

**TORCHES IN THE DARK**  
OLD SCHOOL ADVENTURING GAME

**THE BOOK OF DWARVES**



**OSR**



# THE BOOK OF DWARVES: TORCHES IN THE DARK



- ◆ **Year 1 Godfall** - The start of the new age begins with the death of the great dwarven hero, Ralthag Steelward. Slain in the last war of the rebellion against the Wytch Queen.
- ◆ **Year 4 Godfall** - Dwarven society is in shambles and most return to their homelands, only the dwarves of the Tewa Nation stay steadfast in their alliances to the other races to help rebuild after the war.
- ◆ **Year 10 Godfall** - The first of many failed expeditions takes place to unseal and reclaim the mad king's city of Nulbizar. All end in disaster and death.
- ◆ **Year 12 Godfall** - The heir of Mad King Tholdun is discovered, a distant cousin. Oddvar Restorff, Lord of Ozryn. Stoneborn from all around Ohrros approach the Thane to invite him to join them on their expeditions to reclaim Nulbizar, all are refused.
- ◆ **Year 15 Godfall** - The New Kingdoms begin to oust the dwarven populations from their lands, forcing many of the Free Marches dwarves to head north or south as the human realms expand unimpeded.
- ◆ **Year 18 Godfall** - The Kingdom of Tir'Brannon is reformed and proclaims the White Fang Mountains as their own. Skirmishes between the dwarves and humans intensify in the southlands.
- ◆ **Year 21 Godfall** - Hundreds of dwarves and

thousands of humans die in the battle for the White Fang Mountains.

- ◆ **Year 24 Godfall** - Tir'Brannon concedes the mountains and instead offers a peace treaty to the dwarves due to the fact that they are uninterested in a drawn out war with a long-lived race.
- ◆ **Year 25 Godfall** - The Peace treaty is signed and the Kingdom of Tir'Brannon and the Ty'Cerrig of Ooagnac find common ground.
- ◆ **Year 29 Godfall** - Oddvar Restorff begins recruiting for his own expedition to reclaim Nulbizar. Thousands of dwarves answer the call.
- ◆ **Year 31 Godfall - Current Year**
  - The Ty'Cerrigs of Ooagnac, Graulgogog, Ogumm, Sethogg, Thaolar, and Ooakag convene to discuss reforming the Stone Confederacy of old.
  - Oddvar Restorff's expedition continues its recruitment and plans to be at the gates of Nulbizar by GF 34.
  - The Tewa Nation expands into the Riva Della Morte, founding the new Ty'Cerrig of Toa Koura on the shores of Aurum.

# HILL DWARFS: FREE MARCHES

## The Hill Dwarfs: Free Marchers

(Naming Conventions: Scottish | Irish | Gaelic)

Adventuring Age: 20-130. Elder Age: 200.

The plucky Dwarves of the Free Marches live for today and believe in taking risks and pushing boundaries. (This might have something to do with their lifespan being the shortest of all the dwarves.) They spend their days drinking, crafting, and building up their communities in the hills. Most Hill dwarves are easily distinguishable by their bright, auburn hair, but it is not unheard of to see some with blonde or brown hair as well.

However, black-haired Hill dwarves are almost never seen, and are always judged as an omen of ill-will and bad luck—a sign of being touched by the dark, Elder being they simply refer to as “the Umbral”. The “shadow-touched” are nearly always abandoned at birth, or sent away to some distant cousin in the Empire, where they can live a life away from prejudice and danger. Hill dwarves do not specialize in any specific fighting style or weapon skill set. They vary from fighters, to archers, to marauders. A distinguishing feature that does set them apart from other dwarves in battle, is their battle shouts and morale boosting chants. The hill dwarves are used to adjusting to a variety of terrains, and delight in using intimidation tactics and guerilla warfare to demoralize and frighten their enemies.

## The Hill Dwarfs - Abilities & Features:

**Attributes:** 10 Strength, 11 Dexterity, 11 Constitution, 9 Intelligence, 8 Wisdom, 6 Charisma.

**Starting Health Bonus:** +3 Health Points.

**Dwarven Constitution:** You are resistant to poison damage and have advantage on saves against becoming poisoned.

**Fear the Wytch:** Hill Dwarves cannot play any class that is capable of casting spells.

**Chance at Greatness:** All hill dwarves gain a +10% bonus to their heroics skill and critically strike on a 19-20.



# MOUNTAIN DWARFS: THE STONEBORN EMPIRE

## The Mountain Dwarfs: The Stoneborn

(Naming Conventions: Icelandic | Faroese | )

Adventuring Age: 40-220. Elder Age: 280.

The fair-haired and pale skinned Stoneborn or Empire Dwarves are fierce in their dedication to the High King and in their defense of the "Old Stone." After all, it is the only thing in all of Ohr that has shown them any "kindness" in this terrifying, and new land. They are a stern but optimistic bunch, that enjoy chilly, winter nights around a campfire with their companions telling tall tales and stories about the legends of old. The Bright Elves humor them more than anything, but do genuinely seem to enjoy exchanging tales and examining where they overlap. Dressed in elaborate chain and cream-colored leathers to cope with the northern winds, the noble Empire Dwarves are not to be underestimated in battle. The nearly impenetrable armor, which has been painstakingly handcrafted with the knowledge bestowed upon them by the Old Stone, can stop even the sharpest of blades, and their height gives them even more of an advantage when closing the gap between themselves and an enemy. Recently, the Dwarves of the Stone Confederacy have started making larger leaps in research pertaining to gunpowder and the use of hand-cannons.

## The Stoneborn - Abilities & Features:

**Attributes:** 11 Strength, 8 Dexterity, 12 Constitution, 10 Intelligence, 10 Wisdom, 6 Charisma.

**Starting Health Bonus:** +5 Health Points.

**Dwarven Constitution:** You are resistant to poison damage and have advantage on saves against becoming poisoned.

**Darksight:** You can see in the darkness as if it were daylight.

**Fear the Wytch:** Stoneborn cannot play any class that is capable of casting spells.

**Child of Stone:** You gain an additional 2 HP every two levels. (2, 4, 6, 8.)





# ISLAND DWARVES: THE TEWA NATION

## The Island Dwarves: Tewa Nation

(Naming Conventions: Samoan | Maori | Tahitian)

Adventuring Age: 25-290. Elder Age: 395.

The Dwarves of Tewa live in small communities along the island chain of Oponui. These stout island dwarves dress in loose-fitting, breathable garb that is usually undyed. Their skin is bronzed and rough, turned from years of fishing and navigating the open seas, and adorned with tattoos of sable, black, and indigo hues. Their eyes range from blue, to green, to gray, a stark reflection of the seas they spend their entire lives exploring. They build their homes into the side of the verdant mountain chain that runs through Oponui, desperate to find some relief from the blazing sun at the end of the day.

Though a fairly peaceful race, the dwarves enjoy engaging in combat with each other, honing their skills with greatspears and intricate, wooden paddles lined with shark teeth. Their beards are a source of pride for the Dwarves of Tewa, most being decorated with bone fish hooks and beads. Though not all adhere to the practice, the longer the beard usually symbolizes how long a dwarf has been on their spiritual journey to find peace and enlightenment within themselves. Those with the longest beards are regarded as wise elders who have much to contribute to tribal discussions and are often referred to as "Makan", after the founding dwarf that

settled their people on the islands.

### The Island Dwarves - Abilities & Features:

**Attributes:** 12 Strength, 11 Dexterity, 9 Constitution, 8 Intelligence, 10 Wisdom, 8 Charisma.

**Starting Health Bonus:** +5 Health Points.

**Fear the Wytch:** Island Dwarves cannot play any class that is capable of casting spells.

**Never Lost, Just Exploring:** All island dwarves gain a +20% bonus to their Searching and Tracking skills.

**Tool of Death:** All island dwarves begin the game with a Tewa Paddle that only they are proficient in using.

- **Tewa Paddle:** 1D6 Damage, Brutal Keyword. One handed.



# SWAMP DWARFS: GREYWATER BOG

## The Swamp Dwarfs: Greywater Bog

(Naming Conventions: Sami | Finnish | )

Adventuring Age: 50-280. Elder Age: 350.

The Swamp Dwarves are locked in a seemingly eternal struggle with the Grosk of the Greywater Bog. Since the savage Grosk lost their own home to behemoth-like creatures much stronger than they and relocated to the swamps, they have desecrated the Swamp Dwarves' effigies and sanctuaries, and raised their own in reverence to their decaying, putrid gods. The Dwarves of the Greywater Bog are deeply spiritual and took extreme offense to this encroachment. Clad in muddied rags of leaves and twine to help them blend in with the terrain, they launched the offensive and have been at odds with the Grosk ever since. Deeply superstitious, the dwarves claim every Grosk hide as an offering to the Earth Spirit, and insist that they are cleansing the bog as a way to preserve the balance of the land. The Greywater Bog was already extremely dangerous before the Grosk arrived, and their hostile presence has upset the balance and caused the ecosystem to spiral out of control. As a result, the dwarves have learned to adapt to their surroundings, blending into the mud and foliage, and have mastered the art of laying discreet traps all throughout the swamp. Beneath the layers of dirt and mud, are short, scraggly, black beards and thick mops of

black or gray hair. They do not care much for hygiene, as they like to smell as natural and earthy as possible. One would argue that it "strengthens" their connection to the Earth Spirit, and is in turn a spiritual act of cleansing.

### The Swamp Dwarfs - Abilities & Features:

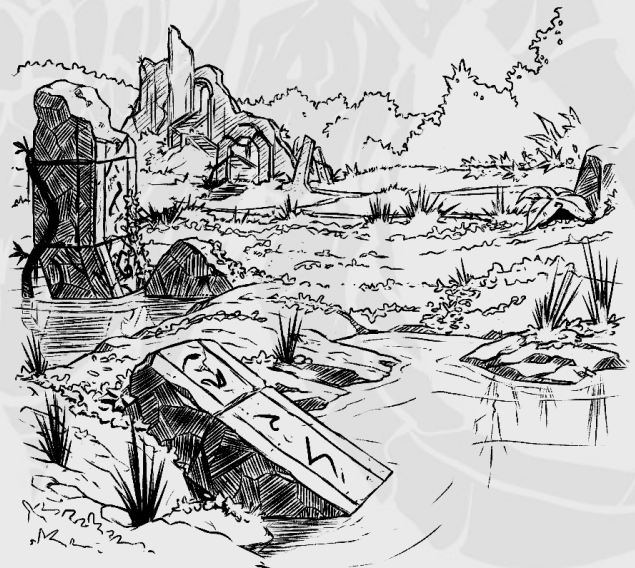
**Attributes:** 8 Strength, 12 Dexterity, 11 Constitution, 10 Intelligence, 11 Wisdom, 4 Charisma.

**Starting Health Bonus:** +2 Health Points.

**Bog Fighter:** When fighting with Grosk or any other member of the Mezoark Empire you deal +4 damage.

**Fetid Adventurer:** All swamp dwarves gain a +15% bonus to their Religious Lore, Stealth, Nature Lore, and Searching skills.

**Greater Dwarven Constitution:** You have resistance against poison damage and are immune to the poisoned condition.



# THE BOOK OF DWARVES: DWARVEN PANTHEON

- ◆ **Fala: The Goddess of Summer** - Fala is a much obeyed and often favored goddess of the Tewa dwarves. Rebirth, growth, good company and summer are the major domains attributed to Fala. Many think of the goddess as orderly and irritable, just as easily angered as she is pleased. Shrines and altars to Fala are common on the islands of the Tewa dwarves, worshippers are numerous and tend to come in the form of marauders and explorers, but if in need all others are welcome to seek the guidance of the goddess.
- ◆ **Fuelia: The Goddess of Law and Kings** - Fuelia is a trusted and well respected goddess of the Free Marches dwarves. Crime, thrones and chains are but few of the elements this divine being is associated with. There's few places for those who wish to devote themselves to Fuelia, but worn symbols and natural shrines are prevalent even outside of these circles. Fuelia's symbol, a crown encircled by a dwarven-forged chain are often found in the homes of dwarven nobility or tombs of past kings.
- ◆ **Baal: The Dragon God of Fire** - Baal is the feared and venerated god of the forge. At the Heart Forge of Nulbizar, Baal's flames burn eternally and is one of the reasons that the ancient Ty'Cerrig must be reclaimed. There's one true place for those craving the power potentially given by Baal, but worn symbols and natural altars are good ways to find other followers. Worshippers among the Forge Caste are plentiful and tend to come in the form of noble smiths and military advisors, but no dwarf is excluded from the aid of a Baal forged weapon.
- ◆ **Cemir: The God of the Mountain** - Cemir is a deeply praised and much esteemed god of the mountain dwarves. Guidance, riches, and the mountains themselves are the three main elements Cemir is associated with. He's often considered to be a witty and curious god, trading favors in return for favors. Offerings and atonements are wide spread and Cemir's shrines usually depict a powerful oxen or bull in his honor. Worshippers are in the majority and tend to come in the form of adventurers and it's them that are most favored by the god. Cemir's worship however is recent, a cultural phenomena that has gained traction due to the absence of the Elder Stone.
- ◆ **The Elder Stone** - The Elder Stone, or 'Old Stone' isn't so much a god as it is an unknowable and undeniably powerful artifact. The massive obelisk stands at the heart of Nulbizar, covered in the rune words of creation. The language of the gods, of Kor'nu himself. Rune Priests were once dedicated to deciphering the Elder Stone and a theocracy acted as the ruling caste. These times are no more. Rune Priests, if any still exist are the only followers of the Elder Stone. Though all dwarves wish to reclaim Nulbizar, the secrets of the Elder Stone calling to them constantly.



# THE BOOK OF DWARVES: DWARVEN LANGUAGE

- ◆ **Ty'Cerrig** - A dwarven stronghold or city. Usually with a population of at least 500. Non-dwarves are generally not allowed to enter a Ty'Cerrig. Few exceptions are made, usually for diplomatic reasons.
- ◆ **Erdar Ssuma** - The Elder Stone.
- ◆ **Ord Oma** - An honorific or title given to particularly respected dwarves. Many dwarven heroes names are recorded in the 'Book of Ord'.
- ◆ **Wema** - Mead, an important part of the dwarven lifestyle.
- ◆ **Bossra Soems** - A 'battle poet' or 'battle saint', an honorific given to the most well known skalds and priests. Bossra Soems are blessed with the knowledge of the great poetry of war and often times are seen as teachers or respected trainers.
  - ◆ **General Language & Terms:**
  - ◆ **Ssuma** - Stone.
  - ◆ **Eorsr** - Earth.
  - ◆ **Wosar** - Water.
  - ◆ **Fera** - Fire.
  - ◆ **Wemd** - Wind.
  - ◆ **Rima** - Rune.
  - ◆ **Fesrs** - Fight.
  - ◆ **Freamdrae** - Hello, or Friend.
  - ◆ **Bomdes** - Bandit or Brigand.
  - ◆ **Woadrems** - Weakling.
  - ◆ **Daosr** - Death.
  - ◆ **Domsar** - Danger.
  - ◆ **Hikom** - Human.
  - ◆ **Erk** - Elf.
  - ◆ **Horkrems** - Halfling.
  - ◆ **Ordum** - Orkon.
  - ◆ **Hordum** - Harkon.
  - ◆ **Drodum** - Drakon.
  - ◆ **Dvork** - Dwarf.
  - ◆ **Drosom** - Dragon.
  - ◆ **Waescr** - Wytch.
  - ◆ **Mosec** - Magic.
  - ◆ **Mosa** - Mage.
  - ◆ **Tarrekaeems** - Terryfing.
  - ◆ **Gudbemdar** - Godbinder.
  - ◆ **Gud** - God.
  - ◆ **Waovum** - Weapon.
  - ◆ **Arkur** - Armor.
  - ◆ **Svurd** - Sword.
  - ◆ **Axa** - Axe.
  - ◆ **Buv** - Bow.
  - ◆ **Rasraos** - Retreat.
  - ◆ **Daeems** - Dying.
  - ◆ **Draod** - Dread.
  - ◆ **Nesrs** - Night.
  - ◆ **Murmems** - Morning.
  - ◆ **Sim** - Sun.
  - ◆ **Muum** - Moon.
  - ◆ **Lesrs** - Light.
  - ◆ **Dordmakk** - Darkness.