

TORCHES IN THE DARK

OLD SCHOOL ADVENTURING GAME



OSR

TORCHES IN THE DARK: INTRODUCTION

Torches in the Dark is a heavily modified version of the world's most popular role-playing game. Ohr is dying a slow death, nights grow longer and colder and the things from beyond the veil are slowly clawing their way into the Waking World. The gods who once watched over Ohr have left and now only ashen skies, freezing nights, and the blood-curdling screams of the dead and the dying are here to remind us of our ancestor's failure and hubris. Players must thrive in the shadow of the remnants of the Godbinder Empire. Cities are dens of evil, greed, and excess and the wilds are untamed and extremely dangerous. Abandoned ruins, forgotten strongholds of alien creation, deadly temples filled with cultists of dark gods best left buried, degenerate and cannibalistic tribes of men, and an underbelly ruled by the dead are all that await those fool-hardy enough to adventure out into the world. Ohr is unforgiving and relentless. You will have to rely on more than a strong sword arm and a silver tongue to survive. Every single advantage is worth having when you set out to find the forgotten places. Most of you will die terrible deaths, forgotten and alone. Only a few of you brave souls will ever claw your way to the top. Those that do will be lucky, but eventually even the greatest of us fall, and in Ohr that is a certainty.



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SECTION ONE: ABILITY SCORES

You can generate ability scores by using one of three different methods. You should use a pencil to write down all information, as most statistics will change during the course of gameplay. If you are playing the game online make sure that you roll all dice in-chat for the GM to see. **Each character creation step should be done IN ORDER.**

Method 01: Rolling the Dice:

Roll 3D6 for each ability score, placing them in the attributes as you roll. 1st roll is Strength, 2nd roll is Intelligence, etc.

Method 02: Racial Attributes:

When selecting a race, each race already has a pre-determined attribute array that you can choose to take for your character. These ability scores cannot be swapped or changed.

Method 03: Die Distribution:

Each ability score starts at 6, roll eight D6 and add to stats as desired. No score can be higher than 18 and the full amount of any die must be able to be added. I.e., if you have three 5's you can't add all three to the base of 6 and drop the extra 3 points to get an 18. An 18 is only possible by some combination of dice adding up to 12.

Character Ability Scores:

Characters will have scores ranging from 3 to 21 (18 max at character creation) in each of the following ability scores. A bonus or penalty is associated with each score, as shown on the table below. Please note: Some classes require specific attribute scores before being able to become a member of that class.

Attributes Table:

Ability Score	Bonus/Penalty
1-2	Retired/Dead.
3	-3
4-5	-2
6-8	-1
9-12	0
13-15	+1
16-17	+2
18	+3
19	+4
20	+5
21	+6

Starting Hit Points:

Each character begins with Hit Points equal to 5 + Racial Health Bonus + Class Health Bonus.



SECTION 02: CAREERS & SKILLS

Careers & Skills - Torches in the Dark

SECTION TWO: CAREERS & SKILLS

Every adventurer had to get their start somewhere. To determine your **Basic Careers**, you will first need to roll a D6 and determine if it falls under the category of *Academic, Common, Criminal, Martial, Religious, or Wilds*. *Careers determine WHICH SKILLS YOU ARE ABLE TO INCREASE* Make sure when you make a character that a DM is present so they can determine what skills are available to you.

You can generate your careers using one of three different methods.

1. **Let Fate Decide:** Life is a game of chance, yours is no different. Roll 3D6 and gain three different professions randomly on the table.
 2. **A Chosen Path:** Roll 2D6, you can choose one of your professions from the table. The other must be random. 1E: Roll 2D6, you get a 2 and a 4. You choose Mercenary from the martial table but must roll a D20 to determine your common career.
 3. **Fight Fate:** You can simply choose both of your professions that you want from any of the tables. This is ideal for those who have a strict character concept in mind. Taking this option comes with a -1 attribute penalty to all attributes.
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- ◆ 1. **Academic** - You are a scholar. Roll a D20 to determine your area of scholarship.
- ◆ 2. **Common** - You work in a trade. Roll a D20 to determine your trade.
- ◆ 3. **Criminal** - You engage in illegal or illicit activities. Roll a D20 to determine your criminal profession.
- ◆ 4. **Martial** - You joined the army, law enforcement, or local militia. Roll a D20 to determine your profession.
- ◆ 5. **Religious** - You belong to a religious institution. Roll a D20 to determine your profession.
- ◆ 6. **Wilds** - You live beyond civilization's bounds. Roll a D20 to determine your profession



SECTION TWO: CAREERS TABLE

Scholar Careers

1. Engineer
2. Alchemist
3. Herbalist
4. Surgeon
5. Seer
6. Scribe
7. Trader
8. Student
9. Doctor
10. Noble
11. Occultist
12. Politician
13. Theologist
14. Strategist
15. Scientist
16. Geographer
17. Astrologist
18. Lawyer
19. Philosopher
20. Tax Collector

Common Careers

1. Tamer
2. Rat Catcher
3. Barber
4. Bailiff
5. Boatman
6. Butcher
7. Cook
8. Herdsman
9. Entertainer
10. Farmer
11. Fisherman
12. Grave Digger
13. Porter
14. Slave
15. Merchant
16. Miner
17. Sailor
18. Servant
19. Artist
20. Toll-Keeper

Criminal Careers

1. Agitator
2. Beggar
3. Burglar
4. Carouser
5. Charlatan
6. Cultist
7. Fence
8. Forger
9. Gambler
10. Grave Thief
11. Informant
12. Murderer
13. Pickpocket
14. Pirate
15. Prostitute
16. Rebel
17. Saboteur
18. Spy
19. Thug
20. Urchin

Martial Careers

1. Constable
2. Detective
3. Guard
4. Jailer
5. Officer
6. Marine
7. Mercenary
8. Pit Fighter
9. Watchman
10. Militiaman
11. Conscript
12. Bodyguard
13. Soldier
14. Monster Slayer
15. Squire
16. Torturer
17. Boxer
18. Sniper
19. Horseman
20. Bounty Hunter

SECTION TWO: CAREERS TABLE

Religious Careers

1. Zealot
2. Temple Guard
3. Theologian
4. Heretic
5. Initiate of the Penitent Flame
6. Minister
7. Acolyte of the Old Gods
8. Inquisitor's Henchman
9. Pilgrim
10. Street Preacher
11. Temple Ward
12. Wytch Hunter
13. Follower of Gwaed
14. Follower of Baur
15. Follower of Mordiggian
16. Follower of Arathag
17. Follower of Isthililog
18. Cultist of the Godbinder
19. Follower of Ein Sof
20. Crusader

Wilds Careers

1. Brigand
2. Barbarian
3. Shaman
4. Exile
5. Gatherer
6. Guide
7. Messenger
8. Hermit
9. Hunter
10. Nomad
11. Pioneer
12. Poacher
13. Outlaw
14. Tracker
15. Trapper
16. Woodsman
17. Outrider
18. Tribesman
19. Hedge Wytch
20. Beast Trainer

SECTION TWO: SKILLS

Skills are fairly self-explanatory; when a character wishes to perform an action, for example, riding a horse, stealing or pickpocketing from a noble, detecting or disarming a trap they will be required to make a skill check. Skills are % based and use a 1D100 to determine if the action is a success or not. If you have a skill of 50%, that would mean you would want to roll 50 or lower on your check to get a success. Rolling a natural 1 is an automatic success with a boon. Rolling a 100 is an automatic failure with the worst possible result. Even 'failed' attempts might sometimes succeed, but with a different result than what you were expecting.

Players can attempt to argue their skill usage to use a different skill for a certain situation if they would like. IE: If you want to intimidate someone, the Intimidation skill isn't the only way to do that. You might have a particularly high skill ranking in alchemy or nature and draw out a potion you threaten to force feed them, then describe the results or the grizzly fate that awaits them. Same purpose, different skill.

On the next page you will find the skill lists, on the character sheet you will need to fill out your skills. Each skill begins at 20%. **Skills with * by them are trained skills, they begin at 10%.**



SECTION TWO: SKILLS LIST

- ◆ Acrobatics (Dex)
- ◆ Alchemy* (Int)
- ◆ Animal Training* (Wis)
- ◆ Arcane Lore* (Int)
- ◆ Athletics (Str)
- ◆ Bluff (Cha)
- ◆ Ceremony* (Int)
- ◆ Cooking (Int)
- ◆ Crafting* (Int)
- ◆ Diplomacy (Cha)
- ◆ Eldritch Lore* (Int)
- ◆ Engineering* (Int)
- ◆ Evaluate* (Int)
- ◆ First Aid* (Int)
- ◆ Gambling (Wis)
- ◆ Heroics (Any)
- ◆ History* (Int)
- ◆ Identify* (Int)
- ◆ Intimidation (Cha)
- ◆ Law* (Int)
- ◆ Jumping (Str or Dex)
- ◆ Lock Picking* (Dex)
- ◆ Metallurgy* (Int)
- ◆ Morale (Wis)
- ◆ Nature Lore* (Int)
- ◆ Parrying* (Str)

- ◆ Performance (Cha)
- ◆ Religious Lore* (Int)
- ◆ Riding* (Dex)
- ◆ Rune Lore* (Int)
- ◆ Searching (Wis)
- ◆ Sleight of Hand* (Dex)
- ◆ Stealth* (Dex)
- ◆ Swimming (Str)
- ◆ Tracking* (Wis)
- ◆ Traps* (Wis)

Basic skills begin at 20%. Skills with a * by them are trained skills and begin at 10%.

Dex = Dexterity.

Int = Intelligence.

Cha = Charisma.

Str = Strength.

Wis = Wisdom.



SECTION 03: CHOOSING A RACE

The Races of Ohrros and Beyond

SECTION TWO: CHOOSING A RACE

Torches in the Dark is a low fantasy sword and sorcery focused setting. Humans are the most numerous race of all. Dwarves, elves, halflings, and especially the more monstrous races are extremely rare and live in small communities outside of human civilization. To create another race other than human, you will be required to roll a percentile die (1D100) to determine what other races are available to you to select from. You want to roll LOW. Patron races are limited to our patron players only.

D100 ROLL	RACE OPTION
Default Race:	Human
65% (Roll 65 or Lower)	Dwarf
60% (Roll 60 or Lower)	Elf
50% (Roll 50 or Lower)	Harkon
40% (Roll 40 or Lower)	Orkon
30% (Roll 30 or Lower)	Halfling
25% (Roll 25 or Lower)	Drakon
15% (Roll 15 or Lower)	Half-Giant
5% (Roll 5 or Lower)	Beastkin
Patron Only Race (35%)	Luminious
Patron Only Race (10%)	Naraken

SECTION TWO: THE RACE OF MEN

Kin: The Humans of Ohr

The Kingdoms of Man were changed, molded, and ultimately broken after the Exodus. It was once thought that men were the most indomitable of all the mortal races. It always seemed like no matter how many times they came to the brink of extinction, they would bloom by the thousands by the hand of a kindly deity like an infuriating weed that just couldn't be stomped out. With the rise and fall of the God Binder, those deities were no more, and thus they fell.

Starting Attribute Scores:

11 Strength, 11 Dexterity, 11 Constitution, 11 Intelligence, 11 Wisdom, 11 Charisma.

::Human Features::

- ◆ **Attribute Increases:** Increase three ability scores by 1.
- ◆ **Human Tenacity:** You can choose to re-roll any saving throw, attack, or skill check that you make but you must take the second result even if it's lower. After using this feature you cannot use it again until you have completed a long rest.
- ◆ **Adaptive:** Choose three skills, increase their skill rating by 10%.

Racial Health Bonus: +3 Hit Points.

Human Naming Conventions:

Andminian (Four Peoples)

- ◆ **Oronok** - Danish, Finnish, Old High German.
- ◆ **Thorimund** - Gaul, Norwegian, Welsh, Manx.
- ◆ **Selha** - Tibetan, Mongolian, Sumerian.
- ◆ **Hwn** - Ancient Egyptian, Sumerian, Assyrian.

Thanasi - Phoenician, Ancient Greek, Sumerian, Roman.

Komuh - Afrikaner, Oromo, Zulu.

Okma - Endo Japanese, Ottoman.

Briagothian - Gothic, Hebrew, Old High German.

Nemedian - Ottoman, Khmer.

Assai - Sumerian, Assyrian.



SECTION TWO: THE DWARVES

Dwarves: The Stoneborn

The Dwarven Empires never recovered and Nulbizar remains sealed. Numerous expeditions and entire dwarven armies have gone back to Nulbizar through the centuries in an attempt to reclaim their greatest kingdom but all have failed. Since the dark days of Tholdun's retreat never again have the dwarves built a city as grand or as beautiful as Nulbizar and many believe they never will. The dwarves are a reserved and xenophobic people, no longer caring for the surface world or its wars most of the dwarves have chosen to settle beneath the earth in large underground cities. Only the Tewa dwarves still have a significant presence on the surface world, sailing the seas and expanding their secluded island nation.

Starting Attribute Scores:

13 Strength, 8 Dexterity, 14 Constitution, 10 Intelligence, 10 Wisdom, 6 Charisma.

::Dwarf Features::

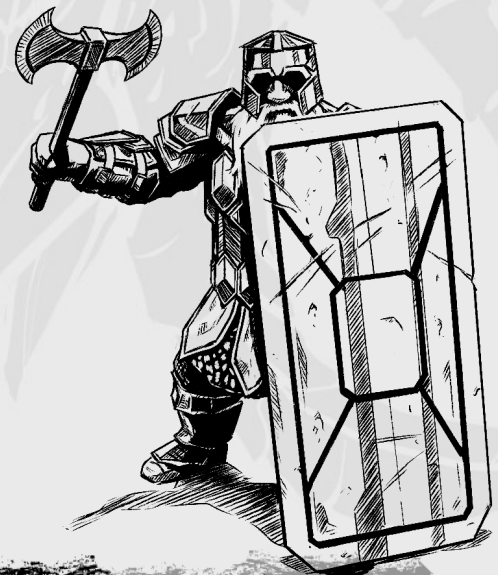
Darksight: You can see in the dark up to 30 feet.

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

Dwarven Ancestry: Choose your starting ancestry.

- ◆ **Tewa** - You begin the game with a Tewa Paddle and a +1 bonus to your AC. (1D6 Slashing, Brutal Keyword.)
- ◆ **Greywater** - Greywater dwarves deal an additional 4 damage to Mezoark and begin the game with a Gallow Claw Hammer. (1D8 Bludgeoning/Slashing, Crushing 2 Keyword.)
- ◆ **Empire** - Empire dwarves begin the game with 3 additional HP.
- ◆ **Freemarch** - Freemarch dwarves gain a +1 bonus to Dexterity and begin the game with a repeating crossbow. (1D4 Piercing, 6 Shot Clip.)

Racial Health Bonus: +5 Hit Points.



SECTION TWO: THE ELVES

Elves: The Immortal Fae

In the Age of the God Binder the elves are one of the most sorrowful races to walk the earth, they are defined by treachery, cowardice, and guilt. At the beginning of the age it was obvious that with the arrival of the God Binder the world would be thrust into a time of darkness. As Kythra was slain the elves gathered at their great city of Istani where they were at their most powerful. With the mage councils present the elves held a meeting to determine their future and the evils they would face as the gods powers waned on Ohrros once more. On the year GB 4 the majority of the Elven Courts voted to hide themselves and their peoples away from the despair and viciousness that would soon consume the lands. Not all of the elves agreed with the vote and the master of the Todeswald refused to leave the lands of Ohrros behind. He, his queen, and his people would be the only race of elves to stay to assist in the war, though they were far too few to make a difference. The rest of the elves and their lands vanished from memory for nearly eight-hundred years. During these turbulent times the elves watched in horror as Ohrros was thrown into war, no race was spared and the world was forever scarred by the legacy left behind by the God Binder. Eventually, the lord of the bright elves wished to return to the waking realm to

assist the mortal races against the God Binder's empire. Finally the elves stepped foot back onto the material plane but by that time the war was nearly over and the damage had been done. The elves rode into battle to face the last and most powerful of the God Binder's agents, the Witch Queen but it was a meager victory as the mortal races who had already suffered and fought for nearly a thousand years had done the lion's share of the work. Elves now live a secluded and sad existence, suicide and woeful attitudes are commonplace among their people.

Starting Attribute Scores:

10 Strength, 12 Dexterity, 12 Constitution, 13 Intelligence, 12 Wisdom, 10 Charisma.

::Elf Features::

Keen Sight: When rolling a test related to your sense of sight you roll with advantage.

Elven Proficiency: You have trained mastery over the Spear, Broad Sword, and Short Bow.

Racial Health Bonus: +3 Hit Points.



SECTION TWO: THE HARKON

Harkon: The Devil Men

One of the last of the mortal races to arrive on Ohrros, the Harkon have faced prejudice since the divine champion Modestus set foot on the shores of Aurum. Here they founded the City of Ellivia and thrived for close to 300 years under the leadership of their champion. Having locked themselves away from all other cultures, they experienced an extraordinary resurgence of the arts. The Harkon threw themselves into the study of literary works, creating hundreds of their own, painted breathtaking portraits of the coast, and studied the path of the astral bodies which led to further development of arithmetic. This golden age was not to last. The greed in the hearts of the Assai pushed the warriors of Uthra to wash over the city like a plague and destroyed all of the Harkon work in a fortnight. Once more, they were an orphaned people, and with broken spirits spread across Ohrros seeking refuge and stability wherever it could be found. The champion Modestus exiled himself to Death's Plateau, hanging his head in shame. The Harkon are generally greeted with some degree of mistrust among the other races on Ohrros because of their physical appearance. Their skin colors range from rustic reds to rich browns, with horns protruding from their temples, and pointed ears. Golden eyes rest above high

cheekbones and add an otherworldly touch to finish off the appearance of the denizens of the lost city. Still, many Harkon have found their home in human courts, hold esteemed positions of office, or toll as anglers off the Riva Della Morte.

Starting Attribute Scores:

12 Strength, 12 Dexterity, 12 Constitution, 10 Intelligence, 9 Wisdom, 13 Charisma.

::Harkon Features::

Blood of Fire: You are resistant to fire damage and cannot suffer the effects of exhaustion brought on by desert conditions or heat.

Natural Killers: You have trained mastery over Scimitars and Daggers.

Racial Health Bonus: +3 Health Points.



SECTION TWO: THE ORKON

Orkon: The Savages of the North

The Orkon and the rest of the people's of the Mercenary Republic suffered during the God Binder's rule of Ohrros. Initially, free of conflict with the expanding empire, it soon become clear that the republic would become an occupied state. The ruling mercenary companies held demonstrations protesting the increasingly aggressive nature of the empire's legions in the region. The republic was ready to accept the fact that they would be tethered to the God Binder's Empire but were hoping to remain autonomous in their decisions making process and government. The God Binder refused and soon demonstrations turned to riots and open rebellion against the empire's legions throughout the republic. A military offense that resulted in many skirmishes between the republic and the empire followed this. One of the most infamous incidents occurred during the year GB: 213, when the Empire's Legions stormed the city of Osterdale. Thousands of citizens were killed and Osterdale was decimated during the battle. Osterdale now sits in ruin, haunted by the whispers of those who died there and things far more sinister that lurk below the city. The Orkon tribes in the current year have scattered to the winds, most Orkon choose to travel alone. The once proud clans that defined Orkon culture have been all but destroyed or

lost to time, out of the forty clans only eight still exist.

Starting Attribute Scores:

13 Strength, 9 Dexterity, 13 Constitution, 9 Intelligence, 12 Wisdom, 8 Charisma.

::Orkon Features::

Blood Rage: When an Orkon becomes blooded (half-health or lower) they deal +2 damage with all attacks.

Brute Strength: The Orkon are capable of wielding two-handed weapons in one hand but have disadvantage on all attacks if they do. No other feature or circumstance can negate this disadvantage.

Racial Health Bonus: +6 Health Points.



SECTION TWO: THE HALFLINGS

Halfling: People of the Foalm Wood

Halflings live an existence not dissimilar to a leper. They are often left to die in the cold streets of far-off cities or never make it out of the forests that they are almost universally born in to begin with. Almost always considered an ill omen when conceived, halflings are pariahs from birth and rarely lose that stigma even into their later years of life. Halflings are dexterous, clever, and have an almost endless well of sorrow that broods deep within themselves. Halflings have earned a reputation for being foolhardy or at times, outright idiotic. Halflings are not a well respected people and there's very little chance of that changing anytime soon. The Gadwor that the halfling people were well known for in previous ages are all but extinct now, many of them used as engines of destruction and warfare by the God Binder's Empire. The Halflings of the Foalm Wood have always lived on the outskirts of civilization but during the God Binder's rule of Ohrros they were forced to abandon their nomadic life styles forever, less they risk execution or being arrested by the empire's legionnaires.

Starting Attribute Scores:

8 Strength, 14 Dexterity, 8 Constitution, 12 Intelligence, 11 Wisdom, 3 Charisma.

::Halfling Features::

Sneaky: Add 10% to your Trap Finding, Trap Disarming, Stealth, and Searching skills.

Omen of the Foalm: Halflings are reviled everywhere outside of the Foalm Wood, you have disadvantage in all social situations when dealing with races that are not halflings. You have advantage in all social situations when dealing with other halflings.

Cut-Throat: You have trained mastery over Daggers, Slings, and Short Bows.

Racial Health Bonus: +2 Health Points



SECTION TWO: THE DRAKON

Drakon: Fallen Rulers

The Drakon are fiercely tribal, arrogant, and perfectionist in every sense of the word. The Drakon of Inox are the remnant of a once great civilization that flourished thousands of years ago next to the Mezoark Empire.

They were favored as demigods among scale kind and were often treated to positions of power, leading their kin into battle or

advising the great lords of the Mezoark.

This came to a sudden and violent end as the Mezoark empire erupted into civil war when the Naga staged a coup that

eventually lead to the downfall of the empire. As the new empire shifted to the

worship of Anantha, the Drakon shifted with them until eventually the great Kothammet, Father of Dragons destroyed the entirety of the empire in a single day.

The Drakon have only recently began to journey back into the world once more, leaving behind their homeland of Inox to seek treasures, glory, and hopefully reclaim at least a portion of the influence and recognition they once held over scale-kind.

Many of the Drakon who were already living on Ohrros during the time of the Godbinder found themselves in positions of power as they highly valued and appreciated the rule of law that the Godbinder established during his reign. These days the Drakon are seen as Godbinder sympathizers or traitors to the rest of the mortal races but they've

never been held in high regard by the soft skins so the Drakon make due just as arrogantly and obnoxiously as they always have.

Starting Attribute Scores:

12 Strength, 8 Dexterity, 12 Constitution, 10 Intelligence, 11 Wisdom, 11 Charisma.

::Drakon Features::

Fire Breath: Like the deadly drakes that the Drakon must thank for their heritage, they are capable of producing a gout of powerful flame from their mouths up to medium distance at a single target, dealing 3D6 fire damage. This feature can only be used once per long rest.

Powerful Hide - The thick scales of the Drakon provide them with a natural AC bonus of +1.

Fang and Claw: You can choose to make a bite or claw attack instead of using a melee weapon. Your bite deals 1D6 piercing damage, your claws deal 1D4+1 slashing damage.

Racial Health Bonus: +4



SECTION TWO: THE HALF-GIANTS

Half-Giants: Titans of Ohr

The Half-Giants are estimated to be scions from the titans of old, a time when men did not walk on Ohr's surface world. Titans are some of the most ancient and mighty beings to still live in modern times. Thought to have been weapons of war shaped by the gods intending to fight back against the advances of Shaldrot's elder spawn, the titans themselves are frightful and dangerous adversaries because of that legacy. Most titans claim the realm of Rhuneland as their home, and that is where a bulk of the Half-Giant population lives. Half-Giants gain acceptance by accomplishing heroic deeds. Half-giants who are raised among the half-giant culture will attempt to gain acceptance by honing their combat skills to perfection. Adventuring typically allows them to hone their combat skills and accomplish heroic deeds at the same time, so most Half-Giants who get the chance to will gladly join an adventuring party. Half-Giants, are not brought into the world by a union between a giant and a human or vice versa.

Starting Attribute Scores:

15 Strength, 9 Dexterity, 12 Constitution, 8 Intelligence, 11 Wisdom, 8 Charisma.

::Half-Giant Features::

Cold Heart: Half-Giants are powerful and dangerous foes, living in the harsh northlands of Rhuneland they survive by being as brutal and relentless as the environs they hail from. When a Half-Giant lands a critical strike (natural 20), they roll on the critical hit chart with a +10 bonus.

Survivalist: You are well-equipped to deal with anything the world throws at you. You can find food in the harshest of environments, skin exotic animals and can use the elements to track your prey. You have advantage on all tests related to tracking or hunting.

Racial Health Bonus: +4



SECTION TWO: THE BEASTKIN

Beastkin: The Dark Breed

The Beastkin are a demented and terrible race created by magic and taboo practices conducted in the wintery fae realms of the elves. It wasn't enough that they escaped from the horrors of war and ran when the waking world needed them the most. When they returned they brought with them the Beastkin, borne from magic and kept in pens and farms they were the labor force of the elven courts. During the rebellion to break back into the waking world, the elven courts had to contend with the murderous rampage of their own creations. Elven masters were killed in the dead of night, groups of beastkin would escape and start roaming tribes of their own, this was initially only a minor annoyance, but as the conflict grew in the fae realms and the courts began to fracture the beastkin revolts began to drive a wedge into the court's forces and sent them into disarray. It was soon after that the portal between worlds was once again opened and the elves returned to a war-torn Ohr and fought in the last few years of the gruesome conflict. Little did they know... The Beastkin followed them as well. Most are savage, dangerous foes not to be trifled with. Only a few are intelligent enough to adventure out into the world and to interact with the civilized races in any meaningful way.

Starting Attribute Scores:

13 Strength, 12 Dexterity, 12 Constitution, 8 Intelligence, 9 Wisdom, 3 Charisma.

::Beastkin Features::

Fearful Presence: Beastkin are monstrous foes in combat, savage and untamed their rage invokes a sense of terror among all who are forced to fight them. Enemies who first wade into combat with a Beastkin must pass a mental saving throw or be feared.

Bestial Strength: When making attacks with two-handed melee weapons, a Beastkin treats every weapon as having the Crushing (6) trait.

Racial Health Bonus: +5



SECTION TWO: THE LUMINOUS

Luminous: The Twin Peoples

Two factions would come to arise out of these Luminous: The Astorans took on the values and goals that they praised in the lessons of Aith'na: eradication of the unjust and unholy, purity in body and mind, and steadfastness in the face of adversity. The Pannovalians in turn looked to the three moons, the Thieves of Light, for their lessons: patience in the struggle, power in numbers, learning to accept things as they are, and adaptation to any given situation. With the goddess's power flowing through their veins, their newly formed bodies started to undergo remarkable changes. The Astorans' hair faded to warm, golden hues, and their olive skin shimmered with flecks of sunlight. The Pannovalians on the other hand wondered as their skin paled to dusky rose and lilac hues, with their hair gaining thick streaks of silver. Not long after, they began to feel the very essence of their goddess, running through their veins. This enabled them to connect even more intimately to Nythura than they had ever been able to before. Working together, these factions held a mutual respect and unbreakable bond that ensured their survival through the long dread.

Starting Attribute Scores:

12 Strength, 10 Dexterity, 10 Constitution, 12 Intelligence, 10 Wisdom, 10 Charisma.

::Luminous Features::

Luminous Ancestry: Choose your starting ancestry.

◆ Astoran Ancestry Features:

Light's Wrath: As a reaction to inflicting damage, if your target is in an area of bright light, you may channel the light within the area into their wounds and inflict an additional 1D6 radiant damage. You may do this a number of times equal to your Charisma modifier. You regain uses of this ability after you finish a long rest.

◆ Pannovalian Ancestry Features:

Shadow's Embrace: As a reaction to being attacked, if you are in an area of dim light or darkness, you may briefly solidify the shadows and interpose them between you and the attacker, forcing them to have disadvantage on their attack roll. You regain the use of this ability after you finish a long rest.

Racial Health Bonus: +3



SECTION TWO: THE NARAKEN

Naraken: Primordial Behemoths

Once, the Naraken were a solitary, proud, noble people with no specific home city to call their own. Hundreds, if not thousands of years enduring the shifting moods of Ohrros and her naive children had taught them that it was best to pass through their seemingly endless lifetime as wanderers. Much of their established way of life changed, however, with the resurgence of magic in the world. The Naraken are completely and utterly averse to magic. When it is used around them, they become enraged because it physically harms them and threatens to undo their very being. As a result of this, many Naraken have then chosen to migrate to the Empire of Swords because of their stances on magic.

Starting Attribute Scores:

16 Strength, 10 Dexterity, 15 Constitution, 10 Intelligence, 15 Wisdom, 10 Charisma.

::Naraken Features::

Natural Armor: The thick hide and scales of the Naraken provide them with natural defenses. The base AC of a Naraken is 14, plus their constitution modifier.

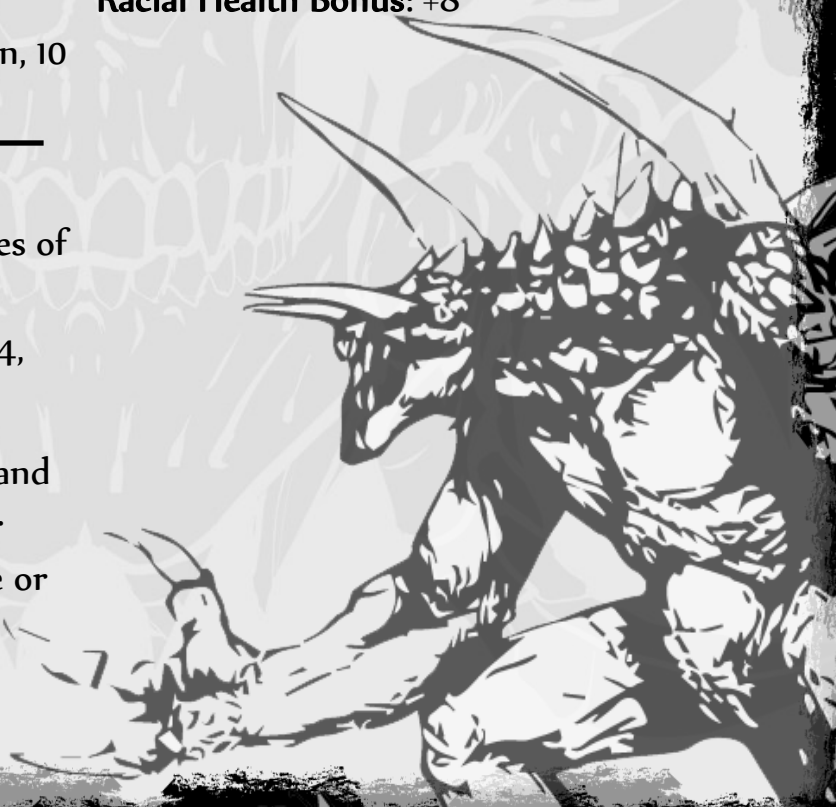
Monstrous Form: Naraken are massive and their bodies are not suited for armor or weapons. They cannot wield any simple or martial weapons and they cannot wear armor.

All Claws: A Naraken's claws are stronger and sharper than iron, dealing 1D6 + Strength damage. This increases to 1D8 at 3rd level, 1D10 at 5th level, and 2D6 at 8th level. Naraken can have specialized claw coverings forged by expert smiths that can offer keyword bonuses and other features.

Murmurs of the Earth: You gain a limited form of earth sense, capable of detecting creatures around you at medium range by the small tremors they make when they move. You can't tell what they are, but you know how many there are.

Class Limited: A Naraken cannot select a class. Instead, the race itself is a class. They use the same experience table as a warrior and gain 8 HP, and one attribute to spend every level.

Racial Health Bonus: +8





SECTION 04: CHOOSING A CLASS

The Grim Adventurers of Torches in the Dark

SECTION TWO: CHOOSING A CLASS

Torches in the Dark is a low fantasy sword and sorcery focused setting. Magic is not prevalent in the setting, and even if it were there's a good chance that the ignorant masses of the "civilized" world would have long ago drawn and quartered those who showed even a minute amount of eldritch leaning. The following classes are available to players based on the roll of a % die. Classes marked as 'Patron Only' are available exclusively to those who support our server through our Patreon.

D100 ROLL	CLASS OPTION
Default Class Option	Cenobite
05% (Patron Only)	Inquisitor
65% (Roll 65 or Lower)	Leader
05% (Roll 05 or Lower)	Magician
65% (Roll 65 or Lower)	Marauder
05% (Patron Only)	Necromancer
85% (Roll 85 or Lower)	Priest
Default Class Option	Pugilist
Default Class Option	Rogue
50% (Roll 50 or Lower)	Warden
Default Class Option	Warrior
30% (Roll 30 or Lower)	Wolfgroom
01% (Patron Only)	Wytch Blade

SECTION THREE: CLASSES—CENOBITE

The Cenobite

The Cenobite is a cloister monk who has chosen to adventure into the world to fight against the tide of evil that the dread is birthing into the world from its eternally dark pits. A master of the quarterstaff, the Cenobite is a formidable opponent in combat but specializes in religious research and learning. Capable of carving totems that offer a path to power from the spirits of earth and sky.

Proficiencies: No armor, Staff.

Regeneration Amount: 3 Hit Points.

1st Level Hit Point Value: 8 + Racial Health Bonus.

Level 1 Cenobite

Attribute Increases: Increase two attributes by 1.

Languages & Careers: You can add one wilds or criminal career to your careers list.

Art of Battle: You gain an AC bonus equal to your level if you are wielding a staff as a weapon and no armor. In addition you can use your reaction to make an attack of opportunity against foes who enter into melee range with you.

Student of Faith: Your Religious Lore, Parrying, Diplomacy, and Ceremony skills are increased by 15%.

Mastery of Staves: The Cenobite gains Mastery (Trained) with staves.

Level 2 Cenobite

Attribute Increases: None.

Health Increase: +3 Hit Points.

Bashing Strike: When you critically strike a target, you treat the hit as if your weapon has Crushing (6). In addition you roll with a +10 bonus on the critical hit table.

Level 3 Cenobite

Attribute Increases: None.

Health Increase: +3 Hit Points.

Spirit Totems: Starting at 3rd level, and every two levels after (5, 7, 9, 11) you get the ability to carve an animal into a totem. This animal grants you a +1 save bonus, +1 AC bonus, +1 to an attribute, or a +2 Hit Points.

Level 4 Cenobite

Attribute Increases: Increase two attributes by 1.

Health Increase: +3 Hit Points.

Languages & Careers: You can add one martial, academic, or common career to your careers list.

Ancestor Spirit: You are capable of taking on the traits of one of your ancestors, granting you wisdom and capabilities of those who have come before you. You are granted a +2 bonus to your attack and damage bonuses and your weapon is considered to be 'magical' for the purposes of bypassing resistances to normal weaponry. Once you use this feature, you can't use it again until you've finished a long rest.

SECTION THREE: CLASSES—INQUISITOR

The Inquisitor

Grim and determined, the inquisitor roots out those who would defile the lands and tarnish themselves by aligning with the Wytch. When a strong will and blade isn't enough, there's always fire.

Proficiencies: Medium armor, simple weapons, all martial swords.

Regeneration Amount: 3 Hit Points.

1st Level Hit Point Value: 8 + Racial Health Bonus.

Level 1 Inquisitor

Attribute Increases: Increase two attributes by 1.

Languages & Careers: You can add one martial, religious, or academic career to your careers list.

Judgement: The inquisitor can pronounce one judgment per inquisitor level plus their charisma modifier a day. To pronounce a judgement against an enemy, you must point at them and declare "SINNER!" "I judge you to be worthy only of..."

You must complete the sentence using one of the judgements found below.

- ◆ **...Destruction!** - The target takes 1D8 x Level damage.
 - ◆ **...Fear!** - The target must save vs. mental or flee in blind terror for 1 round per level of the inquisitor.
 - ◆ **...Pain!** - The target must save vs. death or be overwhelmed with agonizing pain, taking a -2 penalty to their attack rolls and AC for 1 round per level of the inquisitor.
-

Level 2 Inquisitor

Attribute Increases: None.

Health Increase: +3 Hit Points.

Judgements: The inquisitor gains an additional judgement.

- ◆ **...Hellfire!** - The target takes 1d6 fire damage per level of the Inquisitor. If this damage is enough to kill them, they explode in a ball of hellfire, inflicting half as much damage to every creature in short range of the blast.
-

Level 3 Inquisitor

Attribute Increases: None.

Health Increase: +3 Hit Points.

Wytch Hunter: When you make an attack against a magician, priest, or any other humanoid capable of casting eldritch magic you deal an additional 1D4 force damage.

Level 4 Inquisitor

Attribute Increases: Increase two attributes by 1.

Health Increase: +3 Hit Points.

Languages & Careers: You can add one martial, religious, or academic career to your careers list.

Word of Law: The Inquisitor is the law of the land, lords and nobles of cities will give them audiences less they provoke the cabal into sending additional agents into their dens of greed and ill-repute. You gain a +30% bonus to your Intimidation, Ceremony, and Law skills.

SECTION THREE: CLASSES—LEADER

The Leader

The leader is much more than a soldier or mercenary, they are masters of strategy amidst the chaos of war and bloodshed. Where armor falters, a defensible and sound mind can change the tide of even the most hopeless of battles. Leaders excel in commanding ranks of soldiers while in combat, providing tactical feedback and throwing into the fray themselves when need be.

Proficiencies: All armors, all weapons.

Regeneration Amount: 4 Hit Points.

1st Level Hit Point Value: 9 + Racial Health Bonus.

Level 1 Leader

Attribute Increases: Increase two attributes by 1.

Languages & Careers: You can add one martial, academic, or common career to your careers list.

Leader of Men: As a beacon of strength on the battlefield, the leader is capable of bringing numerous soldiers to the field. The leader can purchase the services of soldier hirelings for half their normal cost, in addition he can have a number of hirelings equal to 2 + his Charisma modifier starting at level 1.

Command: You have two D4 command die, you can choose to add these die to a saving throw, attack roll, or damage roll. You do not regain command die until you have completed a long rest.

War Banner: You can place a war banner down on the battlefield, granting each ally within short range of the banner advantage on their attack roll. The war banner remains in place until it is destroyed. (10 + Level Hit Points.)

Level 2 Leader

Attribute Increases: Increase two attributes by 1.

Health Increase: +4 Hit Points.

War Howl: When you critically strike a target, you roll on the critical hit table with a +20 bonus. You can only use this feature again after you have completed a long rest.

Level 3 Leader

Attribute Increases: None.

Health Increase: +4 Hit Points.

Shieldman's Banner: You can place a war banner down on the battlefield that causes all ranged attacks against your allies within short range of the banner to be made at disadvantage. The shieldman's banner remains in place until it is destroyed. (10 + Level Hit Points.)

Expedition Leader: Soldier hirelings under your service no longer require loyalty checks every week. In addition two of your hirelings are willing to join you on dungeon delves.

Level 4 Leader

Attribute Increases: Increase two attributes by 1.

Health Increase: +4 Hit Points.

Languages & Careers: You can add one martial, academic, or common career to your careers list.

Unyielding Leadership: Soldier hirelings under your command no longer need to make morale checks in combat and deal an additional 2 damage.

SECTION THREE: CLASSES—MAGICIAN

The Magician

As a magician you will be looked upon with suspicion and malice, even among many of your own party members. Those who have awakened and are able to use the frightful powers of the Godbinder are to be feared. Magic has only recently returned to the world and has done so with deadly results. Many who have awakened do so with a surge of power that often times kills or maims all of those around them. These horrific powers are difficult to control, even among the most well educated and trained magicians in existence. Each time you cast a spell you risk losing yourself to madness and mutation.

Proficiencies: No armor, Staff, Club, Dagger, Sling, Long Sword.

Regeneration Amount: 2 Hit Points.

1st Level Hit Point Value: 7 + Racial Health Bonus.

Level 1 Magician

Attribute Increases: Increase two attributes by 1.

Languages & Careers: Add two new languages, you can read and write both. Choose one academic career and add it to your careers list.

Magic: You can select three magician spells from the magician spell list.

Sense Magic: You can gleam a vague sense of any ongoing magical effects in the area and from what points they originate.

Lore Master: Your History, Nature Lore, Eldritch Lore, and Arcane lore skills are increased by 10%.

Level 2 Magician

Attribute Increases: None.

Health Increase: +2 Hit Points.

Magic: You can select two magician spells from the magician spell list.

Level 3 Magician

Attribute Increases: None.

Health Increase: +2 Hit Points.

Magic: You can select two magician spells from the magician spell list.

Level 4 Magician

Attribute Increases: Increase two attributes by 1.

Health Increase: +2 Hit Points.

Languages & Careers: Add two new languages, you can read and write both. Choose one academic career and add it to your careers list.

Magic: You can select two magician spells from the magician spell list.

SECTION THREE: CLASSES—MARAUDER

The Marauder

The Marauder is a monstrous force on the battlefield, the Northman berserker, or champion of Gwaed, focused on carnage and blood letting. They are one of the only contenders when it comes to battlefield mayhem in comparison to the warrior. However where the warrior is focused on training, armor, and precision, the Marauder wears no armor and focuses on the largest of two-handed weapons to inflict as much punishment on the enemy as possible.

Proficiencies: No armor, all simple melee weapons, Broad Axe, Dire Flail, Great Axe, Great Hammer, Maul, Splitting Maul, Claymore, Flamberge, Great Sword, Zweihänder.

Regeneration Amount: 7 Hit Points.

1st Level Hit Point Value: 12 + Racial Health Bonus.

Level 1 Marauder

Attribute Increases: Increase two attributes by 1.

Languages & Careers: Roll 1D20 for one additional wilds career.

Blood Rage: For every 10 health points you're missing from your maximum health, you deal 2 additional damage.

Sturdy Form: Your Armor Class is equal to 11 plus your level. Your Armor Resistance is equal to your Constitution modifier.

Gruesome Blow: As an encounter action you can make an attack with disadvantage. If you successfully hit your target you deal an additional 1D6 x your marauder level in damage.

Level 2 Marauder

Attribute Increases: None.

Health Increase: +7 Hit Points.

Blood Surge: When you reduce an enemy to zero hit points you regain 2 hit points.

Level 3 Marauder

Attribute Increases: Increase two attributes by 1.

Health Increase: +7 Hit Points.

Honor is Nothing: When attacking a target who has already taken damage, you deal an additional 1D4 damage with all weapon attacks.

Critical Resistance: When you suffer a critical strike, you can use your reaction to reduce the roll on the critical hit table by -10 to a minimum of 1.

Level 4 Marauder

Attribute Increases: Increase two attributes by 1.

Health Increase: +7 Hit Points.

Languages & Careers: Roll 1D20 for one additional wilds career.

Champion of Slaughter: You can use your action to become a champion of slaughter. You automatically regain 7 hit points at the start of every round and deal an additional 1D6 damage with all melee weapon attacks. This lasts for a number of rounds equal to your Constitution modifier. Once you use this feature, you can't use it again until you've finished a long rest.

SECTION THREE: CLASSES—NECROMANCER

The Necromancer

A master of the dark arts, you wield the powers of life and death. Nearly as powerful as magicians, the necromancer lays waste to their enemies using blood magic and later, summoning rituals to commune and bring back to the dead to fight on their behalf.

Proficiencies: No armor, simple weapons.

Regeneration Amount: 5 Hit Points.

1st Level Hit Point Value: 10 + Racial Health Bonus.

Level 1 Necromancer

Attribute Increases: Increase two attributes by 1.

Languages & Careers: You can add one religious, academic, or wilds career to your careers list.

Reaper : The necromancer gains Mastery (Trained) with the Scythe and Sickle.

Grotesque Explosion: You can conjure dark powers to cause a corpse within medium range of you to explode in a violent display of gore and bone. Any target within short range of the corpse must make a save vs. spell or take 2D4 force damage.

Arterial Slash: When you make a successful attack with a scythe or sickle and the total attack roll is 20 or higher, you inflict the bleeding condition on the target.

Blood Siphon: If a target is currently affected by the bleeding condition, you can make a bonus ranged attack action at disadvantage, if the attack is a success you deal 1D6 damage and regain the damage done as hit points.

Level 2 Necromancer

Attribute Increases: None.

Health Increase: +5 Hit Points.

Raise Skeleton: You can use your action to cause a corpse within short range of you to rise up as a skeleton in your service. The skeleton has 4 HP, and deals 1D4 damage. You can raise a number of skeletons equal to your Necromancer level. The skeletons are destroyed 10 minutes after being raised.

Level 3 Necromancer

Attribute Increases: None.

Health Increase: +5 Hit Points.

Rotting Blood: Using your action, you can target a creature with a rotting blood curse. The target must save vs. spell or take 4D6 damage and age 5D10 years. Once you use this feature, you cannot use it again until you've completed a long rest. If the target ages 40 or more years and they are anything but an elf or dwarf, they have a 10% chance of instantly dying from shock.

Level 4 Necromancer

Attribute Increases: Increase two attributes by 1.

Health Increase: +4 Hit Points.

Languages & Careers: You can add one martial, academic, or common career to your careers list.

Skeleton King: When you raise a skeleton, they now have 8 HP and deal 1D6 damage. In addition you can use your grotesque explosion ability on your skeletons.

SECTION THREE: CLASSES—PRIEST

The Priest

The priest is a beacon of faith or heresy in the eyes of a particular church. Capable of minor miracles, their healing abilities and knowledge of the craft is a jealously guarded secret. Those who follow the path of the priest must be defined by a certain dogma and a measure of faith that few others do. Your faith and the strength you derive from it are the guiding principles you follow as you journey through the darkened world of Ohr. Remember, that even miracles are seen as a mark of the Wytch.

Proficiencies: All armors, all simple melee weapons, Great Hammer, Heavy Mace, Maul, Morningstar, War Pick, Warhammer.

Regeneration Amount: 4 Hit Points.

1st Level Hit Point Value: 9 + Racial Health Bonus.

Level 1 Priest

Attribute Increases: Increase two attributes by 1.

Languages & Careers: You learn one additional language. Roll 1D20 for one additional religious career.

Magic: You can select three priest spells from the priest spell list.

Field Surgery: You can use an action to heal yourself equal to twice your level. You can also choose an ally within short range to heal for the same amount. You cannot use this feature again until you have completed a long rest.

Level 2 Priest

Attribute Increases: None.

Health Increase: +4 Hit Points.

Magic: You can select two additional priest spells from the priest spell list.

Greater Field Surgeon: You can now use Field Surgery three times before needing to take a long rest.

Level 3 Priest

Attribute Increases: None.

Health Increase: +4 Hit Points.

Magic: You can select two additional priest spells from the priest spell list.

War Caster: You can wear light and medium armor without suffering spell check penalties.

Level 4 Priest

Attribute Increases: Increase two attributes by 1.

Health Increase: +4 Hit Points.

Languages & Careers: You learn one additional language. Roll 1D20 for one additional religious career.

Magic: You can select one additional priest spell from the priest spell list.

Destroy Foe: Destroy up to 3D6 hit die of foes. Depending on your god of worship, the power targets different types of enemies.

- ◆ **Cult of the God Binder** - Celestials.
- ◆ **The Penitent Flame** - Humans.
- ◆ **The Old Pantheon** - Elder Things, Undead.
- ◆ **The Endless One** - Undead.
- ◆ **Shaldrot's Children** - Celestials, Humans.
- ◆ **The Eternal Eye** - Elder Things.

SECTION THREE: CLASSES—PUGILIST

The Pugilist

Hard jawed and calloused. You fight like a man, no fancy swords or magic at your disposal. Your punches and kicks deal deadly damage, because if there's one thing you've learned it's that the streets are just as deadly as any battlefield.

Proficiencies: None.

Regeneration Amount: 6 Hit Points.

1st Level Hit Point Value: 11 + Racial Health Bonus.

Level 1 Pugilist

Attribute Increases: Increase two attributes by 1.

Languages & Careers: You can add one criminal or common career to your careers list.

Uppercut: When you make a successful attack and the total attack roll is 20 or higher, you can deal an additional 1D4 damage. In addition the target must pass a mental save or be knocked prone.

Dirty Fighting: Your basic unarmed attacks deal 1D4 plus your strength modifier damage. In addition you can use your bonus action to make a second unarmed attack.

Level 2 Pugilist

Attribute Increases: None.

Health Increase: +6 Hit Points.

Ignore Pain: You shrug off damage when it pleases you. The pugilist gains an armor resistance equal to their pugilist level.

Level 3 Pugilist

Attribute Increases: None.

Health Increase: +6 Hit Points.

Sucker Punch: When you make a successful attack and the total attack roll is 20 or higher, you can deal an additional 1D4 damage. In addition the target must pass a mental save or become blinded for one round.

Street Brawler: Brawling isn't the only thing that ensures you're known on the streets. You've got to be wise to keep up with the bustle of the city, or you'll just be swept away in the chaos. You gain a +10% bonus to your Parrying, Bluff, Gambling, and Intimidation skills.

Level 4 Pugilist

Attribute Increases: Increase two attributes by 1.

Health Increase: +6 Hit Points.

Languages & Careers: You can add one criminal or common career to your careers list.

Kick 'em Where It Hurts: You send a swift and violent kick between the legs of your enemy. Make an attack roll with disadvantage, if the attack is a success and the target is male, you deal an additional 2D6 damage and the target is stunned for one round. If the target is female, they take 2D4 extra damage. This ability only works on humanoid races. Undead, monsters, and other creatures are not affected.

SECTION THREE: CLASSES—ROGUE

The Rogue

A brigand, brute, or thief is the life of a rogue. Perhaps you are an assassin for one of the many noble houses that strive for power in this newly fractured world, or a padfoot in the thieves guild. No matter your path, often times a rogue is unscrupulous and daring. You are not a bane to your allies, but a boon in your ability to detect traps, deal deadly blows, and act as a master of stealth.

Proficiencies: Light Armor, all simple weapons, Short Sword, Rapier, Scimitar, Hand Crossbow.

Regeneration Amount: 3 Hit Points.

1st Level Hit Point Value: 8 + Racial Health Bonus.

Level 1 Rogue

Attribute Increases: Increase two attributes by 1.

Languages & Careers: You can add one common, criminal, or wilds career to your careers list.

Nimble Recovery: You can use your action to heal for an amount equal to twice your level and then move without triggering opportunity attacks. You cannot use this feature again until you've completed a long rest.

Dungeoneer: Your Lock Picking, Traps, Stealth, Tracking, and Searching skills are increased by 15%.

Fast Talker: Your Bluff and Performance skill are increased by 15%.

Exploiter: Once per round, when the total of your attack roll is 20 or higher, you may immediately make another attack.

Level 2 Rogue

Attribute Increases: None.

Health Increase: +3 Hit Points.:

Skilled Delver: Your Lock Picking, Traps, and Searching skills are increased by an additional 10%.

Level 3 Rogue

Attribute Increases: None.

Health Increase: +3 Hit Points.

Trickery: Once per round, you can make an attack roll with advantage. If you hit your target, you deal an additional 1D6 damage.

Level 4 Rogue

Attribute Increases: Increase two attributes by 1.

Health Increase: +3 Hit Points.

Languages & Careers: You can add one common, martial, or wilds career to your careers list.

Cut Throat Talent: Choose from one of the talents below.

- ◆ **Backstab,** the damage when using trickery increases to 2D6.
- ◆ **Skirmish,** you can use an action to move without provoking attacks of opportunity. You can still make an attack, but do so with disadvantage. If you hit your target you deal an additional 3D6 damage.
- ◆ **Threat,** you can use an action to attack a target's will. They must succeed on a Mental Defense save or become feared.

SECTION THREE: CLASSES—WARDEN

The Warden

The Warden excels at both melee and ranged combat, capable of weaving between the two with ease while still being capable of casting minor magics. Wardens live on the outskirts of civilization, all too aware of the horrors that lurk outside of the protected walls of cities or barred villages. They're forced to contend with the hostile wilds of an already deadly world.

Proficiencies: Medium Armor, all simple weapons, Glaive, Halberd, Pike, Long Sword, Long Bow.

Regeneration Amount: 3 Hit Points.

1st Level Hit Point Value: 8 + Racial Health Bonus.

Level 1 Warden

Attribute Increases: Increase two attributes by 1.

Languages & Careers: You can add one common, martial, or wilds career to your careers list.

Maiming Strike: When you make a successful attack with a martial or simple melee weapon and the total attack roll is 20 or higher, you cause the target to bleed for 1D6 damage at the start of their turn every round for 1D4 rounds.

Huntsman: Your Nature Lore, Tracking, Searching, Acrobatics, and Trap skills are increased by 10%.

Aim to Kill: Rapidly fire three arrows at a single target or multiple targets. All of the attack rolls are made at disadvantage with a -2 to their attack roll.

Level 2 Warden

Attribute Increases: None.

Health Increase: +3 Hit Points.

Magic: You can select two warden spells from the warden spell list.

Level 3 Warden

Attribute Increases: None.

Health Increase: +3 Hit Points.

Withdraw: You manage to kick away from the enemy and fallback, you're capable of breaking free from a melee without provoking opportunity attacks as a bonus action.

Magic: You can select one warden spell from the warden spell list.

Level 4 Warden

Attribute Increases: Increase two attributes by 1.

Health Increase: +3 Hit Points.

Languages & Careers: You can add one common, martial, or wilds career to your careers list.

Death Strike: When you make a successful attack with a martial or simple weapon and the total attack roll is 20 or higher, you cause the target to take an additional 3D6 damage. You must complete a long rest before you can this feature again.

Magic: You can select one warden spell from the warden spell list.

SECTION THREE: CLASSES—WARRIOR

The Warrior

The Warrior is the career soldier, mercenary, knight, crusader, or tribal champion. A master of arms and easily the greatest of all the classes in combat. They are at the front lines facing down enemies while wearing heavy armor and wielding the finest weapons on the field. Warriors are hardy and can withstand far more punishment than their allies.

Proficiencies: All armors, all weapons, shields.

Regeneration Amount: 5 Hit Points.

1st Level Hit Point Value: 10 + Racial Health Bonus.

Level 1 Warrior

Attribute Increases: Increase two attributes by 1.

Languages & Careers: You can add one common, martial, or wilds career to your careers list.

Restorative Surge: You can use an action or a bonus on your turn to heal for 10 hit points. Once you use this feature, you cannot use it again until you've completed a long rest.

Overwhelming Blows: When you make a successful attack with a martial or simple melee weapon and the total attack roll is 20 or higher, you deal an additional 1D6 damage.

Career Soldier: The warrior gains a +10% bonus to their parry, jumping, athletics, swimming, riding, heroics, and morale skills.

Mastery of Arms: You gain Mastery (Trained) with all martial and simple melee weapons.

Level 2 Warrior

Attribute Increases: Increase two attributes by 1.

Health Increase: +5 Hit Points.

War Reflex: You no longer have a limit on the amount of opportunity attacks you can take during a round.

No Escape: Even if a target uses disengage to escape from your grasp you can make an opportunity attack against them.

Level 3 Warrior

Attribute Increases: Increase two attributes by 1.

Health Increase: +5 Hit Points.

Languages & Careers: You can add one common, martial, or wilds career to your careers list.

Trained to Kill: All of your weapon attacks with simple or martial weapons deal an additional 1D6 damage.

Level 4 Warrior

Attribute Increases: Increase two attributes by 1.

Health Increase: +5 Hit Points.

Languages & Careers: You can add one common, martial, or wilds career to your careers list.

True Grit: You can now use Restorative Surge twice between each long rest.

Skillful Hand: Even when you miss with an attack you deal damage equal to your level.

Lord of War: You make all melee attacks with advantage.

SECTION THREE: CLASSES—WOLFGROOM

The Wolfgroom

Unknowingly wed to the mother of wolves due simply to the year and star-sign of your birth. You can run from your destiny, but your progeny follow you always.

Proficiencies: Light Armor, all weapons.

Regeneration Amount: 4 Hit Points.

1st Level Hit Point Value: 9 + Racial Health Bonus.

Level 1 Wolfgroom

Attribute Increases: Increase two attributes by 1.

Languages & Careers: You can add one martial, or wilds career to your career list.

Savage Hands: You fight with such savagery and ferocity that you have more in common with a dire wolf than you do a man. In your hands weapons deal one die-size larger damage when rolled. (d4-d6-d8-d10-d12-2d6-1d6/1d8).

Wildskin: Wearing the pelt of a wild animal grants you a +1 bonus to your AC. Your wolves don't like it if it's a wolf pelt.

Level 2 Wolfgroom

Attribute Increases: None.

Health Increase: +4 Hit Points.

Pack Master: You thrive in the woodlands of the world, more so than any other. You're bestial nature draws you ever closer to the mother of wolves. You gain a +10% to your Nature Lore, Animal Handling, and Tracking skills.

Level 3 Wolfgroom

Attribute Increases: None.

Health Increase: +4 Hit Points.

Wolves of the Wood: You are aided by wolves. At third level and every 3rd level after, a wolf will always stay by your side, ready to fight with its future father-in-law. Wolves have 10 HP and deal 1D6 damage, in addition as long as an ally is within short range of the wolf and the enemy they are targeting they gain advantage on their attack roll.

Level 4 Wolfgroom

Attribute Increases: Increase two attributes by 1.

Health Increase: +4 Hit Points.

Languages & Careers: You can add one martial, academic, or common career to your careers list.

Pack Leader: While in the wilds you may place a call to the wolves of the wood who will help you track a foe through the forests, or help you find food, water, and shelter. If this ability is used during combat three wolves immediately come to your aid to help battle your foes. This feature cannot be used again until you have completed a long rest.

Improved Wildskin: The AC bonus of Wildskin becomes a +2.

SECTION THREE: CLASSES—WYTCH BLADE

The Wytch Blade

The Wytch Blade, contrary to the name actually uses very little magic in their style of fighting. Instead they are focused on destroying the wytch, a bane to all would be eldritch sorcerers who dare to face them in combat. Members of the wytch blade class are part of the Gray Cabal.

Proficiencies: All armors, all weapons.

Regeneration Amount: 4 Hit Points.

1st Level Hit Point Value: 9 + Racial Health Bonus.

Level 1 Wytch Blade

Attribute Increases: Increase two attributes by 1.

Languages & Careers: You can add one martial, academic, or religious career to your careers list.

Wytch Blade: The Wytch Blade's weapon is their honorific, a sign that they have passed the tribulations laid out before them by the Gray Cabal. This weapon is blessed and enchanted with powerful wards that negate and destroy eldritch magic. The Wytch Blade can decide on the particular aesthetics of their weapon, but it's obviously a thing of otherworldly power. Regardless of its form, it does 1D8 damage one-handed and may be used as a versatile weapon to deal 1D10 damage while being wielded in two hands. The weapon casts a light like a candle in a 5 foot radius. In addition the weapon is treated as a silvered weapon for the purposes of overcoming resistances against skinwalkers, demons, undead, ghouls, and abominations.

Level 2 Wytch Blade

Attribute Increases: Increase two attributes by 1.

Health Increase: +4 Hit Points.

The Cabalist: As a member of the cabal you have been trained in the art of slaying eldritch magic users, but to properly hunt them, you have to understand them first. You gain a +25% bonus to your Eldritch Lore skill.

Level 3 Wytch Blade

Attribute Increases: None.

Health Increase: +4 Hit Points.

Magic Eater: The Wytch Blade is infused with a cabalist rune. Choose which rune at 3rd level and every three levels after. (6, 9, etc).

- ◆ **Rune of Elements:** Your Wytch Blade now deals an additional 1D4 fire, ice, lighting, or force damage.
 - ◆ **Rune of Silence:** When you strike a spell caster, the TN of their next spell increases by 2.
-

Level 4 Wytch Blade

Attribute Increases: Increase two attributes by 1.

Health Increase: +4 Hit Points.

Languages & Careers: You can add one martial, academic, or common career to your careers list.

Destroy Magic: Using your action you can cause any ongoing spell effects to instantly cease around you within medium distance. In addition, all creatures capable of casting spells immediately take 2D6 force damage. This feature cannot be used again until you have completed a long rest.

CLASS EXPERIENCE TABLES

CENOBITE EXPERIENCE TABLE

Level	Experience
1	0
2	1,150
3	2,300
4	4,600
5	9,200
6	18,400
7	36,800
8	73,600

INQUISITOR EXPERIENCE TABLE

Level	Experience
1	0
2	2,300
3	4,600
4	9,200
5	18,400
6	36,800
7	73,600
8	147,200

LEADER EXPERIENCE TABLE

Level	Experience
1	0
2	2,200
3	4,400
4	8,800
5	17,600
6	35,200
7	70,400
8	140,800

MAGICIAN EXPERIENCE TABLE

Level	Experience
1	0
2	2,500
3	5,000
4	10,000
5	20,000
6	40,000
7	80,000
8	150,000

CLASS EXPERIENCE TABLES

MARAUDER EXPERIENCE TABLE

Level	Experience
1	0
2	1,300
3	2,600
4	5,200
5	10,400
6	20,800
7	41,600
8	83,200

NECROMANCER EXPERIENCE TABLE

Level	Experience
1	0
2	2,600
3	5,200
4	10,400
5	20,800
6	41,600
7	83,200
8	166,400

PRIEST EXPERIENCE TABLE

Level	Experience
1	0
2	2,000
3	4,000
4	8,000
5	16,000
6	32,000
7	64,000
8	120,000

PUGILIST EXPERIENCE TABLE

Level	Experience
1	0
2	1,500
3	3,000
4	6,000
5	12,000
6	24,000
7	48,000
8	90,000

CLASS EXPERIENCE TABLES

ROGUE EXPERIENCE TABLE

Level	Experience
1	0
2	1,250
3	2,500
4	5,000
5	10,000
6	20,000
7	40,000
8	75,000

WARDEN EXPERIENCE TABLE

Level	Experience
1	0
2	1,800
3	3,600
4	7,200
5	14,400
6	28,800
7	57,600
8	115,200

WARRIOR EXPERIENCE TABLE

Level	Experience
1	0
2	1,500
3	3,000
4	6,000
5	12,000
6	24,000
7	48,000
8	90,000

WOLFGROOM EXPERIENCE TABLE

Level	Experience
1	0
2	1,800
3	3,600
4	7,200
5	14,400
6	28,800
7	57,600
8	115,200

CLASS EXPERIENCE TABLES

WYTCHE BLADE EXPERIENCE TABLE

Level	Experience
1	0
2	2,800
3	5,600
4	11,200
5	22,400
6	44,800
7	89,600
8	179,200

CLASS SAVING THROW TABLES

WARRIOR | MARAUDER | LEADER | PUGILIST | WOLFGROOM |

LEVEL	DEATH	FORTITUDE	MENTAL	REFLEX	SPELLS
1	13	14	15	16	18
2-3	13	13	14	15	17
4-5	12	12	14	15	16
6-7	11	11	13	14	15
8-9	10	10	12	13	15
10-11	10	10	11	12	14
12	10	9	10	12	13

PRIEST | WARDEN | MAGICIAN | WYTCH BLADE | NECROMANCER |

LEVEL	DEATH	FORTITUDE	MENTAL	REFLEX	SPELLS
1	11	12	14	16	15
2-3	10	11	13	15	14
4-5	9	10	13	15	14
6-7	9	10	12	14	13
8-9	8	9	11	13	13
10-11	8	8	10	13	13
12	8	8	9	12	10

ROGUE | CENOBITE | INQUISITOR |

LEVEL	DEATH	FORTITUDE	MENTAL	REFLEX	SPELLS
1	13	14	13	16	16
2-3	12	14	13	15	15
4-5	12	13	12	14	15
6-7	11	12	12	13	14
8-9	11	11	11	12	14
10-11	11	11	10	11	13
12	10	10	10	10	13



SECTION 05: SPELLS & MAGIC

Priest | Magician | Warden

SECTION FOUR—SPELLS & MAGIC

The world is a fragmented, ruined shell of what it once was, and magic is what ensures it stays that way. In Ages past, before the Night of Prophecy -- when mankind and the other races of Ohr were given the chance to meet a sliver of what it was that they had foolishly called their Gods -- the world followed the rules set out for it at its creation. Arcanery, in a very generous sense of implying it existed at all, was only a theoretical, philosophical exercise, conducted in meeting halls and lounges by societies that simply enjoyed dressing their social circles in a different kind of trapping. It did not exist; not merely as the world sees it now, in this broken age of horrors, but at all, and when it did arrive, it did so on the wings of nightmares.

Magic is not some mystical recipe its practitioners follow on a day-to-day basis to casually manipulate the world around them; while it affects very real results in the world around it, these results are consequences of another reality being imposed upon ours and causing the one we live in to shatter, albeit in -- at least hopefully -- a controlled fashion. As far as scattered records can ascertain, the application of this knowledge came at the hands of the humans of Ainerth first, as most of their peers and the other races struggled not just to rebuild but to survive in the lloigor-wracked wasteland that was once a comparatively peaceful, fertile world. After the Night of Prophecy, rumors of uncovered writings which allowed real magic, real power, to be channeled through a dedicated practitioner and out into the world. These writings were collected in an utterly forbidden grimoire that came to be known as the Black Book, a tome with many speculated origins. Some say the Book is a legitimately living, sentient other, an alien and conscious entity with unknown and sinister purpose. Others say that it exists simultaneously in other times, other places, other worlds, and exists conterminously to spread its influence in the past, present, and future all.

What is incontrovertible, however, is that the following of parsed and translated rituals found in this book or copies of it has wrought unmistakable horror upon the world and those in it. While the Night of Prophecy was responsible for the destruction of cities, towns, and life, the magic found in the Black Book is responsible for the

corruption of what remains and what has been built to try and effect repairs upon those shattered remnants. While there is real power to be found in the practice of these rituals, the overwhelming vast majority that even know of the existence of the Black Book are far from willing to pay the cost of not just their own sanity, but that of their friends, loved ones, and fellow men. Every so-called spell cast brings Ohr closer to a tremulous reality merged with that of wherever the grimoire truly came from, and even amongst the universally-loathed practitioners, all but the most mad can recognize that that would bode very, very poorly for our world and those living in it.

Most do not know of the intricacies of magic, of course, but they know enough and have heard enough of rumors to wish to stamp it out where it exists. People have been strung up and burned, tied and quartered, even tortured to death over days over mere mention of witchcraft, and this is the case through almost all of true civilization. There exist, of course, esoteric societies, occasional outposts, even whole races of people who feel differently, but these people are outside of their own universally reviled as destroyers and corruptors of the highest order, and they are ruthlessly hunted and slain by those who catch wind of them. Only in the vast, far reaches of the untamed world is this viewpoint ever relaxed, and even then it would still be a poor idea to reveal oneself -- fear is the most powerful motivator of violence.

SECTION FOUR – PRIEST SPELL CASTING

When a Priest casts a spell, you roll 1D20 and add your level to the roll. This is considered your spell check. Every spell has a specific TN or Target Number that you are required to match or exceed for the spell to work. Priests must also take into account the type of armor they are wearing when casting spells, certain armors increase the target number by a specific number. Light armor increases the roll by 2, medium armor increases the roll by 6, and heavy armor increases the roll by 8. Once you have determined the final roll, reference the spell's target number to see if you have successfully cast the spell.

The consequences of using magic and failing to further your gods goals will eventually turn against you while casting spells and gaining the disfavor of your patrons. When making a spell check, anytime you roll a natural 1 on the roll you lose a point of Charisma to represent the gradual loss of your ability to connect to the world and the people within it. In addition you roll 1D100 to determine what additional horrors befall you and your party as the gods themselves reach out to punish you for your impudence.

DISFAVOR TABLE

Roll Result	Disfavor Result
01-08	Your god looks upon you with mild disfavor, take a +1 penalty to all spell checks for 24 hours.
09-18	Your god alters your physical form in accordance with his/her/its ethos.
26-31	You are suddenly wracked with pain, and suffer 5 points of damage.
32-40	Your god deprives you of the ability to cast spells for 24 hours, but grants you 1D8 temporary HP.
41-48	You lose 10 hit points.
49-55	A test of faith is required, you must blood let 2D6 worth of Hit Points.
56-62	You must undergo a quest on behalf of your god. Find a temple dedicated to your deity.
63-70	Your failed spell casting causes you to lose 15 hit points.
71-80	Your god wishes you to pursue a battle, you lose your ability to cast spells but gain a +3 to damage.
81-86	A crackling black energy strikes you and all allies within medium distance, dealing 4 x level damage.
87-92	All inert corpses and remains within range of you 100' per level, are immediately animated and hostile.
93-97	Your god tires of your impudent commands. Roll 1D6. (1-3) Blind, (4) Deaf, (5) Dumb, or (6) all three.
98-99	You may no longer cast spells for the rest of this adventure.
100	Your god's disfavor is great, so great that it sends a champion to face you.

SECTION FOUR—PRIESTS & RELIGION

Priests must roll randomly on the religion table. Each religion is detailed briefly. Roll 1D6 to determine your faith.

1. Cult of the God Binder
 2. The Penitent Flame
 3. The Old Pantheon
 4. The Endless One
 5. Shaldrot's Children
 6. The Eternal Eye
-

THE CULT OF THE GOD BINDER

It is ironic that the God Binder has become a symbol of worship in death. The God Binder's philosophy and the tenants of his kingdom enforced a rule of law that put humans and all other mortal races at the forefront of their own destinies. The God Binder's wish was to show the world that they would no longer be pawns in a game of fates. Strongholds of the God Binder Empire still exist in the far north, lead by Seraphic soldiers who wish to see the return of the God Binder himself.

THE PENITENT FLAME

The Penitent Flame are ardent worshippers of the god Nergal, Lord of the Flame. They believe that the only path to redemption for the sins of the past is to self-immolate and to embrace the suffering of criminals, slaves, and any others deemed problematic or impure in the eyes of the gods. The ultimate goal is to embrace the return of the gods so that Nergal may lead them as their host patron.

THE OLD PANTHEON

The Old Pantheon, or the Children of Kor'nu were the prime deities bound by the God Binder's power when

he arrived on Ohrros.

THE ENDLESS ONE (Ein Sof)

Ein Sof is the emanator of the ten Sefirot, though most clerics of the church are in agreement that the Sefirot are bound up in the greater god Ein Sof, there are a number of contradictions in ancient texts and tomes discovered, many of which sometimes reference the Sefirot as divine in themselves, despite the assertions from the church that they are only vehicles to manifest the true god Ein Sof. These texts are often collected and stored in ancient reliquaries of the church, hidden away from the public and studied in secret. Though the church has recently fallen on hard times, the worship and respect that Ein Sof once held throughout much of Ainerth has diminished to a point of no return. Clergymen of the Infinite must always be wary while out in public, less they run the risk of being beaten or persecuted by the rabble and townsfolk who believe that the Endless One is only capable of bringing misfortune and agony into their lives.

SHALDROT'S CHILDREN

Shaldrot's Children are well known to the world, and only those who are mad would choose to serve them.

THE ETERNAL EYE

A thing too horrible for description, whose very name is capable of bringing doom to the world as we know it. The cultists of the Eternal Eye are not servants or true believers of the god, they instead work to erase all memory and thought of its existence on the world of Ohr. One must never speak the true name of the Eternal Eye and must work diligently to ensure that the knowledge of this terrible thing remain lost to the darkest depths of time and memory.

SECTION FOUR—PRIEST SPELLS

Righteous Flame

Casting Time: 1 Action.

Spell TN: 12

Classes: Priest

Range: Medium

You conjure a righteous flame to inflict terrible doom on a single target. The target must save vs. reflex or take 1D6 x level fire damage. If the target is an undead, demon, or devil the damage die increases to a D8.

Shield of Faith

Casting Time: 1 Action.

Spell TN: 10

Classes: Priest

Range: Touch

You shield your ally with using your stalwart faith, granting them a +1 bonus to their AC for the remainder of the encounter. You can only use this spell on a single target and must cast the spell again to change targets.

Bolstering Defense

Casting Time: 1 Action/Encounter.

Spell TN: 10

Classes: Priest

Range: Medium

You grant a single ally in range a bonus of 10 temporary hit points.

Resistance

Casting Time: 1 Action.

Spell TN: 12

Classes: Priest

Range: Touch

You say a short prayer or perform a short ritual, warding the target against danger. You grant a single ally advantage on their next saving throw or attack roll.

Courage

Casting Time: 1 Action.

Spell TN: 12

Classes: Priest

Range: Touch

You strengthen the resolve of one ally, until the end of their next turn they are immune to the frightened condition. If they are already under the effects of the frightened condition it ends immediately.

Surge of Health

Casting Time: 1 Action/Encounter.

Spell TN: 13

Classes: Priest

Range: Touch

You heal the target for 3D6 + Priest's level in hit points. In addition results of six explode, allowing the priest to roll another die of healing. This spell can only be used once per encounter.

SECTION FOUR—PRIEST SPELLS

Divine Strike

Casting Time: 1 Action/Encounter.

Spell TN: 16

Classes: Priest

Range: Medium

Your weapon becomes blessed by the power of your god allowing you to launch it at a foe within medium range. Make a normal attack roll. If a success the weapon deals normal damage plus an additional 4D6 radiant damage. The weapon shatters after it is used in this manner.

Zealous Fury

Casting Time: 1 Action/Encounter.

Spell TN: 12

Classes: Priest

Range: Self

For the rest of the encounter any attacks against you are made with advantage, but you deal an additional 1D6 radiant damage with all of your attacks, gain 10 temporary hit points, and a bonus of +1 to your AC.

Light of the Gods

Casting Time: Bonus action.

Spell TN: 8

Classes: Priest

Range: Touch

You conjure a light that illuminates 10 feet.

Greater Shield of Faith

Casting Time: 1 Action/Encounter.

Spell TN: 15

Classes: Priest

Range: Touch

The priest is required to have chosen Shield of Faith as a spell. A gleaming shield reinforces a single target, causing the next critical hit against them to be treated as a normal strike instead. In addition the target is healed for 1D8 hit points.

Radiant Missile

Casting Time: 1 Action/Encounter.

Spell TN: 15

Classes: Priest

Range: Long

You launch six glowing rays of radiant energy. Each ray hits a creature of your choice that you can see within range. Each ray deals 1D4 Radiant damage or heals a target for 1D4 hit points, your choice.

Invoke

Casting Time: Reaction/Encounter.

Spell TN: 12

Classes: Priest

Range: Ally in sight range.

When an ally that you can see fails a saving throw you can use your reaction to invoke the power of your gods to allow them to reroll the throw with advantage.

SECTION FOUR—PRIEST SPELLS

Consecrated Ground

Casting Time: 24 Hours.

Spell TN: -

Classes: Priest

Range: -

You can spend one hour consecrating a specific area, roughly one thousand square feet. Once the ritual is complete any undead, demon, or devil that enters the area automatically takes 4D8 radiant damage at the start of the round.

Bone Thrower

Casting Time: 1 Action.

Spell TN: 16

Classes: Priest

Range: Touch

Using the bone of a creature that has been dead for longer than a week but less than a year, you are able to see a brief vision of that creature that died.

Prayer of Health

Casting Time: 10 Minutes/1 Prayer.

Spell TN: 14

Classes: Priest

Range: Medium

You pray to the gods to grant you and your allies a boon of health. Each party member gains 4 temporary hit points. Lasts 1 hour.

Prayer of Battle

Casting Time: 10 Minutes/1 Prayer.

Spell TN: 14

Classes: Priest

Range: Medium

You pray to the gods to grant you and your allies a boon to your combat abilities. Each party member gains a +1 bonus to their attack and damage. Lasts 1 hour.

Prayer of Defense

Casting Time: 10 Minutes/1 Prayer.

Spell TN: 14

Classes: Priest

Range: Medium

You pray to the gods to grant you and your allies greater defenses. Each party member gains a +1 bonus to their AC and their AR. Lasts 1 hour.

Prayer of Virtue

Casting Time: 10 Minutes/1 Prayer.

Spell TN: 14

Classes: Priest

Range: Medium

You pray to the gods to grant you and your allies a greater resolve and resistance. On the next saving throw you make you have advantage. Lasts 1 hour or until you make a saving throw

SECTION FOUR—PRIEST SPELLS

Binding Chains

Casting Time: 1 Action/Encounter.

Spell TN: 16

Classes: Priest

Range: Medium

You conjure divine chains that reach up from the earth and attempt to restrain the target. They must succeed on a save vs. spell, if they fail they cannot move until they succeed on a save vs. spell at the end of their turn. Every failed save causes the target to take 1D6 radiant damage.

Radiating Blade

Casting Time: 1 Action/Encounter.

Spell TN: 14

Classes: Priest

Range: Self

You call upon your god to grant you the ability to strike down your foes in their name. Using your action to conjure a godly fire, your weapon becomes wreathed in a powerful flame. Your weapon deals normal damage and an additional 1D4 radiant damage. The flaming weapon sheds bright light in a 10-foot radius. The extra radiant damage increases based on your priest level. At level 2 the damage increases to 1D6. At level 3 the damage increases to 1D8. At level 4 the damage increases to 1D10. At level 5 the damage becomes 1D12.

Undaunted

Casting Time: 1 Action/Encounter.

Spell TN: 19

Classes: Priest

Range: Touch

You touch a willing ally, they become undaunted in the presence of your overwhelming faith. The target becomes immune to all conditions, and if the target is currently affected with any condition other than exhaustion or unconsciousness, the conditions are removed. In addition if any single source of damage would kill the target while the spell is active they brought to 1 health instead. Undaunted lasts up to the priests level in rounds.

Warding Heal

Casting Time: 1 Action/Encounter.

Spell TN: 16

Classes: Priest

Range: Touch

You touch a willing ally and place five ward charges on them. Anytime that ally takes damage they are immediately healed for 1D6 health after calculating the damage. This healing continues even if they are knocked unconscious, bringing them back into the fight. The amount of healing the ward does is increased by level. 2nd becomes D8, 3rd becomes D10, 4th becomes D12, 5th becomes 1D6 + 1D8.

SECTION FOUR—MAGICIAN SPELL CASTING

When a Magician casts a spell, you roll 1D20 and add your level to the roll. This is considered your spell check. Every spell has a specific TN or Target Number that you are required to match or exceed for the spell to work. Magicians must also take into account the type of armor they are wearing when casting spells, certain armors increase the target number by a specific number. Light armor increases the roll by 4, medium armor increases the roll by 8, and heavy armor increases the roll by 12. Once you have determined the final roll, reference the spell's target number to see if you have successfully cast the spell.

The consequences of using magic and having the eldritch energies turn against you while casting a spell are terrifying indeed. When making a spell check, anytime you roll a natural 1 on the roll you lose a point of Charisma to represent the gradual loss of your ability to connect to the world and the people within it. In addition you roll 1D100 to determine what additional horrors befall you and your party as the veil between two different worlds shatter

CORRUPTION TABLE

Roll Result	Corruption Result
01-08	Dogs and other animals become disturbed and terrified when around you.
09-18	Your face becomes scarred with runic symbols.
26-31	Shadows begin to move oddly and crows follow you.
32-40	You begin to cast a bestial shadow and there is a strange voice whispering in your head.
41-48	You develop a disturbing ritual that you must see to completion every single day.
49-55	Magical healing no longer works on you, your arms and legs become leathery.
56-62	You hear terrible voices and whispers in your head. You can't tune them out.
63-70	You become sensitive to light and have a bad temper when around the living.
71-80	Open sores and pus filled boils cover your body leaving behind horrible scarring.
81-86	Your eyes become reddened and irritated, they glow in absolute darkness.
87-92	Something reaches through the void and touches you. Lose another Charisma.
93-95	A surge of horrible powers echoes from another world and deals 4D6 damage to you.
96-97	Your entire party instantly gains 25 stress.
98-99	Your entire party instantly gains 40 stress.
100	Madness takes you. Roll up a new character.

SECTION FOUR—MAGICIAN SPELLS

Dragons Breath

Casting Time: 1 Action.

Spell TN: 10

Classes: Magician

Range: Medium

You breathe deeply as heat radiates around your body and spew a gout of flame up to medium range at a single target. If the target fails a Spell saving throw, they take 1D6 x level fire damage and are inflicted with the burning condition for 1D4 rounds or half damage on a successful save.

Curse of Weakness

Casting Time: 1 Action.

Spell TN: 13

Classes: Magician

Range: Touch

A target you touch must make a Spell saving throw, if they fail they become weakened. They gain disadvantage on the next attack they make after failing the save, in addition they suffer a -2 attack penalty until they save. The target is able to make a new saving throw at the end of each of their turns. Once they succeed they cannot be afflicted with a curse again for 24 hours. If the target succeeds on the first saving throw made against the curse, they are completely unaffected by the spell and ignore all penalties.

Inflict Wound

Casting Time: 1 Action/5 Stress.

Spell TN: 12

Classes: Magician

Range: Touch

Flesh splits and muscles spasm and tear as you direct your focused energies on a single target. The target must make a Constitution saving throw (DC 15) or be wounded for 10 points of damage. All resistances are ignored. A magician can choose to sacrifice up to 10 points of their own health to deal additional damage equal to the amount sacrificed.

Deathly Warriors

Casting Time: 1 Action/Encounter.

Spell TN: 15

Classes: Magician

Range: Medium

You summon three phantasmal warriors up to medium range in a space adjacent to a foe. These deathly warriors will make basic melee attacks against the target the moment they are summoned with a +5 to their attack rolls and deal 1D8+2 damage. After their attacks are made the ghostly warriors vanish back to the void. A magician can choose to sacrifice 5 points of health to increase the damage the deathly warriors deal, increasing the D8 to a D10.

SECTION FOUR—MAGICIAN SPELLS

Shadow Sight

Casting Time: 1 Action/2 Stress.

Spell TN: 10

Classes: Magician

Range: Self

After casting this spell, the Magician is able to see perfectly in pitch darkness. You are able to see in the dark as if it were daytime. This spell lasts for 1 hour. A magician can choose to sacrifice up to 10 points of their own health to cast the spell on an additional target, using 2 health points per additional target.

Arcane Nova

Casting Time: 1 Action.

Spell TN: 14

Classes: Magician

Range: Short

A thunderous blast of scarlet energy rips through the air to strike all targets within short distance of the magician. Creatures must attempt to evade the burst of energy with a Dexterity saving throw (DC 14) or take 1D6 x level force damage and be thrown back 15 feet from the magician. If the target succeeds on the roll they take half damage and are not thrown 15 feet.

Dispel Magic

Casting Time: 1 Action.

Spell TN: 12 + Enemy Caster Level

Classes: Magician

Range: Short

Magic and its effects are negated and removed in a short range around the caster. Dispel Magic does not negate magic items, but can undo magical effects created by one. It does not negate illusions but it can dispel them.

Feeblemind

Casting Time: 1 Action.

Spell TN: 18

Classes: Magician

Range: Medium

Feeblemind is a spell that can be used against other creatures capable of casting spells. Creatures with innate spell-like abilities are unaffected by Feeblemind. When cast on a target who is casting spells, the Target Number of their spell cast increases by 4. A magician can choose to sacrifice 8 health points to increase the power of Feeblemind, increasing the TN to a 6 instead.

SECTION FOUR—MAGICIAN SPELLS

Freezing Blast

Casting Time: 1 Action.

Spell TN: 10

Classes: Magician

Range: Medium

Plumes of blue-white frost erupt from the fingertips of the magician, fanning out in a cone in front of them up to medium distance and causing 1D4 x level frost damage. Freezing blast is able to put out small fires. Small quantities of water, wine, or ale can be frozen as well.

Ice Storm

Casting Time: 1 Action/Encounter.

Spell TN: 16

Classes: Magician

Range: Medium

Fist-sized hailstones rain down from the sky, shredding and destroying everything in the area. The hailstones deal 2D10 damage to all targets unfortunate enough to get caught in the storm, taking half damage on a successful Spell saving throw. Magicians can also use the spell to create heavy cover as sleet and rain warps the battlefield into a wintry storm, causing all creatures in the area to have disadvantage for six rounds.

Breath of Frost

Casting Time: 1 Action/Encounter.

Spell TN: 21

Classes: Magician

Range: Short

As you speak the final incantation of the spell your bellowing breath turns freezing cold, you can hold the spell for up to one turn but cannot cast any other spells while doing so. Once you open your mouth a harsh freezing wind washes over whatever unfortunate creatures stand in front of you, causing 6D8 frost damage and potentially freezing them instantly. If the magician is especially forgetful or opens their mouth to speak to an ally poor results may occur.

Javelin of Ice

Casting Time: 1 Action/Encounter.

Spell TN: 16

Classes: Magician

Range: Medium

You conjure a javelin of ice and send it flying towards an enemy, make an attack roll with a +2 bonus. If the javelin strikes the target they take 4D6 frost damage and have a 10% chance of freezing to death instantly.

SECTION FOUR—MAGICIAN SPELLS

Shocking Grasp

Casting Time: 1 Action.

Spell TN: 13

Classes: Magician

Range: Touch

Reaching out to touch your intended target a great bolt of electricity delivers 1D8 + 1 Damage Per Level to the target. If the victim is wearing metal armor they take double damage.

Lightning Bolt

Casting Time: 1 Action/Encounter.

Spell TN: 24

Classes: Magician

Range: Long

A bolt of lightning streaks down from the sky as if sent by the gods themselves and channels through the magician. With an outstretched hand deadly bolts of electricity strike all in its path, dealing 8D6 damage and instantly killing any targets with less than 10 health points. In addition lightning bolt deals double damage to any target wearing metal armor. Targets that survive the attack who are using metal weapons instantly drop them and are stunned for 1D2 rounds.

Elemental Protection

Casting Time: 1 Action.

Spell TN: 16

Classes: Magician

Range: Touch

Choose one of the following elements: Lighting, Frost, Fire, Acid, Poison, Radiant, Necrotic, Force. After you choose the element and successfully cast the spell you or your target become resistant to the element chosen.

Eldritch Bolts

Casting Time: 1 Action.

Spell TN: 12

Classes: Magician

Range: Medium

Three glowing bolts of arcane energy surge through the air from the caster's hand, automatically striking any visible targets for 1D4 damage. This damage increases to 2D4 at level 3 and to 4D4 at level 5. You can choose three separate targets or have all of the bolts strike a single target.

SECTION FOUR—MAGICIAN SPELLS

Conjure Elder Thing

Casting Time: 6 Hours, 6 Minutes, 6 Seconds.

Spell TN: 20

Classes: Magician

Range: -

The ritual to summon one of the Elder Things is not an easy one, the magician must prepare themselves for a life and death struggle, one of physical prowess and of mental fortitude. 150 hit points worth of blood, a 30x30 temple to any god, six rubies, three sapphires, and one diamond are required to perform the ritual. Once the ritual begins it is impossible to stop. Doing so will instantly kill the caster. The Elder Thing that is summoned is random, but always a powerful creature. One that is willing to deal with the fool who has brought them to the waking world. You should have something in mind as Elder Things are not known for their patience.

Mage Armor

Casting Time: 1 Action.

Spell TN: 12

Classes: Magician

Range: Self

As long as you are not wearing light, medium, or heavy armor your AC becomes 10 + Level. Mage Armor lasts for 1 hour.

Chaos Ray

Casting Time: 1 Action/Encounter.

Spell TN: 14

Classes: Magician

Range: Medium

A bolt of eldritch energy streaks through the air and sizzles the oxygen around it, make an attack roll with a bonus equal to your proficiency modifier. On a successful attack the Chaos Ray deals 1D6 fire damage, 1D6 frost damage, and 1D6 lighting damage. In addition roll 1D12 to determine an additional effect.

- 1) The target is stunned for 1D2 rounds.
- 2) The target takes an additional 2D6 damage.
- 3) The target is knocked prone.
- 4) The target is blinded for 1D2 rounds.
- 5) The target is deafened for 1D2 rounds.
- 6) The target can't cast spells for 1D2 rounds.
- 7) The target has disadvantage on its next attack.
- 8) The target is left confused for 1D2 rounds.
- 9) The target is frozen for 1D2 rounds.
- 10) The target takes an additional 4D6 damage.
- 11) The target catches fire, taking 5 damage per turn for 1D4 turns.
- 12) Roll twice on the table and apply both results. Reroll twelves.

SECTION FOUR—WARDEN SPELL CASTING

When a Warden casts a spell, you roll 1D20 and add your level. This is considered your spell check. Every spell has a specific TN or Target Number that you are required to match or exceed for the spell to work. Wardens must also take into account the type of armor they are wearing when casting spells, certain armors increase the target number by a specific number. Light armor increases the roll by 2, medium armor increases the roll by 6, and heavy armor increases the roll by 8. Once you have determined the final roll, reference the spell's target number to see if you have successfully cast the spell.

The consequences of using magic and having the eldritch energies turn against you while casting a spell are terrifying indeed. When making a spell check, anytime you roll a natural 1 on the roll you lose a point of Charisma to represent the gradual loss of your ability to connect to the world and the people within it. In addition you roll 1D100 to determine what additional horrors befall you and your party as the veil between two different worlds shatter

CORRUPTION TABLE

Roll Result	Corruption Result
01-08	You no longer cast a reflection in mirrors and animals are disturbed by your presence.
09-18	You can eat only rotting or spoiled food, you vomit up anything else within minutes.
26-31	Animals grow hostile towards you and attack you if you come within ten feet of them.
32-40	You become stunned for 1D2 rounds.
41-48	Madness causes you to become enraged, you attack anyone in sight for the next 10 minutes.
49-55	You panic and become frightened for 1 minute, running away from all living creatures.
56-62	You become confused, unable to grasp your surroundings. You fall prone and become defenseless.
63-70	You have disadvantage on all charisma based skills for the next week.
71-80	Hallucinations cause you to scratch at your eyes and face, causing you to go blind.
81-86	You begin to vomit blood, taking 2D6 damage. If this reduces you to zero hp you die instantly.
87-92	Something reaches through the void and touches you. Lose another Charisma.
93-95	You bleed a black ichor, magical healing no longer has any effect on you.
96-97	Your entire party instantly gains 20 stress.
98-99	You gain 40 Stress.
100	Your heart stops and you die. Roll up a new character.

SECTION FOUR—WARDEN SPELLS

Bark Armor

Casting Time: 1 Action.

Spell TN: 16

Classes: Warden

Range: Self

Your skin becomes gnarled and tough, granting you a bonus to your AC equal to your level. In addition you are granted a +1 bonus to all of your saving throws except magic. Lasts 10 minutes.

Tame Animal Companion

Casting Time: 1 Action.

Spell TN: 14 + HD of the Animal.

Classes: Warden

Range: Touch

Risking life and limb you attempt to approach and tame a wild animal. The creature must have at least 2 Hit Die and a maximum of 4 Hit Die. On a successful spell cast, the animal becomes friendly towards you and your companions and will fight by your side. You cannot speak to the animal and it can only understand simple commands. Once the animal dies, the bond ends and you take 1D4 Constitution damage. The damage is removed after you complete a long rest.

◆ Animal Companion List

- ◆ Wolf (1HD)
- ◆ Brown Bear (3HD)
- ◆ Hyena (2HD)
- ◆ Lion (4HD)
- ◆ Giant Snake (2HD)

Snare

Casting Time: 1 Action

Spell TN: 12

Classes: Warden

Range: Medium

Roots and thorns rip through the ear to ensnare one of your foes, dealing 1D6 x Level damage and holding them in place if they fail spell saving throw. The target can make a Spell Saving throw at the start of their turn to see if they are capable of breaking free of the snare.

Predict Weather

Casting Time: 10 Minutes.

Spell TN: 12

Classes: Warden

Range: Medium

Looking to the sky you have the uncanny ability to predict the weather. You can give an accurate forecast of the conditions up to 2 hours x level when using this spell. Temperature, precipitation, etc.

Poison Ray

Casting Time: 1 Action.

Spell TN: 14

Classes: Warden

Range: Medium

A putrid stream of acid streaks through the air and strikes a single target, dealing 2D6 poison damage. They must make a spell saving throw, on a fail they gain the poisoned condition for 1D4 rounds.

SECTION FOUR—WARDEN SPELLS

Volatile Shot

Casting Time: 1 Action.

Spell TN: 14

Classes: Warden

Range: Medium

The warden fires off a shot from their bow, letting loose an arrow that pulsates with a sickly green aura. This enchanted arrow calls forth the turbulent and raging energies from the crippled forests of Ohrros. The target of the attack must save vs. spell, if they fail they take normal weapon damage. In addition the warden can roll 1D6 to determine the result of the additional condition. Blinded 1-2, Deafened 3-4, Poisoned 5-6. The conditions lasts until the target makes a successful save vs. spell at the start of their turn.

Vine Shot

Casting Time: 1 Action.

Spell TN: 15

Classes: Warden

Range: Medium

You fire an arrow directly at your enemy, looking to pierce their defenses. The arrow splinters and transforms into thorny vines that pierce through the body of their unfortunate victim. After ripping through its host, the vines shoot out to plunge their thorns into any hostile creatures that are within short range of the target. All targets must succeed on a save vs. spell for take 3D6 piercing damage. If they succeed, they take half damage.

Nature's Balm

Casting Time: 1 Action

Spell TN: 16

Classes: Warden

Components: A leaf, twig, or flower from the area in which the condition occurred. This cannot be substituted with a pouch or religious symbol.

Range: Touch

Nature holds memories in the lines of forest floors and in the veins of canopy leaves. Those that champion the cause of the realm and tim to protect its denizens know this better than most. If a creature is blinded, deafened, poisoned, or bleeding you may call upon this knowledge to remove one condition. To perform this ritual, you will need a single leaf from the area in which the affliction occurred. The leaf, twig, or flower will wilt away if the ritual is a success.

Muddy Terrain

Casting Time: 10 Minutes.

Spell TN: 15

Classes: Warden

Range: Touch

Duration: 1 hour or until canceled by the Warden.

You create a muddy trap that will ensnare your enemies. Creatures that first enter the zone must save vs. trap or be restrained for 1D4 rounds.



SECTION 06: EQUIPMENT

Equipment & Starting Wealth

SECTION SIX—EQUIPMENT & WEALTH

Starting wealth, this will determine your character's starting equipment and any extra copper pieces they begin with. Please keep in mind that we use a 'slot' based equipment system. A player can carry up to a number of items (within reason) equal to 10 + Strength modifier. Bags and backpacks increase that value by a specific amount.

Roll 4D6

WEALTH ROLL	WEALTH LEVEL & EQUIPMENT
4-8: Destitute - You are without resources, be it monetarily or equipment wise. You don't have a single copper piece to your name.	You begin the game with a club, staff, or a bag that increases your carrying capacity by 2. You wear ragged and patched clothing.
9-11: Poor - You live in squalor and often go hungry. It's a miracle that you've managed to survive this long.	You begin the game with a club, staff, or a great club. In addition you have 10 copper pieces and a bag that increase your carrying capacity by 2. You wear patched clothing.
12-18: Surviving - You earn just enough to get by, living day by day and always watching your coin.	You begin the game with a dagger, staff, club, or great club. In addition you begin with a backpack that increases your carrying capacity by 4, a torch, and 1D6 x 10 copper pieces. You wear peasant clothing.
19-22: Comfortable - You don't worry about where your next meal might come from and you want for few things.	You begin the game with a dagger, staff, club, great club, mace, or light hammer. In addition you begin with a backpack that increase your carrying capacity by 4, two torches, 3D6 x 10 copper pieces, tinder box, water-skin, and 50 feet of rope. You wear fine clothing.
23-24: Rich - You want for nothing. You either live in an estate or your family has wealth at their disposal.	You begin the game with a dagger, staff, club, great club, mace, light hammer, or short sword. In addition you begin with an adventurer's backpack that increases your carrying capacity by 8. You also have a lantern and oil, 5D12 x 10 copper pieces, tinder box. You wear fine clothing.

WEAPON KEYWORDS:

- **Double:** A weapon with 'Double' is a double-sided or dual bladed weapon. Usually two-handed. You can take a bonus action to attack with the other blade as if you were dual wielding two weapons.
- **Crushing:** Weapons with the crushing hit so hard that they transform protective armor into a crushing force. When a target is wearing heavy armor, they take additional damage equal to the amount of Crushing on the weapon on a critical strike.
- **Tripping:** When you critically strike a target with a weapon that has the tripping keyword, the target must make a DC 14 Dexterity saving throw or be knocked prone.
- **Anti-Calvary:** When making attacks against a target fighting from atop of a mount you have advantage on your attack rolls, you deal an additional 1D4 damage against mounted targets as well.
- **Deadly:** A weapon with the deadly keyword is especially dangerous, on an attack roll of 20+ you deal an additional 1D6 damage.
- **Weak:** On a natural roll of 1 or 20 the weapon has a 50% chance of breaking.

- **Stance:** Stance is a special action that only the Katana and Ōdachi have. When using these weapons you are able to switch between three different stances as a BONUS action. Stance cannot be activated if you are dual-wielding or using a shield. You immediately lose the stance benefits when swapping or drawing another weapon.
 - **Low Stance** - You can take an additional attack on your attack action but the damage die is reduced by one step for all attacks. D12 becomes a D10, a D10 becomes a D8, a D8 becomes a D6.
 - **Mid-Stance** - You gain a +1 bonus to your Attack and AC while using mid-stance.
 - **High-Stance** - You deal an additional die of damage with every attack, but enemies have advantage against you during combat because of your reduced ability to defend yourself. IE: An Ōdachi deals 2D12 damage with each attack.
- **Siege:** When attacking an object you deal maximum damage with this weapon and consider the hit a critical. (Blow down doors, destroy barrels, etc.)
- **Finesse:** You can choose between dexterity or strength for the attack roll modifier, but strength continues to be used for the damage modifier.

- **Brutal:** Whenever you roll the maximum value on a damage dice, you would add it to the total and roll that die again. You keep rolling it until you no longer land on a maximum result.
- **Tearing:** A weapon with the tearing trait deals an additional 2 damage with every attack. On a critical attack, it deals an additional 4.
- **Crippling:** When hit with a weapon that has Crippling, the target must make a DC 15 Con saving throw or lose that much movement on their next turn.
- **Cleaving:** If you reduce a target to 0 HP with a weapon attack that has cleaving, you can then make one additional attack on another enemy within 5 feet of that target.
- **Puncturing:** Reduces maximum AC by the amount of puncturing a weapon has. (Even natural AC).
- **Defensive:** When using a weapon with the defensive keyword, you can use your reaction to grant yourself a +1 bonus if you are the target of an attack.
- **Heavy:** Small creatures cannot use heavy weapons or heavy armor.

Weapons with a * next to them are unique and extremely difficult to come by, these weapons cannot be purchased at character creation and will rarely be found at vendors. These are considered exotic weapons.

If you do NOT meet the Strength and Dexterity requirements of a weapon you will make all attacks with disadvantage and the weapon's damage becomes 1D2 regardless of the listed damage value for the weapon.

Weapon Name	Cost	Damage	STR DEX	Slots	Range	Keywords
SIMPLE MELEE WEAPONS						
Club	3 Copper	1D6 Bludgeoning	06 02	2 Slots	Melee	Light, Crushing (1), Weak.
Dagger	8 Copper	1D4 Piercing	03 06	1 Slot	Melee Short (Thrown)	Finesse, Light, Puncturing (1).
Great Club	10 Copper	1D8 Bludgeoning	10 08	3 Slots	Melee	Heavy, Two-Handed, Weak.
Hand Axe	5 Copper	1D4 Slashing	03 06	1 Slot	Melee Short (Thrown)	Light.
Light Hammer	4 Copper	1D4+1 Bludgeoning	03 05	2 Slots	Melee Short (Thrown)	Light.
Mace	7 Copper	1D4+1 Bludgeoning	06 06	2 Slots	Melee	Crushing (2).
Staff	10 Copper	1D6 Bludgeoning	08 08	3 Slots	Melee	Versatile (1D8).
Javelin	5 Copper	1D6 Piercing	05 10	2 Slots	Short Range	Puncturing (1).
Spear	10 Copper	1D6 Piercing	08 08	3 Slots	Melee	Versatile (1D8), Puncturing (1).
Scythe	15 Copper	1D8 Slashing	10 07	3 Slots	Melee	Heavy, Two-Handed.
Sickle	6 Copper	1D4 Slashing	05 05	2 Slots	Melee	Light.
Pick	12 Copper	1D6+1 Piercing	08 08	3 Slots	Melee	Heavy, Two-Handed.
SIMPLE RANGED WEAPONS						
Crossbow, Light	25 Copper	1D8 Piercing	10 08	2 Slots	Medium Range	Loading, Two-Handed.
Short Bow	15 Copper	1D6 Piercing	05 10	2 Slots	Medium Range	-
Throwing Knife	2 Copper	1D4 Piercing	01 08	1 Slot	Short Range	-
Sling	3 Copper	1D4 Bludgeoning	03 03	1 Slot	Short Range	-
MARTIAL MELEE WEAPONS						
Broad Axe	30 Copper	1D8 Slashing	10 08	3 Slots	Melee	Versatile (1D10).
Clawed Gauntlet	12 Copper	1D4+1 Slashing	05 10	1 Slot	Melee	Finesse, Light.
Dire Flail	60 Copper	1D6 Bludgeoning	12 10	3 Slots	Melee	Double (1D6), Heavy, Two-Handed.

Flail	25 Copper	1D8 Bludgeoning	08 11	2 Slots	Melee	-
Great Axe	80 Copper	1D12 Slashing	13 10	3 Slots	Melee	Heavy, Two-Handed.
Great Hammer	75 Copper	1D10 Bludgeoning	13 08	3 Slots	Melee	Heavy, Crushing (6), Two-Handed.
Heavy Mace	25 Copper	1D8 Bludgeoning	11 06	2 Slots	Melee	Heavy, Crushing (2).
Maul	50 Copper	2D6 Bludgeoning	12 08	3 Slots	Melee	Heavy, Crushing (2), Two-Handed.
Splitting Maul	65 Copper	1D8 Slashing/Bludgeoning	11 06	3 Slots	Melee	Heavy, Versatile (1D10).
Morningstar	20 Copper	1D8 Piercing/Bludgeoning	10 08	2 Slots	Melee	-
Pick, War	25 Copper	1D6+1 Piercing	08 08	2 Slots	Melee	Versatile (1D8+1).
<i>Pole Weapons</i>						
• Glaive	50 Copper	1D10 Slashing	11 11	3 Slots	Melee	Heavy, Cleaving, Two-Handed.
• Halberd	40 Copper	1D10 Slashing	10 10	3 Slots	Melee	Heavy, Tripping, Two-Handed.
• Pike	25 Copper	1D10 Piercing	12 10	6 Slots	Melee	Heavy, Anti-Calvary, Two-Handed.
• Naginata*	400 Copper	2D6 Slashing	13 13	3 Slots	Melee	Finesse, Heavy, Deadly, Two-Handed.
<i>Swords</i>						
• Bastard Sword	70 Copper	2D4+1 Slashing	12 10	3 Slots	Melee	Heavy.
• Broadsword	45 Copper	2D4 Slashing	12 08	2 Slots	Melee	Heavy.
• Claymore	150 Copper	1D8+1D6 Slashing	14 12	3 Slots	Melee	Heavy, Two-Handed.

• Cutlass	30 Copper	1D6+1 Slashing	08 11	2 Slots	Melee	Defensive, Heavy.
• Estoc	60 Copper	1D8 Piercing	11 11	3 Slots	Melee	Heavy, Versatile (1D10), Puncturing (1).
• Falchion	50 Copper	2D4 Slashing	11 12	2 Slots	Melee	Deadly, Heavy.
• Flamberge	90 Copper	1D10+1 Slashing	12 10	3 Slots	Melee	Heavy, Two-Handed.
• Gladius	40 Copper	1D8 Piercing/Slashing	09 11	2 Slots	Melee	-
• Great Sword	100 Copper	2D6 Slashing	12 10	3 Slots	Melee	Heavy, Two-Handed.
• Long Sword	65 Copper	1D8 Slashing	11 10	2 Slots	Melee	Versatile (1D10).
• Rapier	50 Copper	1D8 Piercing	06 12	2 Slots	Melee	Finesse.
• Scimitar	40 Copper	1D6 Slashing	08 08	2 Slots	Melee	Light.
• Short Sword	30 Copper	1D6 Piercing	06 08	2 Slots	Melee	Finesse, Light.
• Elven Courtblade*	1,500 Copper	2D6 Slashing	12 16	3 Slots	Melee	Finesse, Two-Handed, Brutal.
• Elven Lightblade*	800 Copper	1D6 Slashing	10 16	1 Slot	Melee	Finesse, Light, Parrying, Brutal.
• Elven Thinblade*	1,100 Copper	1D8 Piercing	12 14	2 Slots	Melee	Finesse, Brutal.

• Ōdachi*	500 Copper	1D12 Slashing	14 16	3 Slots	Melee	Heavy, Two-Handed, Stance.
• Katana*	230 Copper	1D6 Slashing	13 13	2 Slots	Melee	Finesse, Versatile (1D8), Stance.
• Zweihänder	450 Copper	2D8 Slashing	16 12	3 Slots	Melee	Heavy, Two-Handed.
War Axe	65 Copper	1D6 Slashing	12 10	2 Slots	Melee	Deadly, Heavy, Versatile (1D8+2)
Warhammer	60 Copper	1D8 Bludgeoning	12 08	2 Slots	Melee	Versatile (1D10).
Whip	20 Copper	1D4+1 Slashing	06 11	1 Slot	Melee	Finesse, Light.
MARTIAL RANGED WEAPONS						
Long Bow	35 Copper	1D8 Piercing	11 10	3 Slots	Long Range	Heavy, Two-Handed.
Hand Crossbow	60 Copper	1D6 Piercing	10 10	1 Slot	Medium Range	Loading, Light.
Heavy Crossbow	85 Copper	1D10 Piercing	11 10	3 Slots	Long Range	Loading, Heavy, Two-Handed, Puncturing (2).
Heavy Crossbow, Double	100 Copper	1D10 Piercing	12 10	3 Slots	Long Range	Loading, Heavy, Two-Handed, Double (1D10).
Heavy Crossbow, Repeating	250 Copper	1D10 Piercing	14 10	3 Slots	Medium Range	Loading, Heavy, Two-Handed, Repeating.
War Bow	100 Copper	1D10+1 Piercing	14 12	3 Slots	Long Range	Heavy, Two-Handed, Puncturing (1).
FIREARMS & BULLETS						
<i>Matchlock Firearms* These weapons cannot be purchased at character creation.</i>						
Matchlock Musket	800 Copper	1D8 Piercing	10 10	3 Slots	Medium Range	Firearm, Puncturing (2), Two-Handed.
Matchlock Pistol	350 Copper	1D6 Piercing	10 10	2 Slots	Short Range	Firearm, Puncturing (1).
Blunderbuss	1,200 Copper	3D4 Piercing	12 10	3 Slots	Short Range	Firearm, Puncturing (1), Two-Handed.
<i>Flintlock Firearms* These weapons cannot be purchased at character creation.</i>						
Breech Rifle	1,800 Copper	2D4+1 Piercing	13 10	3 Slots	Medium Range	Firearm, Puncturing (2), Two-Handed.

Flintlock Double Barrel Musket	2,200 Copper	2D6+1 Piercing	13 10	3 Slots	Medium Range	Firearm, Puncturing (2), Two-Handed.
Flintlock Rifled Musket	2,500 Copper	1D12+1 Piercing	12 10	3 Slots	Long Range	Firearm, Puncturing (4), Two-Handed.
Flintlock Rifled Pistol	850 Copper	1D8+1 Piercing	12 10	2 Slots	Medium Range	Firearm, Puncturing (2).
Long Rifle	3,250 Copper	2D8+1 Piercing	14 12	6 Slots	Long Range	Firearm, Puncturing (6), Two-Handed.

Armor class in Torches of the Dark is calculated differently than what you're probably used to in a traditional D&D 5E game. All characters begin with a base AC of 10, armor, helmets, and shields add AC bonuses instead of replacing the score. IE: Padded armor provides a +1 bonus to your AC, meaning while wearing Padded armor you would have a total AC of 11. In addition armor now has 'Armor Resistance' which is a flat damage reduction from all physical attacks.

ARMOR ADDITIONS:

- **Armor Spikes:** When you grapple a target, each round that the target remains grappled you deal 1D4 damage to the target at the end of their turn.
- **Locking Gauntlet:** You can take a bonus action to lock your gauntlet, ensuring that your weapon cannot be disarmed. If your gauntlet is locked you cannot drop your weapon or interact with any other items with that hand. To unlock the gauntlet takes an action.
- **Reinforced Gorget:** Makes the wearer immune to strangling and garrote attacks.
- **Shield Sconce:** The shield sconce allows you to wield a torch on the front of your shield.
- **Shield Spikes:** Shield Spikes give you an offensive option while wielding a shield, when you bash your shield against a target you can roll a normal attack roll as if you were swinging at them with any other weapon. If the attack is a success, you deal 1D2+Strength damage. You can make this attack as a bonus action.
- **Subtle Armor:** Removes disadvantage to stealth from the armor type. Cannot be used with heavy armor.

Specializing and wearing a certain type of armor grants additional benefits. **Light Armor &**

Helmet: Grants a +2 bonus to your initiative modifier. **Medium Armor & Helmet:** Grants a

+1 bonus to your AC.

Heavy Armor & Helmet: Grants a +2 bonus to your AR.

Armor Name	Armor Class	Requirements	Armor Type	Price	Stealth	Size	Armor Resistance
LIGHT ARMOR							
Padded	+1 Armor Class Bonus + Dex (2)	7 Dexterity	Light Armor	10 Copper	Disadvantage	3 Slots	-
Leather Jerkin	+2 Armor Class Bonus + Dex (2)	8 Dexterity	Light Armor	25 Copper	-	3 Slots	-
Leather Scale	+2 Armor Class Bonus + Dex (2)	9 Dexterity	Light Armor	35 Copper	Disadvantage	3 Slots	1 Armor Resistance
Hardened Leather	+3 Armor Class Bonus + Dex (2)	12 Dexterity	Light Armor	40 Copper	-	3 Slots	-
Chain Shirt	+3 Armor Class Bonus + Dex (1)	10 Strength	Light Armor	60 Copper	Disadvantage	3 Slots	2 Armor Resistance
MEDIUM ARMOR							
Layered Furs	+1 Armor Class Bonus	-	Medium Armor	5 Copper	Disadvantage	6 Slots	-
Hide Armor	+2 Armor Class Bonus	8 Strength or Dexterity	Medium Armor	70 Copper	-	6 Slots	1 Armor Resistance
Breastplate	+2 Armor Class Bonus	9 Strength	Medium Armor	90 Copper	-	6 Slots	2 Armor Resistance
Corslet of Mail	+3 Armor Class Bonus	10 Strength	Medium Armor	150 Copper	Disadvantage	6 Slots	3 Armor Resistance
Scale Hauberk	+4 Armor Class Bonus	11 Strength	Medium Armor	250 Copper	Disadvantage	6 Slots	2 Armor Resistance
Field Plate	+4 Armor Class Bonus	12 Strength	Medium Armor	750 Copper	Disadvantage	6 Slots	3 Armor Resistance
HEAVY ARMOR							
Ring Mail	+4 Armor Class Bonus	14 Strength	Heavy Armor	500 Copper	Disadvantage	9 Slots	4 Armor Resistance
Banded Mail	+5 Armor Class Bonus	15 Strength	Heavy Armor	800 Copper	Disadvantage	9 Slots	4 Armor Resistance
Full Chain Mail	+5 Armor Class Bonus	16 Strength	Heavy Armor	1,200 Copper	Disadvantage	9 Slots	5 Armor Resistance
Splint (Plate Mail)	+5 Armor Class Bonus	17 Strength	Heavy Armor	1,800 Copper	Disadvantage	9 Slots	6 Armor Resistance
Full Plate	+6 Armor Class Bonus	18 Strength	Heavy Armor	2,500 Copper	Disadvantage	9 Slots	7 Armor Resistance
SAMURAI ARMOR							
Ceremonial Garb	+1 Armor Class Bonus + Dex (3)	8 Dexterity	Light Armor	20 Copper	-	3 Slots	-
Karuta Armor	+2 Armor Class Bonus + Dex (3)	14 Dexterity	Medium Armor	280 Copper	-	6 Slots	2 Armor Resistance
Tosei Gusoku	+3 Armor Class Bonus + Dex (3)	16 Strength	Heavy Armor	850 Copper	-	9 Slots	4 Armor Resistance
SHIELDS - Shields do not grant passive AC bonuses, instead you must use an action or bonus action to 'Raise your Shield' to gain the extra AC bonus.							

Buckler	+1 Armor Class Bonus	-	Shield	15 Copper	-	1 Slot	-
Heater Shield	+1 Armor Class Bonus	10 Strength	Shield	38 Copper	-	2 Slots	1 Armor Resistance
Great Shield	+2 Armor Class Bonus	14 Strength	Shield	150 Copper	Disadvantage	3 Slots	1 Armor Resistance
HELMETS							
Arming Cap	-	-	Helmet (Light)	10 Copper	-	1 Slot	1 Armor Resistance
Chainmail Hood	+1 Armor Class Bonus	10 Strength or Dexterity	Helmet (Light)	25 Copper	-	2 Slots	-
Kettle Helm	+2 Armor Class Bonus	12 Strength or Dexterity	Helmet (Light)	65 Copper	Disadvantage	2 Slots	-
Metal Skullcap	+2 Armor Class Bonus	13 Strength or Dexterity	Helmet (Medium)	85 Copper	Disadvantage	2 Slots	1 Armor Resistance
Bascinet	+2 Armor Class Bonus	15 Strength or Dexterity	Helmet (Medium)	180 Copper	Disadvantage	3 Slots	2 Armor Resistance
Sallet	+3 Armor Class Bonus	16 Strength or Dexterity	Helmet (Heavy)	250 Copper	Disadvantage	3 Slots	2 Armor Resistance
Barbute	+3 Armor Class Bonus	17 Strength or Dexterity	Helmet (Heavy)	350 Copper	Disadvantage	3 Slots	3 Armor Resistance
Great Helm	+3 Armor Class Bonus	18 Strength or Dexterity	Helmet (Heavy)	500 Copper	Disadvantage	3 Slots	4 Armor Resistance
Stag Knight Helmet	+3 Armor Class Bonus	20 Strength or Dexterity	Helmet (Heavy)	850 Copper	Disadvantage	3 Slots	5 Armor Resistance