancer takes fire damage, reduce the damage taken by 2 up to a minimum of zero.
-
- ◆ **Follower of Aodh:** Pyromancers are well respected and feared all throughout Talvara. A pyromancer has advantage on charisma rolls when conversing with common folk and fellows from the pyromancers guild.



CLASSES OF TALVARA

The Thief

- ◆ **Minimum Requirements:** 13 Dex or 13 Int.
- ◆ **Equipment Requirements:** Gambeson, D6 weapon, grapple hook, thieves tools, 50 feet of rope, cloak and hood, pick-pocketed coin.

Thief Features:

- ◆ **No Secret is Hidden:** A thief can search and find hidden doors, stashes, and additional secrets by rolling a 1-3 on a D6. The referee will ask for this roll if it is needed.

- ◆ **Legerdemain:** Legerdemain represents the thief's ability to pick-pocket unsuspecting folk, pick a lock, conceal their weapon, etc. When a thief makes a roll relating to legerdemain, they make the roll at advantage

- ◆ **Walking in Shadows:** The thief is not an assassin, but they still prefer to fight from the shadows. When the thief makes an attack against an enemy who is surprised, they make that attack with a +2 attack bonus and deal an additional weapon die of damage.

- ◆ **Dungeoneer:** A thief excels at exploring dark and forgotten places in the name of coin. When searching for traps they make their rolls with advantage. In addition, when attempting to disarm or arm a trap of their own making, they make those rolls with advantage as well.

- ◆ **Hidden and Agile:** The thief is quick and stays close to the ground. They have advantage when making stealth rolls. In addition, if the thief is wearing a gambeson or lighter armor, they have a +1 armor bonus.

- ◆ **Silver Tongue:** A thief's tongue is gilded in silver, speaking sweetly or harshly depending on what the situation calls for. When conversing common folk or nobility, they roll with advantage. Thieves roll with disadvantage when conversing with clergy men.

- ◆ **Between the Visor:** If the thief is using a dagger in melee combat, they deal +4 additional damage on a critical hit.



CLASSES OF TALVARA

The Gear Cultist

- ◆ **Minimum Requirements:** 13 Int or 13 Wis.
- ◆ **Equipment Requirements:** Gambeson, D6 weapon, lost piece of technology, a bronze circlet from the City of Ringwell.

Gear Cultist Features:

- ◆ **Secrets of the Lost God:** A gear cultist is capable of using and understanding lost technology. Schematics, blueprints, and intricate details are their specialty.

- ◆ **Boomstick:** The gear cultists of Ringwell are well versed in the creation of primitive firearms. Matchlock pistols, blunderbuss, ring-rifles and more. A gear cultist is granted their choice of one of the following weapons:

- ◆ **Ring Pistol:** D6 damage, 4 shots, 4/Reload, 4 Quality, One-Handed.
- ◆ **Blunderbuss:** D12+2 damage, 1 shot, 1/Reload, 4 Quality, Two-Handed, "Melee".
- ◆ **Ring Rifle:** D10 damage, 4 shots, 2/Reload, 4 Quality, Two-Handed.
- ◆ **Ring-Marksman Rifle:** D8 damage, 4 shots, 1/Reload, 4 Quality, Two-Handed, +1 Atk Bonus.

- ◆ **Master Craftsman:** A gear cultist is able to use their vast knowledge of lost technological wonders to create, modify, or destroy objects. When a gear cultist makes a roll related to lost technology, engineering, or fixing mechanical devices they make that roll at advantage.

- ◆ **Tools of Destruction:** The gear cultist can create sticks of dynamite that deal 2D6 damage. These have a material cost of 150 copper pieces.

- ◆ **Autonomaton:** A gear cultist can utilize rare pieces of lost technology and materials to craft magnificent works of art, a small autonomaton that can serve numerous functions. It must be crafted, it has a material cost of 200 copper pieces. In addition, each upgrade has a cost associated with it as well.
- ◆ **Light Orb:** The autonomaton has a small light source that I can produce to illuminate dark areas. This lasts for an hour, it takes a day to recharge. Has a material cost of 25 copper.
- ◆ **Almna Injector:** The autonomaton is outfitted with a small injector that punches through flesh to heal the target for 1D6 hit points. Has a material cost of 150 copper and two doses.
- ◆ **Glider:** The autonomaton is outfitted with a glider, allowing the gear cultist to leap from high points and to glide down in "relative" safety. Has a material cost of 100 copper.



CLASSES OF TALVARA

The Crusader

- ◆ **Minimum Requirements:** 13 Str or 13 Wis.
- ◆ **Equipment Requirements:** Chain, D8 weapon, shield, helm, holy symbol blessed by your god.

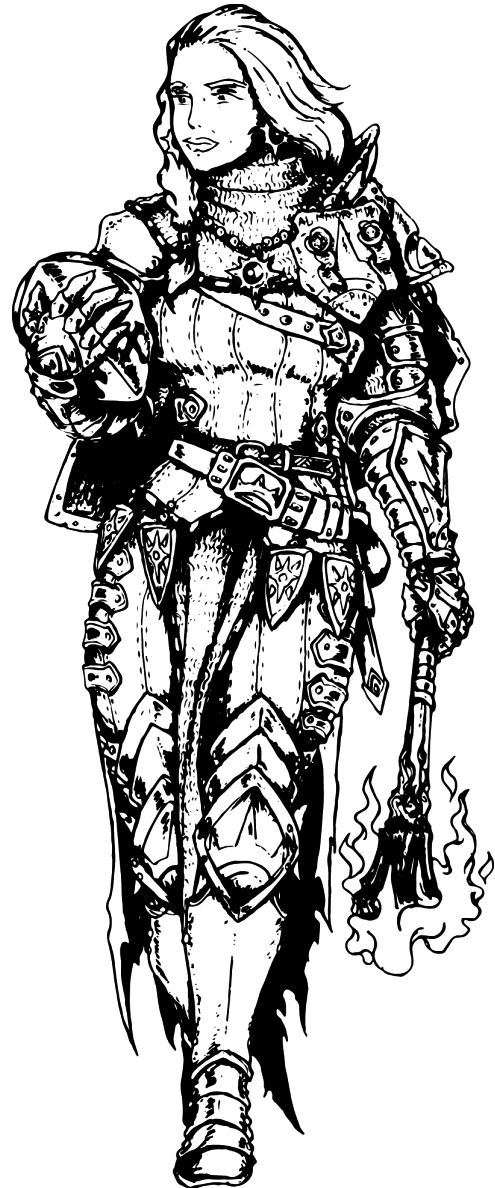
Crusader Features:

- ◆ **Immunity to Disease:** A crusader is immune to the mundane ravages of disease that would kill or maim an otherwise healthy man or woman. When resisting a magical disease, the Crusader rolls with advantage.

- ◆ **Hammer of Righteous Fury:** A crusader's luck increases when using a hammer, gaining a +1 attack bonus at level 3. Increasing to +2 at level 8, and +3 at level 10.

- ◆ **Grace of the Gods:** A crusader has a pool of grace die equal to their level, a grace die is a D6. A crusader uses their grace die to activate the abilities of their god, the powers that course through them due to their zealous reverence of their chosen deity. Grace die are regained only after the crusader visits a shrine dedicated to their god in a safe haven.
- ◆ **Healing Grace:** The crusader touches and heals a target (other than themselves) for the sum total rolled on x number of grace die they choose to use hit points. (IE: The crusader spends 3 grace die and rolls a 2, 4, 2. The target is healed for 8 hit points.)
- ◆ **God's Wrath:** When the crusader makes a successful attack against a target, they may spend a x number of grace die to deal an additional amount of damage equal to the sum rolled. Deals double damage to undead, demons, and elder things.

- ◆ **Aura of Faith:** A crusader can call upon the gods, spending three of their grace die to forge an aura of faith around themselves. All allies within melee range of the crusader gain damage reduction 2 and all enemies take two additional damage from every successful attack. Aura of Faith lasts for three rounds.



CLASSES OF TALVARA

Dhagax Dwarf

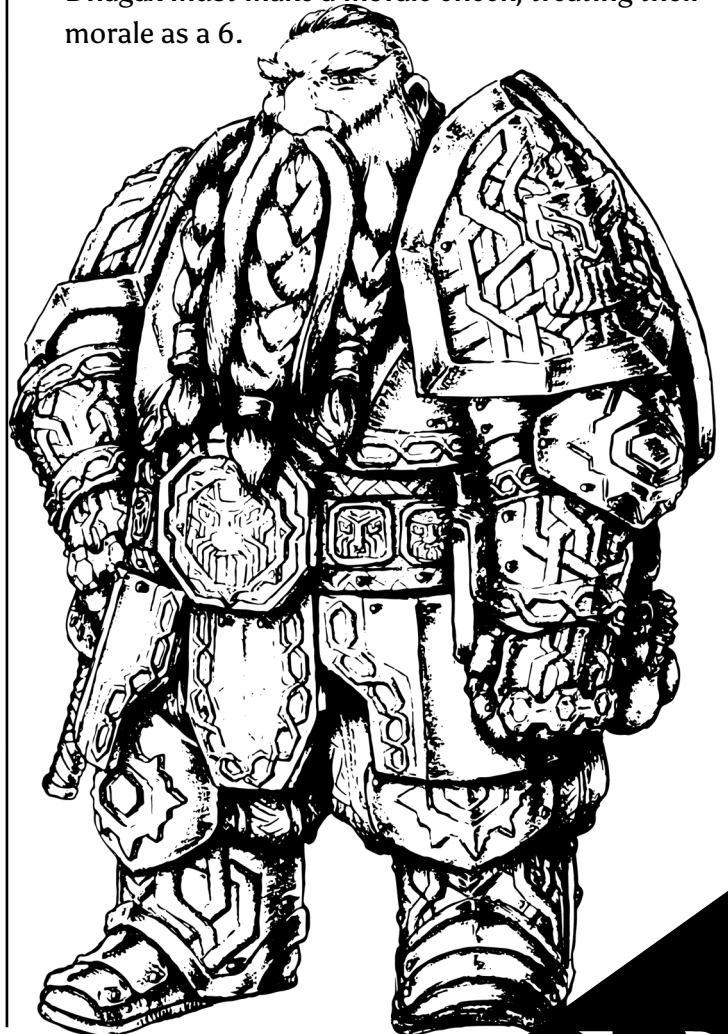
- ◆ **Minimum Requirements:** 13 Str or 13 Con at character creation. -1 Dex, -2 Cha.
- ◆ **Equipment Requirements:** None.

Dhagax Features:

- ◆ **Dwarven Resilience:** At first level and every level after, the Dhagax dwarf adds one additional hit point to their hit point total. The +1 hit point bonus is added after the Dhagax dwarf rolls their new total hit points at each level.
- ◆ **Sturdy as Stone:** The Dhagax dwarves have inhuman resilience to damage, despite horrific injuries, a Dhagax dwarf can continue to fight. When reduced to zero hit points, roll a 1D6, on a 1 -2 the Dhagax does not gain an injury.
- ◆ **Deep Dweller:** Dhagax dwarves live their entire lives in darkness, very few have ventured to the surface world. Those that do, have done so to escape an otherwise terrible fate. A Dhagax dwarf who leaves their home can never return, and should they attempt to do so, their only welcome will be death. Dhagax surface dwellers are few and far between, but those who survive on the surface world are capable of seeing in the darkness of the dread. A dwarf can see in darkness just as well as any human can see in daylight. A dwarf does suffer greatly in sunlight, any attacks or tests related to sense of sight while on the surface world are made at disadvantage.
- ◆ **Rune Lords:** Dwarves are capable of crafting runes, powerful seals that can be used as anchors to contain spells. Dhagax dwarves are terribly afraid of magic.

- ◆ **Secrets of the Stone:** Dhagax dwarves are the guardians of ancient knowledge hidden deep beneath the world. The Old Stone grants them the secrets to eternal life, magic, and wondrous truths both horrifying and magnificent. Each Dhagax dwarf is aware of one unique truth. What is yours?

- ◆ **Screaming Death:** Dhagax dwarves are dangerous foes, but they are in turn just as dangerous to their allies. Dhagax are reckless beyond reason, when they throw themselves into a battle they will not retreat, incoherent war-cries ring through the battlefield as a Dhagax battles. When a Dhagax lands a killing blow on an enemy, all other enemies within melee range of the Dhagax must make a morale check, treating their morale as a 6.



CLASSES OF TALVARA

Badda Dwarf

- ◆ **Minimum Requirements:** 13 Dex or 13 Wis at character creation. -1 Str, -2 Cha.
- ◆ **Equipment Requirements:** None.

Badda Features:

- ◆ **Ancestral Lineage:** Badda culture is centered around the worship and reverence of one's ancestors. It's by the actions of those that have come before them that shapes their destiny and the role they are to play in the world. Every scar, tattoo, perceived omen, family dance ritual, all form the foundations for what the Badda dwarf will become. In the Age of the Dread, the Badda dwarves are once again leaving home to find glory and knowledge so that those who come after them will be granted the wisdom and strength of their ancestors.
- ◆ At 1st level, and every two levels after, the Badda dwarf may choose one of the ancestral features listed below. Each ancestral feature represents a past moment gleaned from an ancestor.
- ◆ **Hated Foe:** Choose between undead, demons, or beasts. When facing a hated foe, your first attack in the encounter is made at advantage. In addition, you deal +1 damage to foes of that type.
- ◆ **Mental Fortitude:** When making a Wis defense roll, the Badda dwarf rolls with a +2 circumstantial bonus.
- ◆ **Ancestor's Vision:** The Badda dwarf is able to meditate to glimpse a vision from one of their ancestors. This may lead them to the start of a revelation, secret treasure, or unknown locale.
- ◆ **Mark of Strength:** An intricate family tattoo representative of sturdiness and strength. Grants a +1 bonus to AC.

- ◆ **Mark of Resilience:** A demon-like visage tattoo that conveys power. Grants 1 damage reduction.
- ◆ **Scar of Doom:** A large tattoo that covers the entire right arm, designed to specification. The Badda dwarf's morale score becomes 9.

- ◆ **Islander:** Island living ensures that Badda dwarves have a variety of skills they can utilize in their everyday adventuring careers. When making tests related to sailing, swimming, fishing, or islander culture, those tests are made at advantage.



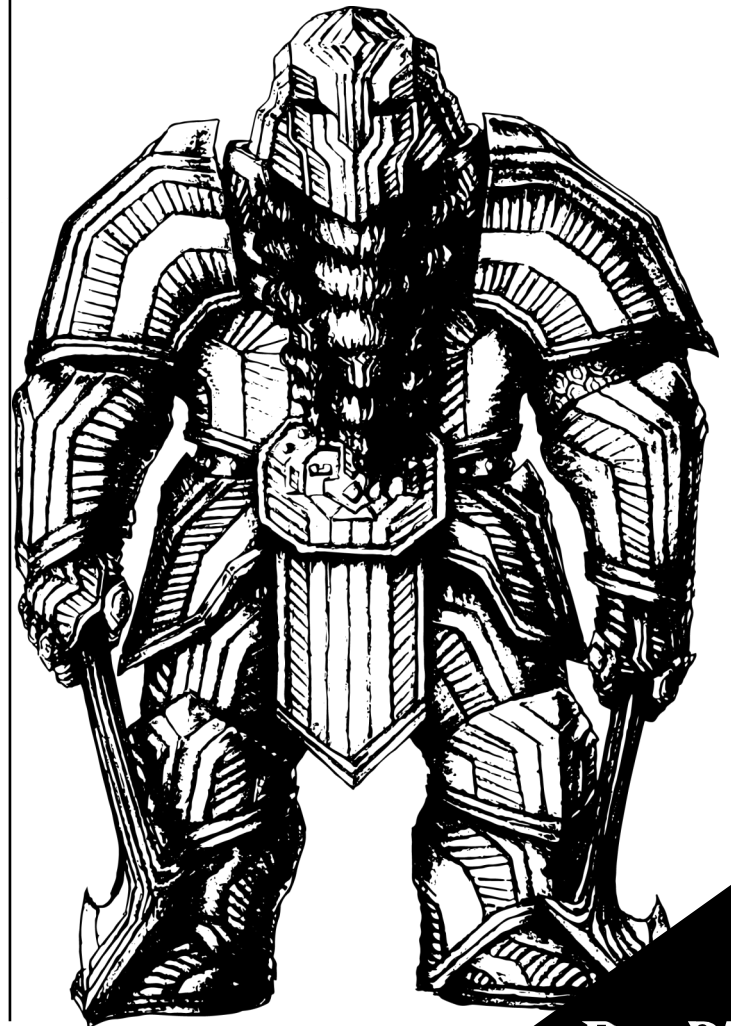
CLASSES OF TALVARA

Khawv Dwarf

- ◆ **Minimum Requirements:** 13 Str or 13 Cha at character creation. -1 Dex, -2 Int.
- ◆ **Equipment Requirements:** None.

Khawv Features:

- ◆ **Magic Resistance:** The Khawv dwarf have been disciplined in the art of fighting magic users their entire lives. Dedicated to the singular cause of hunting and killing rogue sorcerers, they are immune to the effects of magic spells.
- ◆ **Grim Visage:** A Khawv dwarf is instantly recognizable because of the specially designed helmets and masks that they wear. Non-monster magic users within melee range of the Khawv dwarf, treat their morale score as a 6. In addition, once per session the Khawv dwarf may choose to make a Cha based test at advantage when roll to intimidate, coerce, or negotiate.
- ◆ **Wytch Slayer:** There is no reasoning with a Khawv dwarf, no thought of how working with a magic user might be “mutually beneficial” ever crosses their mind. There are NO exceptions to this rule. A Khawv dwarf does not concern themselves with wealth, they take only what they need to survive and donate the rest to charity or people in need. Not all Khawv dwarves are trained exactly the same. Starting at 1st level, and every four levels after, a Khawv dwarf may choose one of the following features. These features cannot be taken more than once.
- ◆ **Marcher:** The Khawv dwarf rolls with advantage when making Con tests to resist exhaustion or other adverse environmental effects.
- ◆ **Proficient Killer:** The Khawv dwarf deals +1 bonus damage when fighting magic users.
- ◆ **Mage Hunter:** The Khawv dwarf can sense and track magic users who have recently used a spell on a roll of 1-2 on a D6 die.
- ◆ **Head Taker:** On a successful critical melee attack against a magic user, the Khawv dwarf deals triple damage instead of double.
- ◆ **Repel Sorcery:** On a successful critical melee attack against a magic user, their spellcasting is disrupted for 1 turn.



CLASSES OF TALVARA

Kubwa (Half-Giant)

- ◆ **Minimum Requirements:** 16 Str or 16 Con at character creation. -2 Dex, -2 Wis.
- ◆ **Equipment Requirements:** None.

Kubwa Features:

- ◆ **Giant's Strength:** When a Kubwa makes a successful attack with a two-handed weapon, once per encounter they may add their strength bonus to the damage.

- ◆ **Lords of Legendwyr:** The Kubwa call Legendwyr home, a dark and foreboding locale drenched in cold mists and constant rain storms. When Kubwa are forced to roll a check to resist cold, they do so with advantage. Kubwa also have a form of dim-vision, allowing them to see more easily in dark environs.

- ◆ **Brutal Efficiency:** The Kubwa are naturally powerful, corded muscle and large frames allow them to perform feats of strength that none of the other races are capable of. When making strength tests related to uses of strength, such as pushing open a door, bending metal bars, raising a gate, pulling a wagon, or most other mundane uses, the Kubwa make those rolls with advantage.

- ◆ **Titans of Old:** A Kubwa does not roll for their hit points. At character creation, they begin with 15 hit points and for every level after, they gain an additional +3 hit points.



CLASSES OF TALVARA

Arall (Half-Elves)

- ◆ **Minimum Requirements:** 16 Int or 16 Wis at character creation. -2 Con, -2 Str.
- ◆ **Equipment Requirements:** None.

Arall Features:

- ◆ **Mind Arcana:** Elves have the power of innate sorcery, it isn't true magic, but it's close enough to make little difference in the eyes of those who see it. Though the Arall are not full-blooded elves themselves, they have enough latent elven blood within their veins to allow them to use a minor version of the arcana. These abilities can manifest in the following ways found below.
- ◆ **Telepathy:** The Arall have limited telepathy, on a successful Wis roll, they may send a message of no more than eight words directly to a target's mind. This takes a tremendous amount of focus and cannot be used in combat.
- ◆ **Telekinesis:** Arall have the ability to manipulate and move small objects weighing up to 10xL pounds, these objects can be thrown, pulled, or pushed.
- ◆ **Quickened Healing:** Arall are able to manipulate the flow of cells in their own bodies to more quickly regenerate. When resting, as long as the Arall eats food and has the proper supplies, when they regain hit points, they double the amount they gain from their Con bonus.
- ◆ **Aura Masking:** Powerful mind-readers and sorcerers can detect and manipulate auras, the Arall, with a concentrated effort can attempt to mask their own aura to prevent such manipulation from occurring.
- ◆ **Mindsearch:** The Arall have the ability to seek out another specific consciousness they are familiar with at a distance of up to one mile. Once the link is established, the Arall can attempt to communicate telepathically.

- ◆ **Hatred of Men:** Elves, half-bloods included despise humanity. They are responsible for the destruction of their culture and their people. When facing humans in battle, Arall make their first attack on a round with advantage. In addition, if the hit is a success, it is treated as a critical success.



THE TALVARA GAZETTE

History of Talvara

- ◆ **Civilization** — at least in the chronicled history of those races now a part of it — begins with the elves. Allegedly the first race to walk the lands of Talvara, when primitive and incapable humans first arrived the Firstborn were already well-established, and these long-lived, experienced beings did what came naturally upon interacting with them: they enslaved them. A full era — the exact length of which has been lost to time, coming before it was chronicled in any truly meaningful or concrete sense — was spent in servitude and chains, but mankind is naturally inquisitive, swift to adapt, and it learned.
- ◆ **Humans** learned from the elves, either from observing over years upon years, or finding knowledge shared openly by those who began to see the humans as another intelligent race, meant for grander things than use as a stock of slaves. Mankind grew, and it grew to want more for itself than was being given. It learned of that which was denied to it, and worse, it learned to be angry, resentful. When the humans finally turned and revolted, by that point elven society was so firmly enmeshed with reliance upon humans in their daily lives that it fell apart in the uprising — and that was before the violence truly set in.
- ◆ **Virtually every elven settlement** — intertwined with humans, all — was razed to the ground. Without, at the time, the longer lifespans of elves and the luxury of taking time to mull over past transgressions of others, the humans put all the flesh they could find to the blade and everything else to the torch. Though this was Ages past, the Firstborn never truly recovered, and what muddled, impure blood is now left of them lives in the shadow of humanity and the other humanoid races, eking out a miserable half-existence in slums and ghettos.
- ◆ **After their victory over the elves**, humans — still fresh from their wounds and remembering their would-be endless slavery — shifted their gaze upon the next set of perceived oppressors: the gods. They rallied the other mortal races of Talvara, and urged them to rise and shake free the shackles they saw upon them and all others. Tired of being used as pawns and unwilling to move from servants of one kind to servants of another, they forged alliances, called upon the terrible powers of magic, and slew the Walking Gods.
- ◆ **It has been a hundred and a quarter more years** since then, and magic has started unraveling, tearing at the fabric of reality and becoming completely uncontrollable. The human nations that once stood strong and united have slowly fractured through the Ages, though at least the Imperial Throne of Kromgrad has always stood steadfast. Maintaining control via economic power even within the crumbling empires and nations to force their reliance upon the throne to survive.
- ◆ **Most recently**, Akcanu was destroyed in a supernatural mishap, with cultists underneath the city believing they had obtained the divine spark from a dead god and attempted to resurrect their fallen pleasure goddess—with disastrously destructive results for the city. Now wars rage between city-states and wolves in the form of mercenary companies have arrived to take advantage of the chaos. The future of Talvara will be forged in blood, coin, and warfare.

