

The background of the entire image is a dark, high-contrast photograph of a cave interior. In the lower center, a lone figure is visible, standing on a wooden plank or bridge that spans across a dark, cavernous space. The lighting is dramatic, with bright highlights on the cave walls and the figure, while the rest of the scene is in deep shadow.

# TORCHES IN THE DARK

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OLD SCHOOL ADVENTURING GAME

A LIVING CAMPAIGN IN THE WORLD OF OHR

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# TORCHES IN THE DARK: CREDITS

## SUPPORTERS AND PATREON MEMBERS

**Staff Members:** - Jensyn, Wander, Ridrith, Anivius.

**Patron Supporters:** - James, Adam, Grey, Kotojo, Chris, Cormier, Meckpure, Blackfoot, and many others.

**Play Testers:** - James (Strongholds/Damage Taker). Cormier (Balance guy), Blackfoot (Ring of battle loser), Adam (proving how useless warden is), Chris (showing people how to RP), Jensyn (Suplexing puddings).

## INSPIRATION

**Books:** *Conan the Barbarian*, *Cthulhu Mythos*, *The Black Company*, *Tales of the Dying Earth*, *Lord of the Rings*, *Priest* and countless others.

**Comics:** *Conan the Barbarian*, *DIE*, *Alien*, *Kull*, *Red Sonja*, *Battle Chasers*, *Sandman* and countless others.

**Movies & Television:** *Castlevania*, *Lord of the Rings*, *The Hobbit*, *Conan the Barbarian*, *Alien*, *Kingdom*, *Fire and Ice*, *Black Plague* and countless others.

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**Visit our website:** <http://www.worldofohr.com>

## COMMUNITY

**Players:** Far too many to list. If you've ever played in one of our games, thanks! Even if your experience was short lived and you died a terrible death, we appreciate your glorious sacrifice.

## ARTISTS

Dean Spencer | Josh Diffey | Fat Goblin Games |

Soulafein | Daniel Comerci



# TORCHES IN THE DARK

## WHAT IS TORCHES IN THE DARK?

Torches in the Dark is a premium online campaign using [Discord](#) & [Roll20.net](#) to create a living, breathing world where multiple game masters and players can come together to build a shared universe.

Players can create characters and take them to multiple games to go on different adventures or explore dark dungeons as they present themselves. Always keep in mind however that actions have consequences and those consequences can affect the world around you!

## WHAT IS A LIVING CAMPAIGN?

Living campaigns are a shared campaign setting with a codified set of rules for the campaign that govern how to build and advance characters as well as how the campaign will handle rules elements of the setting. Campaign staff create, distribute, and manage new adventures in that campaign setting, and quite often administer a player database and promote various products.

A living campaign lets players build and advance characters, develop their personalities, and forge relationships. Living campaign games are run at conventions, game days and other gatherings. The rules for character tracking allow a player to take their PC they created for the campaign to any of these meetings and play it in the adventures offered.

## THE ENEMEY IN THE DARK

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

## THE GODS ARE SILENT

The gods are gone and they will not return. There is no divine magic present in Torches in the Dark. The prime pantheon is entirely absent, or simply uncaring. The mortal races have been left to the mercy of the terrible things that lie in wait in the dark places between the stars. People do not worship gods because they have seen miracles cast by clerics or paladins. They believe in gods to explain things within the world that they otherwise can't understand or make sense of.

## IN THE WAKE OF A FALLEN EMPIRE

You explore in the shadows of an old empire. The *God Binder* ruled supreme for nearly one-thousand years before being slain by the last line of rebellious kings. Ancient armies and things long forgotten in the shadows now roam freely and terrorize the Petty Kingdoms.

## THE WYTCH SPIRES

The Wytch Spires are a reminder to all that not so long ago the world was a very different place. These spires acted as horrific prisons and places of power where the God Binder's legions and wytch born could convene. Now "abandoned" they draw even darker things to their lightless halls.







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# SETTING

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## THE WORLD OF OHR

# TORCHES IN THE DARK: CAMPAIGN PRIMER

## THE WORLD OF OHR CAMPAIGN INFO

Torches in the Dark and the World of Ohr is a campaign setting inspired by some of pulp fiction's greatest authors such as Robert E. Howard, Fritz Leiber, Clark Ashton Smith, Michael Moorcock, and Charles R. Saunders. In addition to the elements of Sword and Sorcery you will find a healthy mix of high fantasy and gothic elements as well.

**Combat** in Torches in the Dark is brutal, bloody and fast. **Magical healing** is limited or simply does not exist outside of resting or very rare healing herbs and poultices. **Magic** is uncommon and always dangerous, tainted by the cosmic horrors of elder things that wait just outside of the veil. Magic items are extremely rare and never for sale.

**Characters** you create should be men and women of **action**, larger than life and ready to fight for survival and coin through pure strength of will until their final breath. Characters in Ohr live life on the edge and they aren't going to save coin to be used another day. Spend it, because each and every moment might be their last. Feast, drink, purchase gaudy baubles and trinkets, gamble it all away in a game of chance.

These characters are **not** heroes of the realms. They are ultimately motivated by **self-interest**, offering up their skills for coin, fun, or because it will benefit them in some other way.

## LOCATIONS IN OHR

**The Iron Principalities (Petty Kingdoms)** - A land of mercenary lords and city-kings who are constantly at war while devils and demons lurk in the night.

**The Red Sands** - Ocileb, the city of the emperor. Salacious rumors, harlot goddess, and sex cults.

**The Numb** - Brutal cannibal tribes, barbarian warriors, advancing glaciers, ruins of an ancient race.

**Old Andminas** - The 'kingdom of tombs', pyreborn, undead, fallen knights, ancient heirlooms.

**Riva Della Morte** - Ancient jungles, primordial reptiles, serpent tombs and temples, apemen.

**Empire of Swords** - Inquisitors, wyitch burnings, peasant armies, warring lords and cruel knightly orders.

**Dahnari Desert** - Dragon cults, fire wurms, devil-men raiders, Drakon mercenaries, sorcerer-kings, forgotten pyramids and ruins.

**The Walking Wilds** - Misty jungles, savage picts, home of the Komuh, ruins left by the last of the mortal elves.

**Idruin** - Wastelands and salt flats, frequent earthquakes and volcanic activity at the heart of the continent.

**Ainerth** - Shrine city dedicated to the God Binder, religious zealotry, crusading lunatics, inquisitors, priests, and forbidden technology.

**Ixindar** - Steaming jungles, serpent lords, naga, lizardmen, and jungle drakes. Temple cities of the Mezoark.

**Ufura** - Tyrant lizards, dense jungles, forgotten tribes, ancestor worship, cannibalism, primeval insects and beasts.

**Gravehold** - Prison city, maddened jailors, monstrous brigands and cults, survival of the strongest.

**Rhuneland** - Land of snow and ice, half-giants, mammoths, ancient structures hidden within the icy mountains.

**Banyu Getih** - Blood and ice, blood cults, creatures of the night, death empire.

**The Heart Islands** - Ghost king, spurned lovers, wraith knights embarking on hopeless quests.

**Ishul Insel** - The last home of mortal elves.

# TORCHES IN THE DARK: CAMPAIGN PRIMER

## THE WORLD OF OHR CAMPAIGN INFO

The locations detailed previously and on this page are not the only locations that adventurers can visit. These are simply a sampling of some of the places that exist in the world. There are countless cities, villages, ancient temples, dark ruins, and labyrinthine dungeons that have yet to be explored or discovered on this broken world of eldritch nightmares and brigand heroes.

**Monsters** in the World of Ohr are rare, hidden in dark and forgotten places and usually only exist as single entities. A dungeon filled with monsters in every room is not something you will see.

**Slavery** is common in this setting, entire races have been subjugated in the past for the purpose of being used as slave labor. Many of the human cultures have dealings in the slave trade, with some cultures being centered around the use and trading of slaves. Though not all nations agree with the practice, even where it is outlawed it's generally known that serfs and peasants are more or less slaves to their lords and city kings.

**Racism** and **prejudice** are major themes in this game setting. Many times people will be judged not by deeds or merit, but by the color of their skin or the race that they are. Demi-humans are reviled and loathed by all humans and they are considered to be abominations. There are a few open-minded cultures, but more are often xenophobic or isolationist.

**Sorcerers**, **Wytches**, and **Priests** are dangerous. Sorcery is not common and is always corrupting. Even prelates or other members of the clergy are often respected out of fear.

Players are expected to play a character, with a **backstory** and a **personality**. Come excited to play, or don't show up.

## LOCATIONS IN OHR

**City of Ahnki** - A decadent city riddled with crime, drugs, pleasure cults, and warring trade houses.

**Takama-Hara** - The once isolated island home of the Okma people, now turned into a haven for pirates and black marketeers, where rum is cheap and life is cheaper.

**The Ivory Tower** - A majestic tower made of splendid white coral and rare gems and ivory that soars into the sky. Ruled by a sorcerer king where death and bodies act as a form of currency.

**The Red Rivers** - Warrior cults dedicated to Uthra and Baur contest with each in a land where proving individual merit is a spiritual path unto itself.

**The Obsidian Scar** - A ruinous landscape of jagged, heated stone and molten pools of lava that surrounds the eastern side of the Grand City of Kaastark.

**Black Barrows** - A dreary land of rain, despair, and stoic warriors; morbid traditions and a reliance on alien gods.

**Squall's End** - The largest port city in the frontier, a free-city that thus far has proven to be outside the realm of the petty kingdoms influence.

**Sinner's Refuge** - Home of the only known adventurers tavern in all the lands of Ohr, The Carrion House. Calling themselves the 'Ash Walkers', they delve into ancient ruins nestled on the outskirts of the refuge to seek old knowledge and relics from civilizations past. Most think them crazy. They're usually right.

**The Gallows** - Also known as 'The Neck', encompasses nearly the entire eastern front of the lowlands to the south of the Numb mountain range. Largely marshlands and willow forests. Black Wyverns, Gallows Crocodiles, and Lizardmen.

**Ringwell** - A labyrinthine city said to contain the secrets of the dreamers. Alien architecture, cultists, and grotesque displays of science and clockwork gear



# TORCHES IN THE DARK: CAMPAIGN PRIMER

## THE GODS OF OHR

“What I know of divinity is not much at all. I know that there are many beings that might be considered gods, but in reality are just as mortal as you or I. Old spirits, ancestors long dead, demon lords, queens, kings, alien horrors, and rarely, proper gods. I know that the gods are cruel and uncaring; that they all display very little regard for humanity and are worshiped mainly to be placated rather than adored. I know the gods have little power to force their wills upon this world and that they are dependent upon their chosen worshipers to further their unfathomable agendas. I also know the following...”

- ◆ **Aamuzid** - God of grain, milk, and animals. Worshipped locally in some regions of the Petty Kingdoms and the Dahhari desert.
- ◆ **Arathag** - The Hungering, Cannibal God, Feaster in the Dark. Worshipped by the cannibal tribes of the Numb.
- ◆ **Atenar** - God of Civility and Fortune.
- ◆ **Azhathas** - The Burning One, an entity of flame and light, his followers claim that Azhathas lassoed Aith'na herself and pulled her free from the iron grip of an elder god, thawing the chill of the first great age of ice. He is portrayed as a living conflagration, wicker effigies are often doused in fragrant oils and burned in reverence to his image.
- ◆ **Bagotz** - God of War and Diseases.
- ◆ **Balaam** - Petty Kingdoms pantheon. The Prismatic King, the Mauve Augur. God of knowledge and intelligence. A symbol of nobility.
- ◆ **Baron of Glass** - A god capable of stepping through the world, traveling to different places and times. He cuts through the dreams of those who seek power in its purest form and wish to manipulate their enemies into inadvertently sealing their own fates.
- ◆ **Boltog** - God of Strength and War.
- ◆ **Crell** - God of Craftsmanship and Metallurgy.
- ◆ **Dagon** - God of fertility and sea, worshipped primarily in port towns and cities. The most notable being Daggermark.
- ◆ **Draanaa** - Goddess of mystics and fortunes. Worshipped in the desert cities of Ahnki and Ocileb.
- ◆ **Ein Sof** - The Endless One, the Infinite. The emanator of the great *sefirot*, primarily worshipped in the God Binder Empire, Squall's End and numerous Petty Kingdoms and Free Cities.
- ◆ **Etar** - God of logic and stars, brother of *Yros and Avtix*. One of the many pantheons worshipped among the gear cults of the Empire of Swords.
- ◆ **Forsoi** - Goddess of Stone and Ore.
- ◆ **Gaelyn** - Petty Kingdoms pantheon. The Swift, the Trickster, Betrayer of Man. God of luck and secrecy.
- ◆ **Gru'thul** - God of Slaughter and Battle. Wilds god.
- ◆ **Gwaed** - The First, The Blood King, The Eternal. Depicted as a gaunt and monstrous figure with two pairs of bat-like wings, long claws and fangs. Gwaed is the lord of all vampires, bats, and achools. Worshipped by blood and flesh cults in the dark halls of tomb cities in Banyu Getih.
- ◆ **Hegyn** - Goddess of Nature and Beasts.
- ◆ **Isthalilog** - The Brood Mother, Spider Queen. The mother of spiders and other poisonous insects.
- ◆ **Kishari** - Goddess of deception, mother of demons and devils.
- ◆ **Kyrenos** - Petty Kingdoms pantheon. The Field Father, the Great Hunter. God of the great hunt and bountiful harvests.
- ◆ **Kythra** - Petty Kingdoms pantheon, Mother of the Gods and Bringer of Bounties. Goddess of the sun.
- ◆ **Mordiggian** - The Great Ghoul, the Charnel God. Worshipped in parts of the Hwnish empire and the jungles of Krast. God of disease and decay.

# TORCHES IN THE DARK: CAMPAIGN PRIMER

- ◆ **Namuzn** - Goddess of love, sexuality, prostitution, and war. Depending on the text, sometimes is the sister, mother, or rival of Shana.
- ◆ **Ninsar** - The god of freshwater, male fertility and knowledge. Worshipped by the nobility of Ocileb.
- ◆ **Ninurta** - God of war, agriculture, and wind.
- ◆ **Noulbor** - God of Tyranny and Fire.
- ◆ **Nythura** - Petty Kingdoms pantheon. The Pale Lady, Watcher of the Stars. Goddess of the moon.
- ◆ **Oricin** - God of the Night and Beasts. Wilds god.
- ◆ **Otyx** - God of Boars and Coyotes.
- ◆ **Qemera** - Goddess of Destruction and Rebirth.
- ◆ **Sefnir** - God of Wolves and Bears.
- ◆ **Seluna** - Goddess of the sky and earth, primarily worshipped by the Selha people.
- ◆ **Shana** - The Harlot Queen, the patron goddess of the assai people. Pleasure cults and carnal houses line their ivory and silvered streets, courtesans swaying seductively in an attempt to lure both men and women into the temples of their faith.
- ◆ **Shaurash-Ho** - The Prowler Among the Tombs, Father of All Ghouls. A putrid and decadent god, worshipped in the shadowed jungle kingdoms.
- ◆ **The Dream Witch** - A devourer of worlds and man, and everything in between. Under the guise of a beautiful, pale, raven-haired woman, she lures those unfortunate enough to heed her call to an untimely death.
- ◆ **The Flayed Hand** - A skinless demon lord, worshipped by the mad cultists of Gravehold. Suffering and malice are the flayed hand's domains.
- ◆ **The Horned God** - Keeper of the Forest, Guardian of the Passage into Winter, and the Allfather. A deity of balance mostly associated with ensuring the stability of nature. One of the old gods, closely associated with the Oronok.
- ◆ **The Mist of Enlil** - A formless mist, a primordial force that is capable of driving anyone who enters into it mad. Creatures of unknown eldritch origin are drawn from the mists and enter into the waking world freely.
- ◆ **Tros** - God of Monsters and Slaughter.
- ◆ **Udall** - God of Swords and Warriors.
- ◆ **Uthra** - Petty Kingdoms pantheon. Flame Drinker, Mother of Swords. Goddess of war and strategy.
- ◆ **Vaalar** - God of good fortunes and luck.
- ◆ **Wenafar** - Petty Kingdoms pantheon. The Two-Faced Crone. Goddess of healing and death.
- ◆ **Yaris** - Goddess of homes and civilization.
- ◆ **Zahir** - Once bound by chains and locked eternally in ice, he was freed by a group of naïve, adventuring mortals, and is said to dwell within the flame-spire speaks of Rhuneland. A giant of molten rock and lava, Zahir's temper is legendary and is quick to anger and rarely forgiving. Worshipped by half-giants and numerous northmen tribes in Rhuneland.

The gods listed above and on the page before are far from being the only gods worshipped in the world of Ohr. These are just examples of a few of the "gods" that currently exist. Most gods are regional, some are worshipped in particular cities or villages.

# TORCHES IN THE DARK: TIMELINE OF OHR

## TIMELINE OF OHR : FIRST ERA

In the beginning there was only the endless void, incomprehensibly dark and vast as time itself had not yet existed before three great lights illuminated the darkness.

- The **Keeper (Light)** was the First; the one above all. She weaved the beginnings of fate and the celestial bodies into one. Stars, planets, and the very fabric of reality itself was her doing. With each new star or planet, she gave the endless void a part of herself. Eventually, her form was spent and the Keeper was gone, but her presence would always be felt in the tapestry of time.
- The Second was **Kor'nu (Time)**, a brilliant mind who sought to explore the cosmos that his sister had created. He was amazed at all the things he saw, but was utterly alone. His contribution to the void were the divine syllables. These words, the sublime commands, began to further shape and mold the immense space around them. Nu was volatile and expansive. Ohm was subtle and unifying. From these words, matter was created, condensed and re-forged for an unknowable, fluid amount of time. In this age of dreams, time did not yet exist, and its constraints and laws had no bearing on the creation of worlds. Kor'nu's form was spent as well.
- The Third was **Ein Sof (Thought)**, through him new syllables of reality emerged in the great complexity; new words and sentences and stories were formed. Physical laws began to structure and solidify, events became predictable and somewhat linear, lending time to reality. Ein Sof lit stars and molded planets as his sister and brother did before him, but like Kor'nu, he grew lonely. As the eons passed, and his nexus grew, he desired a creation of his own; and others of his kind to share it with. Ein Sof called out into the void, his voice carrying into the blackness of the cosmos. It was here he found Shaldrot.
- **Shaldrot (Shadow)**, chaotic, blind, and stupid, was something else entirely. Ein Sof was appalled at the sight of his sibling, a sad and terrible creature, he attempted to destroy the monstrous thing. It proved to be impossible. Shaldrot became consumed in a masturbatory self-impregnation cycle that birthed terrible things into the vastness of the void. Destructive and terrible gods that still linger outside of reality. Ein Sof retreated from his grotesque sibling and attempted to escape the loneliness of the void a final time.
- Ein Sof's search of the cosmos lead him to the dark corners of the galaxy, forgotten worlds, incomplete places and things made by Kor'nu and the Keeper in their youth. They were strange to him, but some of them stood out among the others, filled with the lusts of creation. They held the desire to craft their own worlds and to mold beings in their own image. It was only when they were given names did they find their own power. Ein Sof called them the Sefirot (Unity), the points of light.
- The **Sefirot** commanded power in many different ways. Their actions were meticulous, and careful, and they fashioned realms of wonder. They created the vault of mirrors, so that space, stars and celestial bodies of their own design and those who came before them could be viewed always. Their greatest creation was Aith'na, the Dawn Soul. Her light illuminated the void and allowed life to flourish. They also created the thieves of light, the moons Somnus, Shal and Tzem.
- The light of Aith'na eventually drew the attention of Shaldrot, its warmth driving the blind god into a chaotic rage. An innumerable amount of worlds were swallowed whole by Shaldrot and its awful children. Ein Sof and the Sefirot warred with the shadow for eons. Finally, Ein Sof was able to slay Shaldrot, cutting it in twain, but from deep within the blind god there was a fiery light, so bright that Ein Sof turned to shield his eyes from the source. As the light passed through him and his Sefirot, a shadow was cast behind each of them. These shadows were the antithesis of creation and light and they would haunt these celestial beings for all creation.



# TORCHES IN THE DARK: TIMELINE OF OHR

## TIMELINE OF OHR : SECOND ERA

The **Age of Serpents** begins.

- The Mezoark empire rises, lead by Sarvus. Sarvus is a cruel naraken warchief whose rise to power is remembered for the fact that he wore the Crown of Serpents upon his head. Lizardmen, Serpent-Men, and even the powerful Naga bowed to him.
- The Mezoark empire conquered the jungles of present day Ainerth and Ufura, butchering any opposing clans that refused to join the growing empire. Soft-skinned races were taken as slaves, with the ape-like humans acting as a food source and sport for scale-kind.
- Sarvus grows in strength, his physical form altered by the strange powers of the Crown of Serpents. The Naga and Serpent-Men are demed to be a lower caste, a schism forms in the empire as the Naraken and Lizardmen are given control of the most important positions and the rest of the races are reduced to roles of menial labor.
- The Mezoark empire's religious foundations are based on the worship of Yig, The Father of Serpents. After Sarvus transformation, the Father of Dragons, Kothammet, becomes a prime deity of worship in the empire.
- The Naga and Serpent-Men stage a coup, worshipping a forgotten god, they are given the gift of strange magics and turn on their would be masters during a great battle. Sarvuas is killed and the Crown of Serpents is lost to time.
- The Empire forsakes Yig and Kothammet and begin to worship their new god exclusively.
- Kothammet, Father of Dragons burns down the Mezoark empire and punishes the Naga for their worship of the dark god.
- Ssylth, consort of Kothammet, births six great dragons into the world. Cordath, Niran, Celosia, Adar, Golnar, Atesh.
- Cordath lorded over the central plains of present day Briagoth, a powerful red dragon who preferred to live in seclusion among the lesser races. Cordath was killed during the fourth era by the brutal beast god Gormul.
- Celosia was a massive gold dragon, the largest of her siblings and lived near the borders of Oskor and Briagoth on Ainerth. Celosia was slain in a territorial dispute with her brother Golnar.
- Atesh was a large black dragon, his home was among the Northel in the coldest regions of the frostreave. His current whereabouts are unknown but is believed to have died long ago.
- Golnar was the second largest of his siblings, and impressive blue dragon who lorded over all of Oskor and the uttermost northern regions of Briagoth. Golnar was mortally wounded by a forgotten Briagothian King during the third era.
- Adar was the smallest of the siblings and made his way across the dreamer's sea. He called Ohrros home and died in the walking wilds near where the city of Istanian would be founded thousands of years later.
- Niran was a multi-colored dragon that resided at the heart of Ufura.

# TORCHES IN THE DARK: TIMELINE OF OHR

## TIMELINE OF OHR : SECOND ERA

The **Age of Man** begins.

- The Briagothian tribes of Ainerth unite under a single banner, a chieftain by the name of Thibault Bertran.
- The Northel begin to migrate further south to find new hunting opportunities and to raid unguarded settlements in Briagoth.
- The Nemedian Empress Lethene Galatea comes to power, Nemedias begins to trade with foreign nations and uses their powerful navy to dominate the seas.
- Shavrulian and Axian slaves are shipped to Nemedias, over a period of twenty years more than 250,000 slaves are brought to the shores of Ainerth.
- Prominent Briagothian clans are formed into the great noble houses of Briagoth, forming the Twelve Kingdoms, each lead by a separate king.
- Construction on the Great City of Archon begins and is finished almost one-hundred years later. The city becomes the jewel of the civilized world and is home to over two-hundred thousand souls. King Ingmar Bertran lords over the city and commands an army of forty-thousand soldiers. Ingmar established the first Church of the Infinite in the city of Archon. The king himself is a devout follower of the god Ein Sof.
- Briagoth becomes a theocracy nearly sixty-years after the creation of the Church of the Infinite. Civil strife and disagreements among the Twelve Kingdoms weakens Briagoth's position on Ainerth.
- Archon launches crusades into the Northel homelands of the Frostreave. The war lasts six years until Archon is finally forced to fall back.
- The Twelve Kingdoms come to blows and the first Kin War begins. The war is over quickly and borders are established with the control of military forces shifting from being solely the responsibility of Archon to the drafted forces of all the Twelve Kingdoms.
- The continent of Ainerth is thrown into a brutal war as both Nemedias and Briagoth clash. Seven of the Twelve Kingdoms fall, but Nemedias is utterly destroyed.
- The age of man ends with Briagoth setting their sights on the new worlds of Ohrros and the warring continents of Ufura and Idruin. Ripe for expansion, they desire nothing less than to spread the word of the Endless One to all the peoples of Ohr.

The **Night of Ascension** is declared and a new era begins.

## TIMELINE OF OHR : THIRD ERA

The **Age of Prophecy** begins.

- The Night of Ascension, the holiest of days upon which a prophecy was to conclude that would elevate humanity to a position of divine bliss, a place of light and free thinking that would be safe from all external and internal threats for all eternity. The Kings of the Twelve Kingdoms, each built a great pyre that when lit could be seen from every corner of Ainerth. The clergy of the Infinite lead prayers and all the peoples of the kingdoms came together as one, celebrating the wonderous day with festival and marriages of noble families. They declared peace and the world be born anew, both the waking world and the dreaming world would be theirs to command. However, on the hour of Ascension the peoples of Ainerth did not find a place of light, instead, they were forced to face their greatest fears. Twelve bards, each playing a song of dread and dressed in yellow visited these grand cities and each city fell to madness, death and despair. The Yellow King, Hastur, had arrived in lieu of Ein Sof, or perhaps he was Einsof all along.
- The Kings threw themselves upon the pyres and wreathed in flames and dying, they finally bore the crowns of light that they had been promised.

# TORCHES IN THE DARK: TIMELINE OF OHR

## TIMELINE OF OHR : THIRD ERA

- Heroes rise on Ainerth and vow to fight against the tyranny of Hastur. Though many fail, they eventually retrieve relics of great power, the elder signs.
- The Continent of Ainerth is lost to madness and as the faltering heroes use the last of their strength to seal the Yellow King behind the veil, the earth underneath their feet fractures and dissolves. Ainerth sinks below the dark waters of the dreamer's sea and it remains there for nearly two-thousand years.

## TIMELINE OF OHR: *TIME OF MADNESS*

The "timeline" for Ohrros is left intentionally vague for many eras and ages, exact dates and years are not nearly as important to the people of Ohr as the events themselves. Most human nations do not have or keep a reliable way to track time, at least in terms of years. It's never been of great importance. Beyond keeping track of seasons or the 'hour of the day' most people don't concern themselves with what year it is. One of the only measurements that are used by a number of the human nations when recounting history beyond a few years is the term 'age', generally age is used to describe a period of one-hundred years but even that isn't always true, there have been a number of 'ages' that have lasted for less than a hundred years and some ages have lasted far longer. Despite the loose track of time, that doesn't necessarily mean that history isn't recorded. Many scholars and organizations have dedicated themselves to the recording of human history, however rare they are.

## TIMELINE OF OHR : FIFTH ERA

The **Age of the God Binder** begins.

- Ainerth rises from the depths of the dreamer's sea after nearly two-thousand years, from its shores a giant king of ancient times known as the God Binder visits Ohrros. Legions of warriors and monsters from the first incarnation of the world march with him. One by one the human and demi-human nations of Ohrros fall to the God Binder's reign.
- The Elves retreat into a dreamless void, The Shallow Halls. They are forever marked as cowards and changed by the dark things they witness there.
- The Dwarves fall to madness, their Ty'cerrigs, underground kingdoms filled with unimaginable wealth are sealed forever and their race is lost and forgotten through the ages.
- The God Binder is capable of using powerful magics the likes of which have not been seen since the dawning of creation, words and syllables of power beyond the understanding of those who witness these magnificent feats. He offers a fraction of his power to the emperors, kings, empresses and others who lord over the nations of man. Many accept and are granted the power over the elements, time and fate. They become sorcerer kings and lose themselves to their lust for magic.
- The Andminas Empire hails from a long line of an unbroken lineage of kings and they refused the God Binder's offer. The Sorcerer Kings made war against Andminas. They failed to take the kingdom through martial might alone, and instead were eventually forced to exert their magics to turn the Andminas Empire into a smoldering ruin with eldritch fire.
- Rebellion and strife marred all of Ohrros for the next six-hundred years. Eventually the Sorcerer Kings were put to the blade and the God Binder was slain by the sword of a Andminian.
- Numerous holdouts dedicated to the God Binder still exist, the age of the God Binder ends as a blanket of mist washes over all of Ainerth and begins to spread outward into the world, bringing with it terrors and nightmares from a realm beyond our own.



# TORCHES IN THE DARK: TIMELINE OF OHR

## TIMELINE OF OHR : SIXTH ERA

The **Petty Kingdoms**, formed from the remnants of the Mercenary Republic and the Assai Empire forge a new future for humans of Ohorros.

- Free Cities, lead by City-kings self-govern themselves and lead their people in a world still shadowed by the scars left over from the reign of the God Binder.
- Kin-slayings and skirmishes between the Free Cities of the Petty Kingdoms dominate the lands. The kings who are unable to conquer their neighbors are forced to recognize one another as peers, however fleeting these alliances are.
- Numerous nomadic tribes and clans wander freely through the lands, scoffing at the civilized way of life and ignoring the ideas of pseudo feudalism.
- Areas of the mist begin to overtake the shores of Ohorros, entire villages and hamlets are lost in the night. Maddened and gibbering priests claim to have seen or spoke to gods.
- Sorcery is feared, and for good reason. Those who are capable of feats of mystical power are said to be a descendant of the Wytchborn. Tainted blood runs through their veins.
- The Drakon, an ancient race of drake-like humanoids have left Inxindar behind and have claimed territory in the lands of Dhanari, a great desert to the south of the Petty Kingdoms. Numerous peoples have taken pilgrimages to Dhanari as new dragon cults begin to form around these old and powerful creatures.
- Skirmishes between nomadic tribes and the Petty Kingdoms become more and more frequent, eventually leading to the first real war of the sixth era. Many indigenous tribes are destroyed without mercy, even those who have refused to partake in the war.
- The Old Andminian Empire is haunted by the Pyreborn, cursed by eldritch flame. They lay siege to the borders of the Empire of Swords in the north west.
- The Grey Cabal, a militant branch of the church of the Endless One grows beyond its original purpose and separates itself from the greater clergy. The damning word of an Inquisitor is enough to spell the doom for even a minor noble, the threat of licking flames causes derision and fear among the population.
- Ocelib, the City of the Red Sands is founded by the newly appointed Emperor of the Hwnish people, Anlel Ishtari.
- The last bastion of mortal elves on the continent of Ohorros, Istani, is sacked by barbarians. They raid the streets of the golden city.
- Mount Koli is settled by a group of doomsayer prophets, a large cult forms and its influence spreads throughout the region of the Red Sands.
- The Empire of Swords is the first to create rudimentary grenades and firearms. Gear cults that worship science and the god of forges gain legitimacy within the city.
- A sorcerer king of old utters a syllable of creation and reshapes a portion of the world. Cataclysmic earthquakes and storms nearly destroy the south-western region of Ohorros. The City of Ringwell is constructed seemingly overnight and appears at the center of the maelstrom.
- The Port City of Etameth refuses trade with Daggermark after nearly sixty years of working together. Some of Daggermark's finest captains claim that strange effigies dedicated to some profane water-based god have been constructed on the shores of Etameth and the people have gone quite mad.
- Hell spawn and other demons are set loose from the ruins of Osterdale, surrounding villages and tribes are set upon by nightmarish horrors.

The **Age of Shadow** begins. (AoS)

# TORCHES IN THE DARK: TIMELINE OF OHR

## TIMELINE OF OHR: *AGE OF SHADOW*

The **current age** begins.

- ◆ AoS 1: The mist begins to spread through portions of Ohrrros, cities and villages are left abandoned over night with no trace of the people who lived there.
- ◆ AoS 3: Pirates and freebooters wrest control of Takama-hara from the Okma.
- ◆ AoS 5: The Thanasi warlord Mithras Aenoch lays siege to the ruined city of Osterdale in an attempt to claim a rare treasure but fails. Rumors and stories of demons rising up from the earth and tearing his armies apart spread like wild fire.
- ◆ AoS 6: Savage ape-men lay claim to the fallen cities of Aurum, the Komuh are pushed out of their ancestral homes and are forced into the Red Deserts of the ancient Assai empire.
- ◆ AoS 8: Tyrfin, a barbarian warlord skirmishes with the northern free cities outside of the influence of the Petty Kingdoms. Soon the barbaric tribes begin to unite and claim the cold reaches of the Numb as their own.
- ◆ AoS 8: Tyrfin's forces tear through the Gallows, destroying the hamlet of Farwater and laying siege to the city of Squall's End.
- ◆ AoS 9: Isac Kusov, the master of Squall's End is slain in battle. The city falls soon after and becomes a bastion of barbaric traditions and cruel slavers. Cannibal tribes and hunters descend upon the smaller villages outside of the city.
- ◆ AoS 11: Fort Broken Shield acts as the last line of defense in the frigid north, its forces are lead by an aging Briagothian commander by the name of Jaren Ford. Despite commanding a much smaller force, Jaren is successful in defending Gelder's Pass with a pincer attack of Tyrfin's forces from the north and south.
- ◆ AoS 13: The north is consumed by the mist.
- ◆ AoS 15: The mists break and a fleet of Briagothian warlords and legionnaires from Ainerth make landfall. They bear the symbol of the God Binder and tear through the country side, destroying everything and everyone in their path. They claim to be seeking the inheritor of the God Binder's power.
- ◆ AoS 16: A child from the quaint city of Roviell is said to be the last descendant of the God Binder's bloodline. Gifted with the power of innate sorcery, the Inquisition and the Church of the Endless One launch a campaign against the God Binder's legionnaires. A bloody battle is waged but ultimately the church is successful in their crusade. The surviving Briagothians are now refugees in an unknown and hostile land.
- ◆ AoS 19: The Child of Roviell dies from sickness. A new cult forms around the young girl's death and she is embraced as a fallen goddess. Eloria, patron of sorcery and plague.
- ◆ AoS 20: The island nation of Nabaala suffers a devastating cataclysm, forcing its strange inhabitants to relocate to the shores of the Walking Wilds.
- ◆ AoS 23: Iron Well, a small mining town near the borders of the Numb and Nulbizar uncover something terrible beneath the earth; all citizens are killed. A devil's curse now hangs over the region.
- ◆ AoS 29: The Silence occurs in the city of Nex Mundi in the Dahanari desert, encompassing the Todeswald forest to the northern edge of Ewollan. Thousands of lives are snuffed out in the blink of an eye. Every last resident disappears without a trace. Entire villages and small cities are left abandoned. A strange mist

# TORCHES IN THE DARK: TIMELINE OF OHR

## TIMELINE OF OHR : *RECENT EVENTS*

- ◆ Orkon settlements form in the deserts of Dahanari, claiming the ruins of villages, towns and cities lost during the silence.
- ◆ The Kingdom of Ist is established in Karst (Walking Wilds), the new home of the Komuh people.
- ◆ A new Khan rises among the Selha people for the first time in nearly eight-hundred years. Her first act is to establish the permeant city of An'Kohg at the heart of Ikara, near the maelstrom of Ringwell.
- ◆ The Skaald humans from the northern continent of Rhuneland invade the Empire of Swords, bringing with them dire wolves and half-giant mercenaries.
- ◆ The City of Ahnki, sister city to Ocileb is founded. The new empress Assai Alma IX is crowned and heralds the return of the old empire.
- ◆ Assai invades the Petty Kingdoms, beginning a brutal war of attrition.
- ◆ Assai sorcerers and runemasters summon an arcane maelstrom over the free city of Vrost, destroying most of the city and scattering its people.
- ◆ Ocileb decries the actions of the Assai and assassinates Empress Alma.
- ◆ The second great war begins. Hundreds of thousands of lives are lost in the wake of religious and social upheaval.
- ◆ The Petty Kingdoms begin a gradual invasion of the Todeswald forest for resources.
- ◆ The Wytch Spire of Enlil at the heart of the Petty Kingdoms begins to exude mist that spreads through the heart of the kingdoms. Fearsome, sentient monsters begin to appear.

**Current time.**







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# CHARACTERS

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THE WORLD OF OHR

# TORCHES IN THE DARK: CHARACTER CREATION

## CHARACTER BASICS

Players take on the role of player characters (PCs). Players will choose their culture, class, and background. These features will determine the abilities and skills that your character will use during the course of the game. Player Characters have six ability scores: Strength, Intelligence, Wisdom, Dexterity, Constitution, Charisma. These scores define the limits and abilities of your character. Hit points, equipment, spells, class abilities and skill upgrades are honed during the course of gameplay. The maximum level for characters is 10.

## CHARACTER CREATION STEPS

1. Roll ability scores.
2. Choose your race.
3. Roll background.
4. Choose a class.
5. Reference class saves.
6. Choose skills.
7. Purchase equipment.
8. Pick spells if applicable.
9. Fill out your character sheet.
10. Prepare to enter the realm.

## Player Races

Torches in the Dark is a human-centric setting, so “demi-human” races are generally unavailable. Instead, you may roll on the Random Background Table for Ability Score improvements and additional free equipment.

## Scores & Modifiers

You can generate ability scores by using one of three different methods. Please use Discord to roll your attribute arrays. If you roll anywhere else you’ll be forced to roll again.

### Method 01: Luck of the Dice:

Roll 3D6 for each ability score, placing the attributes down the line as you roll. Strength is the first roll, intelligence is the second, etc. Your race is human when taking this option.

### Method 02: Standard Torches Array:

The standard array: 13, 12, 11, 11, 10, 8. Your race is human when taking this option.

### Method 03: Demi-Human:

Each different demi-human begins the game with a two attributes at 13. All other attributes are rolled as 2D6+2 down the line. Demi-humans have weaker than average attribute arrays but have the potential for slightly stronger starting arrays and one unique feature. *Demi-humans are not immediately available to players.*

## Ability Scores

Characters will have scores ranging from 3 to 18 in each of their ability scores. A bonus or penalty is associated with each score, as shown on the table below. Please note: Classes have minimum attribute score requirements before you can choose to become that class.

Ability Score	Bonus/Penalties
0	Dead.
1	-5
2	-4
3	-3
4-5	-2
6-8	-1
9-12	0
13-15	+1
16-17	+2
18	+3

## TORCHES IN THE DARK: RACES OF OHR



The **Selha** are easily identifiable by their short, lithe frames, dark hair, and wide, dark eyes. Their pale skin makes for a striking contrast against their straight, dark hair, and is seen as the pinnacle of beauty to many other cultures.

It is said that staring too long into a Selha woman's eyes could jeopardize the very virtue of your soul, or that stealing a kiss could stop a man's heart on the spot. However, this is more likely to be the cause of the toxic rouge that coats her lips.

Though they may be small in stature, many Selha have trained to use this to their advantage, favoring the occupations of thieves and assassins.



The **Thorimund** are known for their free-spirited personalities and love of the hunt. Fair-haired and stocky with rosy, freckled skin, Thorimund tend to dress in forest greens and browns to blend better into their forest environment. The Thorimund produce some of the finest hunters and are known across Ohr for their impressive steeds and loyal animal companions.

The Thorimund fittingly sport lean figures and are known more for their dexterity rather than brute strength. These lean figures are untouchable on horseback, whipping and turning about the battlefield all the while loosing dozens of arrows into their enemies. It is said that the Men of the South ride on the winds of Ba-laam himself, spurred on by the gentle whispers of Kyrenos.



## TORCHES IN THE DARK: RACES OF OHR



The **Thanasi** tend to do as they please, wandering the inhospitable wasteland that is the Horns in small bands to take back resources and rebuild their once great city. Most, if not all of the Thanasi have dark brown, or jet-black hair, with gray or blue eyes—a physical reminder of the once proud civilization they are descended from.

Their women are fearsome spear-maidens called the Roaring Spears, clad in loose, flowing garments and wield halberds, spears, and spiked bucklers in battle.

The men choose to don heavy armor, wielding two-handed weapons and throwing themselves relentlessly into the fray, slashing with abandon and bathing in the blood of their enemies.



The **Oronok** favor the occupations of pirates and fisherman and are frequently found behind the wheel of cargo ships. They are a deeply spiritual people, offering up their prayers and incense to spirits of the frigid wilds before casting off. Golden skin, tanned from working long days beneath Aith-na, is engraved with tribal tattoos depicting the symbol of a spirit. Their tall height and muscular stature is often jokingly attributed to the giant's blood that flows through their veins.

When it comes to fashion, they favor dark blues and rustic browns in their clothing choices. When the furs are pulled back and thrown over chairs, decorated braids of burnt auburn and muddy brown fall to their polished belts, each adorned with wooden beads, feathers, or tokens of one of the great spirits that they follow.

## TORCHES IN THE DARK: RACES OF OHR



The **Okma**, an eastern people from Idruin have only recently been found living on an island off the coast of the western Andminas Empire. The Okma have remained isolated from the outside world for the last few centuries, purposefully shutting themselves off so that their people would know peace and prosperity for a time.

Takahara is invaded and the Okma people are forced to the greater continent of Ohrros without hope or home.



The **Komuh** are a tribe of lost men, discovered in the ruins of Magna Arum. They are considered to be openly hostile and savage and regularly raid the lands of Assai. The Komuh have rich black skin with cool undertones, and either honey-gold or dark-hazel eyes with lean figures. The Komuh wield a traditional *Ida*, with a pouch of poison at their side named “Silver Tears”. In battle they are known to coat the sword with the poison, and the slightest cut from the blade is enough to induce a paralytic state.

## TORCHES IN THE DARK: RACES OF OHR



The enigmatic **Hwn** of the desert tower over most men with a strong physique seemingly chiseled out of stone. Broad noses sit atop sharp, tanned features, and perceptive, almond eyes waste no time in analyzing their prey. They are quiet, resourceful, and choose their words very carefully when speaking to others. Though their frames are quite large, there is a grace about them that allows them to excel at most anything they put their minds to.

Where commoners usually stick to travelling and trading, Hwn nobles have been known to practice sorcery. The cruelest of these noble men and women have been rumored to experiment on their own servants. Those who can withstand the torture are commonly referred to as "the Faded" for their minds are never the same afterwards.



**Briagothians** are believed to be the first humans, settling the continent of Ainerth and founding the Kingdom of Briagoth, unifying nomadic tribes of men thousands of years before. Their society has grown to prosper, or at least it had before the fall of the God Binder Empire. Briagothians are devoted to the God Binder's will, even in death. Practitioners of the faith, dedicate themselves to Ein Sof and the Divine Sefirots that make up the religious domain of the Infinite.

Noble knights, vast kingdoms, and inquisitorial guilds are markers of success for the Briagothians. They are naturally talented warriors and their craftsmen are responsible for some of the finest armors and weapons known all throughout Ohr. Briagothians, despite all of their troubles, are prideful and fiercely independent but they are also defined by an unnerving zealotry and dedication to a dead man.



## TORCHES IN THE DARK: RACES OF OHR



The **Kashath** live for today and believe in taking risks and pushing boundaries. They spend their days drinking, crafting, and building up their communities in the hills. Most Kashians are easily distinguishable by their bright, auburn hair, but it is not unheard of to see some with blonde or brown hair as well. However, black-haired Kashians are almost never seen, and are always judged as an omen of ill-will and bad luck—a sign of being touched by a dark god.

The “shadow-touched” are nearly always abandoned at birth, sent away, or sacrificed in penance. The Kashians wield heavy spears and are renowned cavalymen. Kashians are used to adjusting to a variety of terrains, and delight in using intimidation tactics and guerilla warfare to demoralize and frighten their enemies.



Clad in muddied rags of leaves and twine to help them blend in with the morass, the **Omzu** are deeply superstitious and wary of outsiders. As a result, the Omzu have learned to adapt to their surroundings, blending into the mud and foliage, and have mastered the art of laying discreet traps all throughout the swamps they call home.

Beneath the layers of dirt and mud, are short, scraggly, black beards, thick mops of black or gray hair and jetty black skin. Their faces are broad and flat, almost ape like in appearance. Effigies and sanctuaries dedicated to putrid and unknowable gods are not an uncommon sight among the Omzu settlements, they worship the old gods which have long since been forgotten and removed from the writings of the most current and widespread religious texts.

## TORCHES IN THE DARK: RACES OF OHR



The **Nemedians** reside in the south and eastern portions of the Ohrros continent. Nemedian culture is and has always been harsh, slaves make up a vast majority of the imports and exports that cross from Nemedian lands into Briagoth and to a much lesser extent into the lands of the north. They are ruled by a cruel and indifferent empress who sees little value in coming together to cast down the alien horrors that now stalk these lands.

It should be noted that the trading guilds of Nemedica are some of the most powerful in all of Ohrros and if rumor is true, they hold the true power, leaving the Empress to her own devices as long as she doesn't disrupt their business. Nemedians have always been a hardy people, swarthy skinned and with a keen eye and silver tongue when it comes to dealing in trade.



The **Assai** people travel in bands, clothed in rough linens and dark shawls that cover their head, face, and necks. A black mask is always worn, serving as protection from habitual sandstorms and exposing only their steel-gray eyes and the impression of narrow features. Led by a strong matriarchy, the Assai see their women as more than capable of holding their own and even go as far as to elect them to political and military positions. Many attribute their strong military force to be a direct result of this inclusion. The men and women of the Assai Empire are nearly indistinguishable when standing side by side. The same protective clothing is worn amongst all groups and with only their cold eyes visible to the onlooker, a difference in height would be the only immediate giveaway. Spears are thrust into an Assai's hands as soon as they can stand upright, and countless wars have gone on to prove that from birth they are more than willing to lay their lives down for their people and the city of Ahnki.

# NAMING CONVENTIONS

## Selha

Tibetan  
Mongolian  
Sumerian

## Hwn

Ancient Egyptian  
Sumerian  
Assyrian

## Briagothians

Ancient Egyptian  
Sumerian  
Assyrian

## Thorimund

Celtic: Gaul  
Norwegian  
Celtic: Welsh  
Celtic: Manx

## Thanasi (Iron Circle)

Phoenician  
Ancient Greek  
Sumerian  
Roman

## Nemedians

Sumerian  
Assyrian

## Oronok

Danish  
Finnish  
Old High German  
Celtic: Manx  
Norman

## Okma

Endo Japanese

## Kashath

Ottoman  
Persian

## Komuh

Afrikaner  
Oromo  
Zulu

## Omzu

Oromo  
Zulu.

## Assai

Assyrian.  
Ancient Egyptian.

Having trouble coming up with a name? USE THIS WEBSITE: <https://www.fantasynamgenerators.com/>

# HUMAN BACKGROUND TABLE (D66)

	Background:	Attribute Bonus:	Bonus Equipment:
11	Guild Alchemist	+1 Intelligence or +1 Fortitude save.	Laboratory equipment (glass beakers, brazier, and misc tools.)
12	Alienist	+1 Intelligence or +1 Wisdom.	Straightjacket, 2D6 pieces of parchment, bottle of ink and a quill pen.
13	Guild Artisan	+1 Dexterity or +1 Strength.	Tools of your trade, guild membership.
14	Astrologer	+1 Intelligence or +1 Wisdom.	Astrological charts and a telescope.
15	Bandit	+1 Strength or +1 Dexterity.	Any one-handed simple weapon and padded armor.
16	Beggar	+1 Constitution or +1 Charisma.	Alms bowl.
21	Bodyguard	+1 Strength or +1 Constitution.	Any one-handed martial weapon worth 30 golm or less and leather jerkin.
22	Bounty Hunter	+1 Strength or +1 Wisdom.	Manacles, any one-handed martial weapon worth 30 golm or less.
23	Bureaucrat	+1 Intelligence or +1 Charisma.	1D6 random books, 2d6 pieces of parchment, bottle of ink and quill pen, lofty position.
24	Burglar	+1 Strength or +1 Dexterity.	Grappling hook, 50' of rope, and thieves' tools.
25	Mutant	+1 Constitution or +1 to Spell save.	Hooded cloak or cowl.
26	Cavalryman	+1 Strength or +1 Constitution.	Warhorse, lance (1D10+2, puncturing 8), shield.
31	Coachman	+1 Constitution or +1 Dexterity.	Horse and coach, blunderbuss and 5 grape shot.
32	Demon-Blooded	+1 Constitution or +1 Charisma.	1D6 books on the occult that have been passed down through the generations.
33	Duelist	+1 Dexterity or +1 Charisma.	Any martial one-handed weapon worth 80 golm or less.
34	Engineer	+1 Dexterity or +1 Intelligence.	Hammer, pulley, 1D6 books on engineering or science, 2d6 schematic drawings.
35-41	Explorer	+1 Constitution or +1 Intelligence.	Wineskin, Spyglass, 2d6 maps, backpack, 3 torches.
42-46	Farmer	+1 Strength or +1 Constitution.	Pitchfork (1D6 piercing damage), straw hat.
51-55	Frontiersman	+1 Strength or +1 Constitution.	Hunters bow and 20 arrows.
56	Fortune Teller	+1 Wisdom or +1 Charisma.	Crystal ball, set of tarot cards, and 1d6x10 golm.
61	Initiate	+1 Intelligence or +1 Wisdom	Iron holy symbol, prayer book, or other cult related items.
62	Merchant	+1 Intelligence or +1 Charisma.	Horse and cart, goods worth 250 golm.
63	Mystic	+1 Intelligence or +1 Wytch spell.	2D6 books on the occult, 2d6 blank scrolls, bottle of ink and quill.
64	Noble	+1 Constitution or +1 Charisma.	500 Golm, house ring, manor.
65	Sellsword	+1 Strength or +1 Constitution.	Any one-handed weapon worth 90 golm or less, breastplate, unfinished contract.
66	Wytch Hunter	+1 Constitution or +1 Wisdom.	Manacles, 1D6 books on Wytchcraft, matchlock pistol and 5 bullets.



# LEADING QUESTIONS: THE START OF YOUR STORY

- **Guild Alchemist:** What are the aims of your alchemical research?
- **Alienist:** The mad gibber of unspeakable things; what was the strangest thing a patient ever said in your presence?
- **Guild Artisan:** Who were your rival artisans and why do they wish you ill?
- **Astrologer:** What horrific thing that you saw in the stars did you refuse to foretell as part of your astrological predictions?
- **Bandit:** Your gang of thieves was lead by a terrifying person; who were they?
- **Beggar:** What unforeseen ruin descened upon you to reduce you to this state?
- **Bodyguard:** The person you were contracted to protect met an unfortunate end; why and how?
- **Bounty Hunter:** Who was the mist vicious criminal you ever apprehended?
- **Bureaucrat:** What was the most troublesome event you ever had to deal with in an official capacity?
- **Burglar:** You once broke into a home, but the residents were prepared for you; what were you subjected to before you made good on your escape?
- **Mutant:** What was one incident where “normal” people treated you cruelly?
- **Cavalryman:** What atrocities did you witness being committed in your lord’s name?
- **Coachman:** What is the most disturbing location you’ve ever been paid to transport a customer?
- **Demon-Blooded:** What is the tell-tale sign of your infernal heritage?
- **Duelist:** What events led to you killing an opponent in a violent rage?
- **Engineer:** What was the most unusual mechanical solution you were asked to devise?
- **Explorer:** What was your most terrifying interaction with a native populace?
- **Farmer:** The people of the rural lands sometimes stick to antiquated, pagan ways; what was the most unusual superstition or rite that you've been privy to?
- **Frontiersman:** What horrors have you seen on the frontier that you could never imagine in the world’s more civilized places?
- **Fortune Teller:** What is the one fortune you saw but refused to reveal to a client?
- **Initiate:** What events soured you on following through with taking a life of spiritual service?
- **Merchant:** Strange items are sometimes traded as part of a normal parcel of goods; what oddity most stands out in your mind as a good you wished you had never laid eyes on?
- **Mystic:** You have immersed yourself in unholy lore; but there is one text that even you are afraid to peruse; what is the grimoire you fear most?
- **Noble:** The noble courts of the world are home to strange intrigues; what is the oddest play for power you’ve ever been privy to?
- **Sellsword:** The screams of the slaughtered still resound in your ears; what happened?
- **Wytch Hunter:** What happened the last time your righteous fury dominated and consumed your mind?





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## **DEMI-HUMANS OF OHR**

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THE WORLD OF OHR



# THE RACES OF TORCHES IN THE DARK



## DRAKON

**Attributes:** Strength and Charisma are 13, all other attributes are 2D6+2 down the line.

**Flame Breath:** The Drakon spews flame that targets one creature. Save vs. Reflex or take 1D6+their level fire damage. Major action.



## HARKON

**Attributes:** Dexterity and Wisdom are 13, all other attributes are 2D6+2 down the line.

**Desert Raiders:** The Harkon are considered trained when using scimitars, short swords, daggers, hunter's bow, long bow, and glaives.



## ORKON

**Attributes:** Strength and Dexterity are 13, all other attributes are 2D6+2 down the line.

**Blood Rage:** When the Orkon has less than half their total wounds or lower they deal an additional 2 damage with all attacks.



## MEZOARK

**Attributes:** Dexterity and Wisdom are 13, all other attributes are 2D6+2 down the line.

**Poison Bite:** The Mezoark can make a melee bite attack against a single target. Save vs. Fortitude or take 1D6 damage and become poisoned.



## TUATHA

**Attributes:** Dexterity and Intelligence are 13, all other attributes are 2D6+2 down the line.

**Undaunted People:** A Tuatha cannot gain more than one trauma from a failed mental save. In addition a Tuatha have a +1 bonus to their mental saves.



## HALF-GIANT

**Attributes:** Strength and Constitution are 13, all other attributes are 2D6+2 down the line.

**Survivalist:** The half-giant begins the game with an additional 2 wounds and deals an additional 4 damage on the first attack of an encounter.



# TORCHES IN THE DARK: RACES OF OHR

## THE DRAKON

The Drakon have only recently attempted to reintegrate themselves into modern society, hoping to reclaim at least a portion of the influence and recognition they once held over scale-kind. Most of these Drakon possess rustic red, black, golden, or silver scales.

Silver and gold scales were seen as a status symbol within their society, but with no city or people to rule over it only serves as a vague reminder of their once great legacy. Rarely, there are some Drakon that display red-orange, green-yellow, or star-like blue-and black scales. Though it has not been decidedly proven, these Drakon have shown a great aptitude for magics but most refuse to take up a staff in favor of a sword.

Drakon males and females are distinct. All have clawed hands and feet, with faces dominated by short snouts, and golden or black eyes. Beyond that, male Drakon are far larger, horned, and crested with considerably heavy frames. Their tails are often short and spiked. Female Drakon on the other hand are faster, smaller, and wiry, with longer lashing tails. Females also have been known to sport a frill or collar of contrasting color.





# TORCHES IN THE DARK: RACES OF OHR

## THE HALF-GIANTS

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 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.





# TORCHES IN THE DARK: RACES OF OHR

## THE ORKON

A legend passed down among the people of Ohrros suggests that Orkon were born in the gut of a great deity referred to as 'The Devourer'. The Devourer had grown jealous of the plan the Endless One had for the Orkon, and consumed them whole when the Endless One laid down with the stars for the night.

When their eyes opened, the Orkon were greeted with darkness and the stench of rotting flesh all around them. Rather than being digested like many of the other races, they clawed and fought their way through his stomach, eventually spilling forth and bursting out into the world. Once thought beautiful, their smooth skin had become pocked and murky-gray from the many years spent in bile.

They turned on the Devourer, uniting together in a combined rage to take revenge on the god that had robbed them of their future. The Endless One was overjoyed with the return of his lost children, but wept when he saw their weapons coated with the blood of his brother. Because of this, the Endless One turned his gaze away from the Orkon and disappeared from the north.

The warmth of the north left with him, and all of the flora and fauna withered away into nothingness, leaving The Numb in its barren state that we see today. Orkon are coated in a thin layer of black fur and can be compared to large simian like creatures, ape-like in appearance.





# TORCHES IN THE DARK: RACES OF OHR

## THE HARKON

Step lightly through the ever-shifting Red Sands or you may find yourself in the midst of an ambush, surrounded by the devil men of the desert. The Harkon do not take trespassers lightly, preferring to subdue intruders and question them later or murder them outright.

Those who are familiar with the Harkon have more than likely grown up with tales of their origins. It is said that when the men first arrived in the desert, there was no natural water or food to be found, so they adapted to drinking in the sunlight and living off of the air. Get close enough to ask one, and you won't be told otherwise.

The devil men are masters at navigating through the piercing sands of the desert, and cloak themselves in its embrace. By burying their bodies beneath the dunes, they are able to travel below the sandy waves undetected by means of a thin reed that allows them to breathe freely. Their skin colors range from rustic reds to rich browns, with horns protruding from their temples, and pointed ears, rarely their skin is as red as the desert they call home, and creased a bit around their vibrant blue/gray eyes.

They are fond of red and burnt orange fabrics, preferring to keep a scarf wrapped around their obsidian black tresses. The Harkon specialize in dual daggers, blinding poisons, and hand-to-hand combat, preferring to dance around their enemies.



# TORCHES IN THE DARK: RACES OF OHR

## THE MEZOARK

The Mezoark are fiercely tribal, arrogant, and perfectionists in every sense of the word. The Mezoark of Ixindar are the remnant of a once great civilization that flourished thousands of years ago known as the Mezoark Empire.

They were favored as demi-gods among scale kind and were often treated to positions of power, leading their kin into battle or advising the great lords of Narak. 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.

The Mezoark have only recently begun to journey back into the world once more, leaving behind their homeland of Inxindar to seek treasures, glory, and slaves. Many of the Mezoark 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 Mezoark 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 anyways, so the Mezoark make due just as arrogantly and obnoxiously as they always have.





# TORCHES IN THE DARK: RACES OF OHR

## THE TUATHA

The Tuatha are a minority in the Free Cities, and somewhat looked down upon by most races-tolerated at best. They are referred to as “half-bloods”, “mongrels”, and “mutts” by humans, and usually not offered sanctuary in any of their cities.

The Tuatha populate the Free Cities throughout the Land of Lords: Dahn, Dulmen, Novatia, and Mevania. These Free Cities, also commonly referred to as the Southlands, are a catchall. Built on the foundations of ancient cities and villages left over from the Silence, the Free Cities were constructed out of not only a want-but a need for independence and a desire to create their own governing power in Ohr outside of the influence of the Hwnish King and the oppressive laws of the fallen Godborn Empire.

No Tuatha looks alike, as they are a mixture of the many different subraces of elves and humans. Physical appearances will vary from person to person, so you are free to reference the existing Trueborn Elf Races if you would like to be descended from a specific group of Elves.

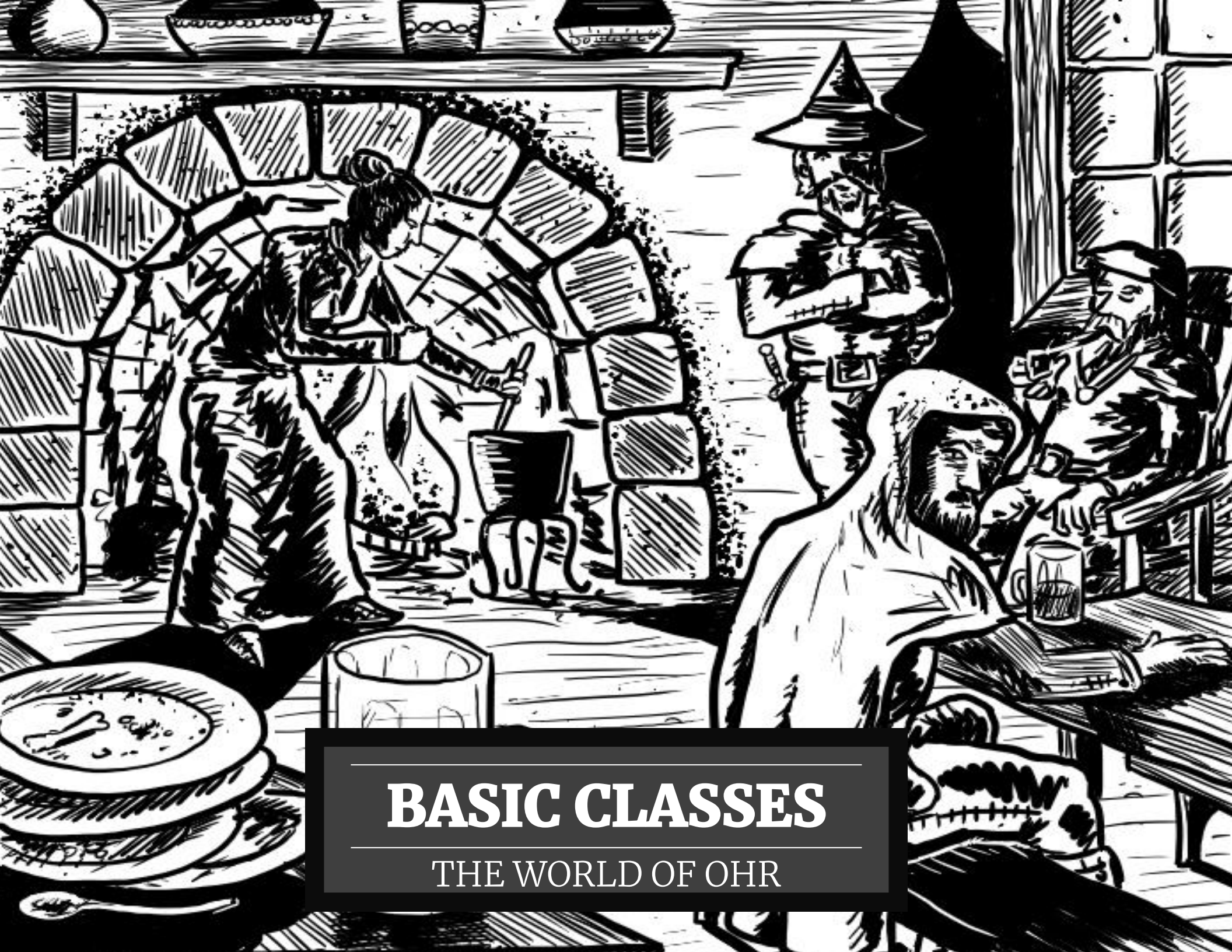


## LEADING QUESTIONS: THE START OF YOUR STORY (DEMI-HUMAN)

- **Drakon:** Traveling among and working with humans means that you have been disowned by your clan. How did this happen?
- **Harkon:** You would rather be raiding and killing rain-bleeder settlements in the deserts, why aren't you?
- **Orkon:** Savage and monstrous describe your kind in every sense. How or why have you decided to leave that life behind?
- **Mezoark:** The Mezoark Empire is active and working towards the domination of the human lands. Why do you work among them?
- **Tuatha:** Though the mortal elves have long been destroyed, as a Tuatha you share their half-blood. Despised among most. How have you survived this long?
- **Half-Giant:** Your people are well known among the northern humans, mercenaries and war-like don't begin to describe the nature of the half-giant. Why do you travel through the civilized world?







# BASIC CLASSES

THE WORLD OF OHR

# TORCHES IN THE DARK: CHARACTER CREATION

## CLASSES

Torches in the Dark is a low fantasy sword and sorcery setting with numerous gothic and eldritch horror themes. Player magic is not prevalent in the setting, and even if it's found 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 core classes that players can choose from are: **Warrior, Marauder, Wytch, Prelate, Thief.**

## EXPERIENCE POINTS

Experience points are gained from slaying creatures, exploring ruins, and returning treasures from the lost wilds to civilization. Simply possessing gold is not enough to grant experience, it must be spent on training or donated to worthy causes. For every 1 gold spent you gain 1 experience point.

## LEVELS

The maximum level for all characters is level 10. Players gain a level and new benefits once they have gained enough experience points. Classes level at different rates and have different experience charts.

## EXPERIENCE CHART

Warrior, Marauder and Thief Experience Chart	
Level	Experience
2	2,000
3	4,000
4	8,000
5	16,000
6	32,000
7	64,000
8	125,000
9	250,000
10	500,000
Wytch and Prelate Experience Chart	
Level	Experience
2	2,500
3	5,000
4	10,000
5	20,000
6	40,000
7	80,000
8	160,000
9	320,000
10	640,000





# TORCHES IN THE DARK: CHARACTER CREATION



## THE WARRIOR

<b>Prime Attribute/Initiative:</b>	Strength/D8.
<b>Starting Wounds/Per Level:</b>	14 Starting Wounds / D8+Con Mod every level after first.
<b>Armor Proficiency:</b>	All.
<b>Weapon Proficiency:</b>	All.
<b>+1 Attribute Increases:</b>	2nd, 4th, 6th, 8th, and 10th level.
<b>Starting Equipment:</b>	Spear, buckler, leather scale, a bottle of fine wine, torch, 6 rations and 2D6x3 golm pieces.

### Warrior Abilities

**Overwhelming Blows**, the warrior is a fearsome combatant who is capable of dealing one deadly strike after another. The warrior can make one additional attack starting at 1st level when they use the attack major action. This increases to three attacks at level 6, and to four attacks at level 10.

**Mastery of Arms**, a trained soldier is capable of feats beyond what a simple barbarian or peasant can ever hope to achieve. Starting at 1st level and every level after, the warrior can choose to have basic training in a weapon of their choice. A warrior can choose to select the same weapon type again to gain advanced forms of training.

Training Rank	+Hit/+Damage
Basic	1/0
Trained	1/1
Skilled	2/1
Expert	2/2
Master	3/2
Grand Master	3/3

**Restorative Surge**, the warrior can call on reserves of energy to ensure that they stay in the fight. A warrior can use their minor action to heal for 10 wounds. Once this feature is used, it cannot be used again until the warrior has completed a safe rest.

**Death Dealer (4th level)**, even when the warrior misses with an attack they still deal damage equal to half their level.

**Juggernaut (10th level)**, when the warrior is hit with an attack that deals damage, roll 1D6 and reduce the damage done by that amount. In addition, on a critical hit, if the warrior is attacking a foe who has 6 HD or less, the foe is instantly killed.

### Warrior Traits

Select one trait at levels 2, 4, 6, 8, and 10. Traits can only be taken once.

<b>Melee Critical 19-20.</b>	<b>Immune to Fear.</b>
<b>+1 AC Bonus.</b>	<b>+1 damage to all attacks.</b>
<b>+1 to ranged attack bonus.</b>	<b>Ranged Critical 19-20.</b>
<b>+2 Wounds.</b>	<b>+2 Wounds.</b>
<b>+1 AR Bonus.</b>	<b>+1 melee attack bonus.</b>
<b>Leader of Men:</b> Use your major action to allow an ally to move without provoking retreating attacks.	
<b>Command:</b> You can add D6 to an attack or damage roll twice per safe rest.	
<b>True Grit:</b> Restorative Surge now heals for 15 instead of 10.	
<b>War Reflex:</b> You can now attempt to parry two attacks per round.	
<b>Ranger:</b> +30% to tracking, hunting and perception skills.	



# TORCHES IN THE DARK: CHARACTER CREATION



## THE MARAUDER

<b>Prime Attribute/Initiative:</b>	Constitution/D10.
<b>Starting Wounds/Per Level:</b>	16 Starting Wounds / D10+Con Mod every level after first.
<b>Armor Proficiency:</b>	None.
<b>Weapon Proficiency:</b>	All.
<b>+1 Attribute Increases:</b>	3rd, 6th, 7th and 10th level.
<b>Starting Equipment:</b>	Great club, two hand-axes, 12 rations, 1D10x3 golm pieces.

### Marauder Abilities

**Blood Fury**, for every ten wounds missing from the marauder's maximum hit point value, the marauder deals an additional 1 damage. This damage increases to 2 at levels 4-6, and again to 3 at levels 7-9.

**Gruesome Blow**, the marauder tears into foes with such force that their first attack made during an encounter is granted a +2 attack bonus and deals double damage. This increases to triple damage at levels 4-7, and quadruple damage at levels 8-10.

**Sturdy Form**, the marauder's armor class is equal to 11 plus their level. Their armor resistance is equal to half their level plus their constitution modifier, minimum 1. The first time during a combat when the Marauder reaches zero wounds, they may immediately make a free attack.

**Blood Surge (4th level)**, when a marauder reduces an enemy to zero wounds, the marauder regains two wounds.

**Champion of Slaughter (10th level)**, a marauder can use their action to become a champion of slaughter. The marauder automatically regains wounds equal to their level at the start of every round and deals an additional die of damage equal to the weapon they are using. This lasts for a number of rounds equal to their Constitution modifier plus three. Once this feature is used, the marauder becomes exhausted.



### Marauder Traits

Select one trait at levels 3, 5, 7, and 9. Traits can only be taken once.

+1 AR bonus.	Ignore first fatal wound.
+1 attack bonus.	Blood Fury damage +1.
+2 Wounds.	+2 Wounds.
+2 Wounds.	+2 Wounds.
Light armor proficiency.	+1 to melee attack bonus.
<b>Splinter:</b> On a hewing attack you have a +25% chance to destroy a shield.	
<b>Monstrous:</b> Sturdy forms base AC is now 12 instead of 10.	
<b>Superstitious:</b> Sturdy form's AR now reduces magic damage.	
<b>Gore:</b> The Marauder now regains 4 wounds instead of 2 with blood surge.	
<b>Pugilist:</b> Your unarmed attacks now deal 1D6 damage and can crit.	



# TORCHES IN THE DARK: CHARACTER CREATION



## THE THIEF

<b>Prime Attribute/Initiative:</b>	Dexterity/D12.
<b>Starting Wounds/Per Level:</b>	8 Starting Wounds / D4+Con Mod every level after first.
<b>Armor Proficiency:</b>	Light.
<b>Weapon Proficiency:</b>	Simple.
<b>+1 Attribute Increases:</b>	3rd, 5th, 7th, and 9th level.
<b>Starting Equipment:</b>	Dagger, padded armor, 3d6x3 golm pieces, lock pick, dark cloak, crowbar, thieves tools.

### Thief Abilities

**Exploiter**, once per combat, when the thief's total attack roll is 20 or higher, they may deal an additional 1D6 damage. This damage is increased to 2D6 at level 3, 4D6 at level 6, and to 6D6 at level 9.

**Skilled**, the thief's Lock Picking, Stealth, Traps, Perception, and Searching skills are increased by 20%. All other skills are increased by 5%.

**Nimble Recovery**, the thief is capable of falling back and out of danger to recover from their wounds. A thief can use their major action to break from combat without triggering retreating attacks and heals a number of wounds equal to twice their level. This feature can be used once per safe rest.

**Deadly Poisons (6th level)**, the thief can create one dose of deadly poison per safe rest. The single does of poison can be applied to a melee or ranged weapon attack once per combat.

- ◆ The poison deals 1D6 additional damage.
- ◆ The poison has a 10% chance to paralyze.
- ◆ The poison has a 15% chance to blind.
- ◆ The poison has a 15% chance to disrupt spell casting. (Spells TN increases by 4.)
- ◆ The poison has a 3% chance to instantly kill the target.

**Master Thief (10th level)**, a thief's skill cap is increased from the normal 75% chance to 95%. All skills are increased by 20%.

### Thief Traits

Select one trait at levels 3, 5, 7, and 9. Traits can only be taken once.

Short sword proficiency.	Rapier proficiency.
Crossbow proficiency.	Long bow proficiency.
+10% to Stealth.	+10% to Lock Picking.
+10% to Perception.	+10% to Searching.
+1 attack bonus to aim.	+10% to Traps.
<b>Gear Cultist:</b> Gain proficiency in firearms and grenades.	
<b>Poison Expert:</b> Can now create and apply two poisons to one attack.	
<b>Bribe:</b> When attempting to bribe guards or officials, gain +30% diplomacy.	
<b>Addict:</b> Nimble Recovery now heals for three times their level in wounds.	
<b>Assassin:</b> Increase exploiter damage by 1D6.	







# TORCHES IN THE DARK: CHARACTER CREATION



## THE PRELATE

<b>Prime Attributes/Initiative:</b>	Wisdom, Strength/D6.
<b>Starting Wounds/Per Level:</b>	12 Starting Wounds / D6+Con Mod every level after first.
<b>Armor Proficiency:</b>	Medium.
<b>Weapon Proficiency:</b>	Simple.
<b>+1 Attribute Increases:</b>	4th, 6th, 8th, and 10th level.
<b>Starting Equipment:</b>	Mace, buckler, leather scale, symbol of faith, 3 rations, travel cloak, lantern, jar of lantern oil, 10 golm pieces.

### Prelate Abilities

**Eldritch Magic**, the prelate selects three spells from the prelate spell list. The prelate can choose one more spell to learn at levels 2, 4, 6, 8, and 10.

**Field Surgeon**, The prelate can use their major action to heal themselves and one ally within touch range for an amount equal to twice their prelate level. This feature can be used once per safe rest.

**Armed by Faith**, the prelate can wear light and medium armor, and use shields without suffering spell check penalties.

**Destroy Foe (4th level)**, as a major action the prelate can attempt to destroy a number of hit dice worth of foes equal to their prelate level plus 2. This increases to 4 at level 6 and to 6 at level 10. This feature can be used once per safe rest. The prelate may choose one of the foe types below, this choice cannot be changed later. Elder Things. Undead. Celestials. Demons & Devils.



### Prelate Traits

Select one trait at levels 1, 3, 4, 6, 7, 9, and 10. Traits can only be taken once.

Heavy armor proficiency.	Select one additional spell.
Martial bludgeon weapons proficiency.	+2 damage with bludgeoning weapons.
+10% to Diplomacy.	+10% to Religious Lore.
+10% to Intimidation.	+10% to Eldritch Lore.
+1 use of field surgeon per safe rest.	+2 Wounds.
<b>Crusader:</b> Smite a foe on melee attack twice per safe rest. 1D6 psychic damage.	
<b>Doctor:</b> All healing spells and abilities gain a +2 healing bonus.	
<b>War Cultist:</b> Add your wisdom modifier to melee damage.	
<b>Crazed:</b> Once per safe rest reduce your trauma by 1D6+Prelate level.	
<b>Blessed by Ancient Power:</b> Sacrifice two prelate spells to learn one wytch spell.	





# TORCHES IN THE DARK: CHARACTER CREATION



## THE WYTCH

<b>Prime Attribute/Initiative:</b>	Intelligence/D6.
<b>Starting Wounds/Per Level:</b>	8 Starting Wounds / D4+Con Mod every level after first.
<b>Armor Proficiency:</b>	None.
<b>Weapon Proficiency:</b>	Staff, Dagger, Club.
<b>+1 Attribute Increases:</b>	4th, 8th, and 10th level.
<b>Starting Equipment:</b>	Ink and quill, quarterstaff, backpack, three blank scrolls, 2d6x3 golm pieces.

### Wytch Abilities

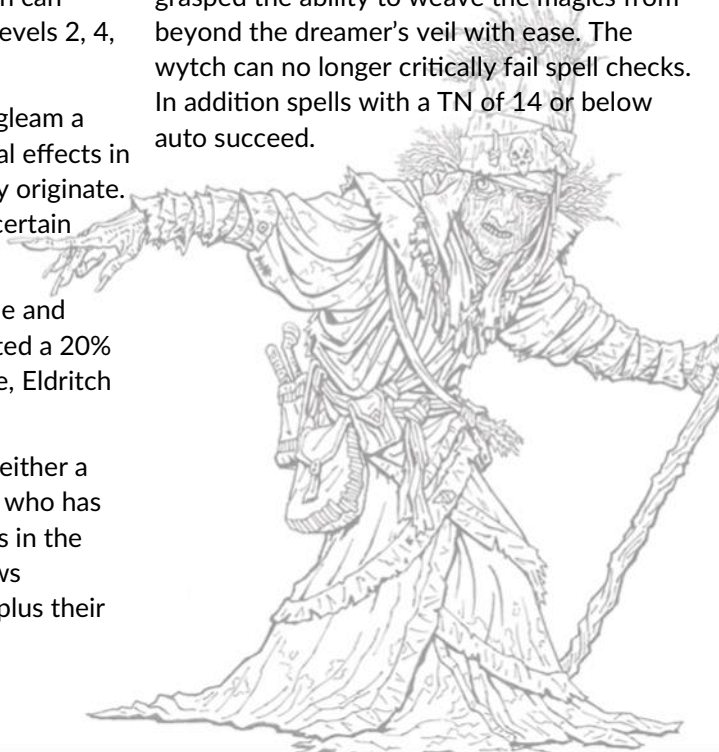
**Eldritch Magic**, the wytch selects four spells from the wytch spell list. The wytch can choose one more spell to learn at levels 2, 4, 6, 8, and 10.

**Sense Magic**, the wytch is able to gleam a vague sense of any ongoing magical effects in the area and from what points they originate. In addition they can attempt to ascertain what type of magic is being used.

**Lore Master**, as a master of profane and forgotten tomes the wytch is granted a 20% bonus to their History, Nature Lore, Eldritch Lore and Arcane Lore skills.

**Scholar or Mad Man**, the wytch is either a trained scholar or a hedge shaman who has heard desperate and terrible voices in the wilds for too long. The wytch knows additional languages equal to two plus their intelligence modifier.

**True Sorcery (10th level)**, the wytch has grasped the ability to weave the magics from beyond the dreamer's veil with ease. The wytch can no longer critically fail spell checks. In addition spells with a TN of 14 or below auto succeed.



### Wytch Traits

Select one trait at levels 1, 3, 4, 6, 7, 9, and 10. Traits can only be taken once.

Mortuary sword proficiency.	+2 to spell saves.
Glowing eyes, dark sight.	Rune scarred, +1 spell.
+10% to Nature Lore.	Reroll corruption result.
+10% to History.	+10% to Eldritch Lore.
Raven Familiar.	Hound familiar.
Elder Blood: Roll 1D8, find out what happens.	
Survivor: AC becomes 12+Dex Mod.	
Alchemist: Create one healing potion per safe rest. Heals 1D8 wounds.	
Bright King's Oath: Take half damage from fire. All spells deal fire damage.	
Paimon's Price: Reroll results on the fatal wounds table twice per safe rest.	

# CLASS SAVING THROW TABLES

## WARRIOR & MARAUDER SAVING THROWS TABLE

LEVEL	DEATH	FORTITUDE	MENTAL	REFLEX	SPELLS
1	13	13	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	9	9	11	12	14

## PRELATE AND WYTCH SAVING THROWS TABLE

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

## THIEF SAVING THROWS TABLE

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



# TORCHES IN THE DARK SKILLS LISTING

## SKILLS

Skills are based on a percentile or D100 die roll. In order to succeed on a skill check you must roll equal to or below your skills percentage ranking. IE: If you have a 45 in Swimming and you need to make a check to get across the river, you will need to roll a 45 or lower to succeed. A natural one is a critical success on skill rolls.

**A failed roll does not always mean a failure. Often times it means you succeed, but with complications.**

- All skills start at 10%.
- At character creation choose five skills, rank those skills up by 20%.
- Skills with \* by them are specialized skills. When you choose one of those skills to increase its rank, it only goes up by 10% instead of the normal 20%.
- The maximum rank of any skill is 75%.
- A natural 100 on a D100 roll is always a critical failure.
- A natural 1 on a D100 roll is always a critical success.
- Skills can be increased by 1% for every 100 golm spent by finding a skill trainer.



## SKILL LIST

- |                          |                          |
|--------------------------|--------------------------|
| ◆ Acrobatics (Dex)       | ◆ Law* (Int)             |
| ◆ Alchemy* (Int)         | ◆ Lock Picking* (Dex)    |
| ◆ Animal Training* (Wis) | ◆ Metallurgy* (Int)      |
| ◆ Arcane Lore* (Int)     | ◆ Morale (Wis)           |
| ◆ Athletics (Str)        | ◆ Nature Lore* (Int)     |
| ◆ Bluff (Cha)            | ◆ Parrying* (Str)        |
| ◆ Ceremony* (Int)        | ◆ Perception (Wis)       |
| ◆ Crafting* (Int)        | ◆ Performance (Cha)      |
| ◆ Diplomacy (Cha)        | ◆ Religious Lore* (Int)  |
| ◆ Eldritch Lore* (Int)   | ◆ Riding* (Dex)          |
| ◆ Engineering* (Int)     | ◆ Rune Lore* (Int)       |
| ◆ Evaluate* (Int)        | ◆ Searching (Wis)        |
| ◆ First Aid* (Int)       | ◆ Sleight of Hand* (Dex) |
| ◆ History* (Int)         | ◆ Stealth* (Dex)         |
| ◆ Hunting (Wis)          | ◆ Tracking* (Wis)        |
| ◆ Identify* (Int)        | ◆ Traps* (Wis)           |
| ◆ Intimidation (Cha)     |                          |





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# **SPECIALITY CLASSES**

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THE WORLD OF OHR



# TORCHES IN THE DARK: CHARACTER CREATION



## THE WOLFGROOM

<b>Requirements:</b>	<i>The Wolfgroom is a specialty class, to become a Wolfgroom a character must have at least a 15 Charisma and 15 Constitution.</i>
<b>Prime Attribute/Initiative:</b>	Charisma, Constitution/D8.
<b>Starting Wounds/Per Level:</b>	10 Starting Wounds / D8+Con Mod every level after first.
<b>Armor Proficiency:</b>	Light.
<b>Weapon Proficiency:</b>	Simple.
<b>+1 Attribute Increases:</b>	4th, 6th, 8th, and 10th level.
<b>Starting Equipment:</b>	Padded leather, great club, green cloak and hood, wolf's paw, 1D8x3 golm.

### Wolfgroom Abilities

**Eldritch Magic**, the Wolfgroom selects two spells from the Wolfgroom spell list. The Wolfgroom can choose one more spell to learn at levels 2, 4, 6, 8, and 10.

**Savage Hands**, the Wolfgroom fights with such savagery and ferocity that they have more in common with a dire wolf than a man. In their hands weapons deal one die-size larger damage when rolled. (d4-d6-d8-d10-d12-2d6-1d6/1d8-2d8.)

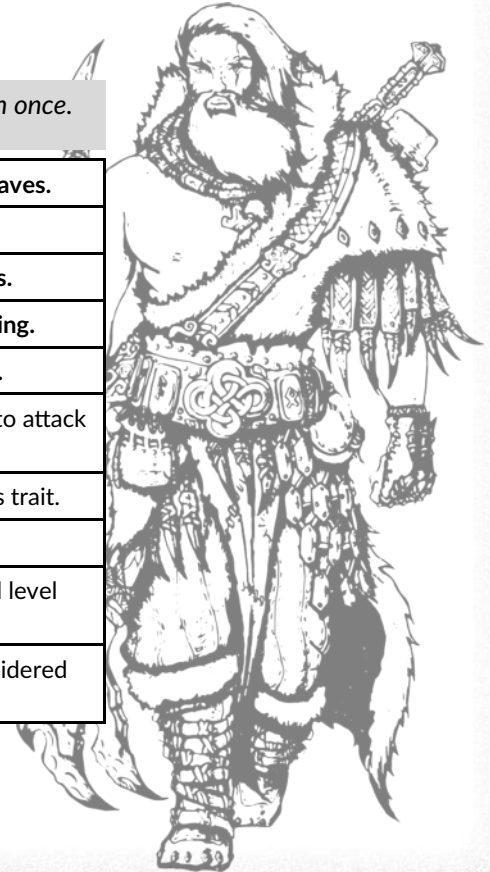
**Wildskin**, when the Wolfgroom wears the pelt of a wild animal it grants them a +1 bonus to their AC and AR. If it's a wolf pelt, the summon wolves don't like it.

**Wolves of the Wood**, the Wolfgroom is aided by wolves in combat. At 3rd level and every 3rd level after, a wolf will always stay by the Wolfgroom's side, ready to fight with its future father-in-law. Wolves have 8 wounds and deal 1D6 damage with a +3 bonus to their attack rolls.

### Wolfgroom Traits

*Select one trait at levels 1, 3, 5, 7, and 9. Traits can only be taken once.*

<b>Martial slashing weapons proficiency.</b>	<b>+1 to reflex and spell saves.</b>
<b>+ 1 AC bonus.</b>	<b>+1 AR bonus.</b>
<b>+10% to Nature Lore.</b>	<b>+1 ranged attack bonus.</b>
<b>+10% to Tracking.</b>	<b>+10% to Animal Handling.</b>
<b>+2 Wounds.</b>	<b>+1 melee attack bonus.</b>
<b>Pack Leader:</b> Wolves now have 12 wounds, 1D8 damage and a +4 to attack rolls.	
<b>Old Magic:</b> Gain one additional Wolfgroom spell when you take this trait.	
<b>Improved Wildskin:</b> The AC bonus of Wildskin becomes +2.	
<b>Master of Wolves:</b> A wolf now joins you at 2nd level and every 2nd level after.	
<b>Hunter of the Wilds:</b> Become proficient with the longbow and considered trained.	





# TORCHES IN THE DARK: CHARACTER CREATION



## THE BLACKGUARD

<b>Requirements:</b>	<i>The Blackguard is a specialty class, to become a blackguard a character must have at least a 15 Charisma and 14 Strength or Dexterity</i>
<b>Prime Attribute/Initiative:</b>	Charisma, Strength/D8.
<b>Starting Wounds/Per Level:</b>	12 Starting Wounds / D6+Con Mod every level after first.
<b>Armor Proficiency:</b>	Medium.
<b>Weapon Proficiency:</b>	All.
<b>+1 Attribute Increases:</b>	3rd, 6th, 7th and 10th level.
<b>Starting Equipment:</b>	Leather scale, spear, buckler, a scroll of eldritch text that you can't make out, 1D8x3 golm.

### Blackguard Abilities

**Word of Death**, as a major action the blackguard can speak the word of death and command a corpse to rise and to serve. The undead will serve you for a number of days equal to your charisma modifier. You can raise one undead from levels 1-4, two undead at levels 5-9, and three undead at level 10. Each undead has 10 wounds and deals 1D4+blackguard level in damage with a +2 to attack. While word of death is active, the blackguards maximum wounds is reduced by 4 for each undead currently active. You can this feature twice per safe rest.

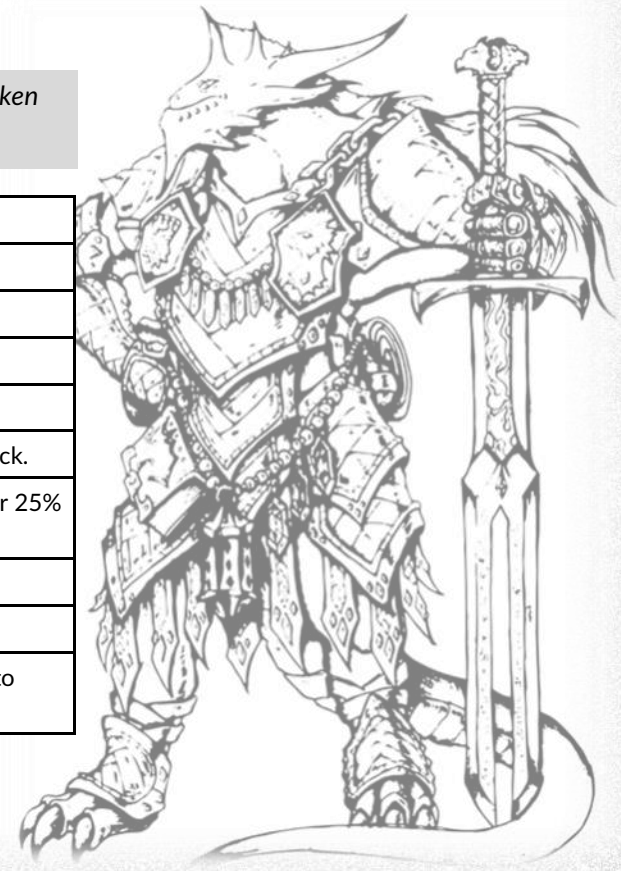
**Blasphemous Smite**, at a cost of one wound per die of damage and a minor action the blackguard can utter a word of blasphemy, causing their next melee attack to deal an additional 1D6 x their blackguard level in poison damage (maximum 5d6) if the target does not save vs. fortitude. At level 6+ if the target fails the fortitude save they also gain the poisoned condition.

**Bad Omen**, the blackguard is one part thief and one part warrior, while also being able to utilize the dark powers of elder magic. When entering a town for the first time there is a 30% chance that they will be known by the local brigands.

### Blackguard Traits

*Select one trait at levels 1, 3, 5, 7, and 9. Traits can only be taken once.*

+10% to Stealth.	+1 to reflex and spell saves.
+ 1 AC.	Immune to fear.
+2 Wounds.	+2 Wounds.
+2 Wounds.	+10% to Lock Picking.
+2 Wounds.	+1 melee attack bonus.
<b>Death's Hand:</b> Summoned dead now have 14 wounds, +3 to attack.	
<b>Wolf's Head:</b> Pay 10% less at Black Markets and hire brigands for 25% less.	
<b>Brigand:</b> +20% to Lock Picking, Tracking and Stealth.	
<b>Wytchery:</b> Gain one wytch spell and one more every 4 levels.	
<b>Greater Smite:</b> The damage die of blasphemous smite increases to 1D8.	





# —|— TORCHES IN THE DARK: CHARACTER CREATION —|—

## THE RONIN

<b>Requirements:</b>	<i>The Ronin is a specialty class, to become a Ronin a character must have at least a 15 Dexterity and 13 Intelligence.</i>
<b>Prime Attribute/Initiative:</b>	Dexterity, Intelligence/D10.
<b>Starting Wounds/Per Level:</b>	8 Starting Wounds / D4+Con Mod every level after first.
<b>Armor Proficiency:</b>	Light.
<b>Weapon Proficiency:</b>	All.
<b>+1 Attribute Increases:</b>	4th, 6th, 8th, and 10th level.
<b>Starting Equipment:</b>	Padded leather, katana, 1D10x3 golm pieces.

### Ronin Abilities

**Ronin Stance**, the ronin is capable of parrying and counter-attacking with ease. Any time a foe makes a melee attack against the ronin she may attempt a parry skill check. On a success the damage done is halved and she may immediately make a quick attack against the foe, but only if she is wielding a katana or odachi.

**Bushido**, the ronin is an especially dangerous fighter who is capable of feats and stances that normal warriors are unable to master. The ronin can enter into one of three stances as a minor action. Low stance allows the ronin to make two attacks per round. High stance grants the ronin a +5 damage bonus to all attacks but reduces their AC by 2, and Middle Stance grants the ronin a +1 AC and +1 Attack bonus. Only one stance can be active at a time, stances remain active until using a minor action to drop the stance.

**Masterful Parry (10th level)**, when the ronin successfully parries a melee attack, they take no damage instead of half. In addition, if the counter attack is a success it is treated as a critical hit.

### Ronin Traits

*Select one trait at levels 1, 3, 5, 7, and 9. Traits can only be taken once.*

<b>Medium armor proficiency.</b>	<b>+1 damage to all attacks.</b>
<b>+ 1 AC bonus.</b>	<b>Treat katana and odachi as quick weapons.</b>
<b>+10% to History.</b>	<b>+10% to Law.</b>
<b>+10% to Tracking.</b>	<b>+10% to Animal Handling.</b>
<b>+1 AR bonus.</b>	<b>+1 melee attack bonus.</b>
<b>Oni:</b> -2 Charisma, but the Katana and Odachi damage die increase by 1 step. (D6-D8, etc)	
<b>Honor:</b> When killing a foe in one on one combat, regain 2 wounds.	
<b>Student of War:</b> +20% to History, Law, and Parry skills.	
<b>High Samurai:</b> You are granted a war horse and glaive, gain +20% Animal Handling.	
<b>Sword Saint:</b> You are considered skilled in the use of the katana and odachi.	





# TORCHES IN THE DARK: CHARACTER CREATION



## THE INQUISITOR

<b>Requirements:</b>	<i>The Inquisitor is a specialty class, to become an Inquisitor a character must have at least a 15 Charisma and 13 Wisdom.</i>
<b>Prime Attribute/Initiative:</b>	Charisma, Wisdom/D8.
<b>Starting Wounds/Per Level:</b>	12 Starting Wounds / D6+Con Mod every level after first.
<b>Armor Proficiency:</b>	Light.
<b>Weapon Proficiency:</b>	Simple, firearms.
<b>+1 Attribute Increases:</b>	4th, 6th, 8th, and 10th level.
<b>Starting Equipment:</b>	Padded leather, matchlock pistol and 5 bullets, 2D6x3 golm.

### Inquisitor Abilities

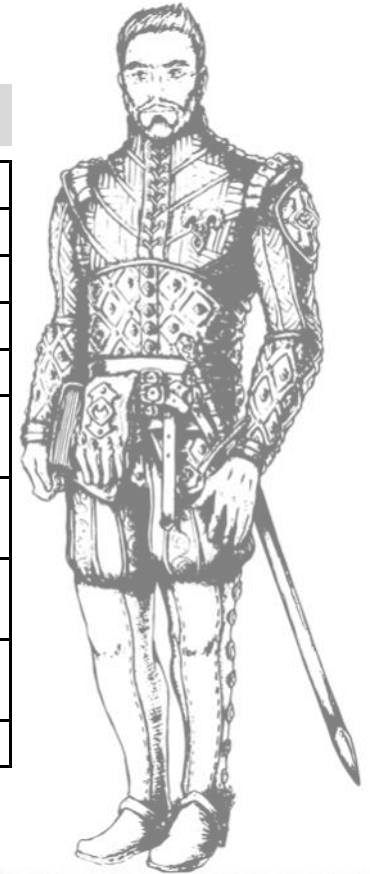
**Judgements**, the inquisitor is capable of invoking judgements of power that can strangle and bind foes. To pronounce a judgement against an enemy, you must point at them and declare "I judge you to be worthy only of..." Judgements can be used a number of times equal to 2 plus the level of the Inquisitor.

- ◆ **...Destruction!** - The target takes 1D8 x the inquisitor's level damage. (Maximum 5D8)
- ◆ **...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.
- ◆ **...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.

### Inquisitor Traits

Select one trait at levels 1, 2, 3, 4, and 5. Traits can only be taken once.

Martial weapons proficiency.	Medium armor proficiency.
+ 1 AC.	+2 to spell saves.
+10% to Eldritch Lore.	+10% Law.
+10% to Tracking.	+2 Wounds.
+2 Wounds.	+1 melee attack bonus.
<b>...Purification!:</b> The target must save vs. fortitude or gain the burning condition.	
<b>...Feebleness!:</b> The target must save vs. mental or become dazed for 2 rounds.	
<b>...Doom!:</b> The target must save vs. fortitude or suffer exhaustion for 2 rounds.	
<b>Wytch Hunter:</b> Deal an additional 4 damage to all demons, undead, and casters.	
<b>Word of Law:</b> +30% to law, tracking and intimidation skills.	



# CLASS SAVING THROW TABLES

## BLACKGUARD & MARAUDER SAVING THROWS TABLE

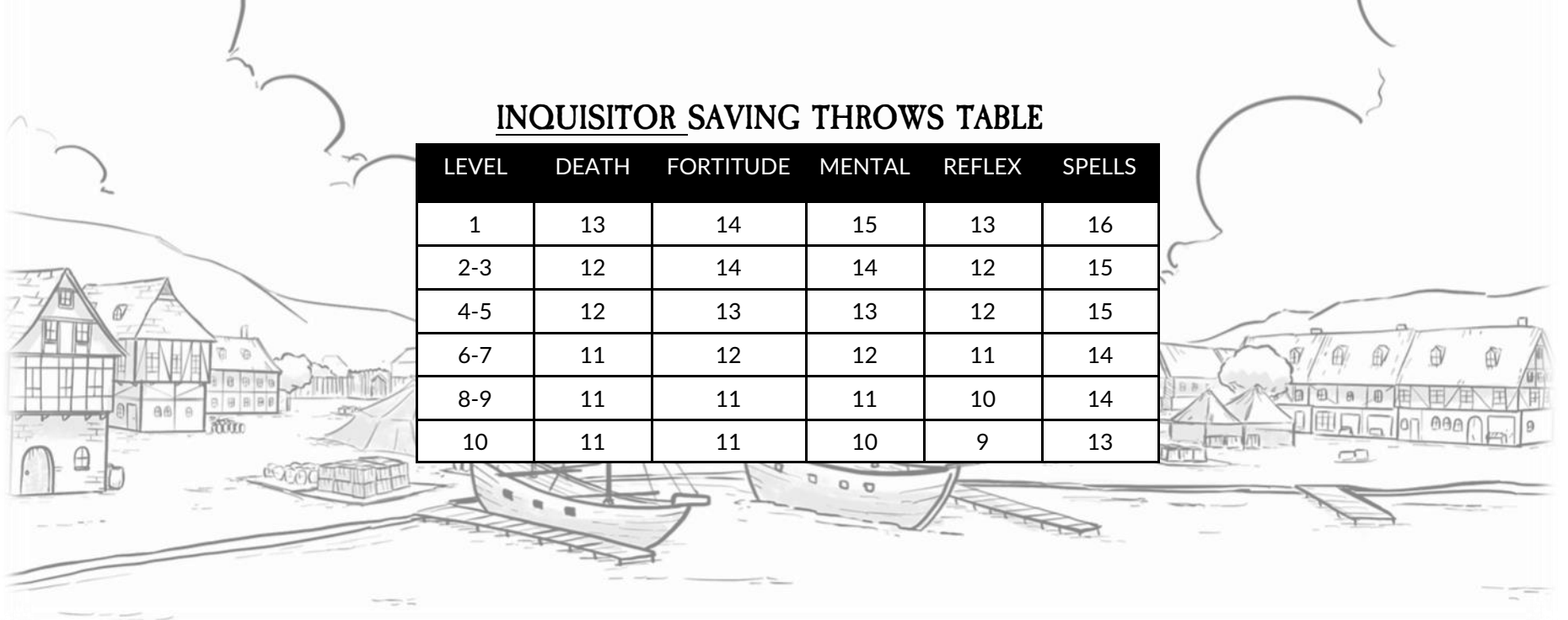
LEVEL	DEATH	FORTITUDE	MENTAL	REFLEX	SPELLS
1	13	13	15	16	18
2-3	13	13	14	15	17
4-5	12	12	14	15	16
6-7	11	11	13	14	15
8-9	10	10	12	13	15
10	9	9	11	12	14

## WOLFGROOM SAVING THROWS TABLE

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

## INQUISITOR SAVING THROWS TABLE

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





# TORCHES IN THE DARK: CHARACTER CREATION

## SPECIALTY CLASSES

Specialty classes are unique and difficult to obtain. Characters who start as a specialty class will reference the tables on this page. Characters who start as another class can eventually choose to become a specialty class as long as they meet the attribute requirements. They lose all features of their primary class except for attribute gains and gain all class features of the new specialty class. However they do not begin at the same level! Only 50% of the total experience earned goes towards the specialty class. IE: A level 4 warrior has 8500 experience, becoming a Wolfgroom would only translate to being a level 3.

## EXPERIENCE POINTS

Experience points are gained from slaying creatures, exploring ruins, and returning treasures from the lost wilds to civilization. Simply possessing gold is not enough to grant experience, it must be spent on training or donated to worthy causes. For every 1 golm spent you gain 1 experience point.

## LEVELS

The maximum level for all characters is level 10. Players gain a level and new benefits once they have gained enough experience points. Classes level at different rates and have different experience charts.

## EXPERIENCE CHART

Wolfgroom and Blackguard Experience Chart	
Level	Experience
2	2,250
3	4,500
4	9,000
5	18,000
6	32,000
7	75,000
8	150,000
9	300,000
10	600,000
Inquisitor and Ronin Experience Chart	
Level	Experience
2	2,500
3	5,000
4	10,000
5	20,000
6	40,000
7	80,000
8	160,000
9	320,000
10	640,000



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# EQUIPMENT LISTING

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THE WORLD OF OHR

# TORCHES IN THE DARK: EQUIPMENT

## ADVENTURING EQUIPMENT

One should never adventure into the wilderness or to a city without the right equipment. **Torches, rope, backpacks** and more are all worth purchasing. Being caught in a blinding snow storm and not having the right tools to survive can end you just as quickly as a stray arrow to the neck.

## DEFENSE: ARMOR

Any warrior who has stared death in the face during battle know that's even a piece of leather can mean the difference between life and death. If you wear **stronger** armor, your opponent will be less likely to land a damaging blow on you. Armor can also affect your ability to **move quickly** or to **cast spells**. Heavier armor reduces movement speed and causes you to use more **strain**.

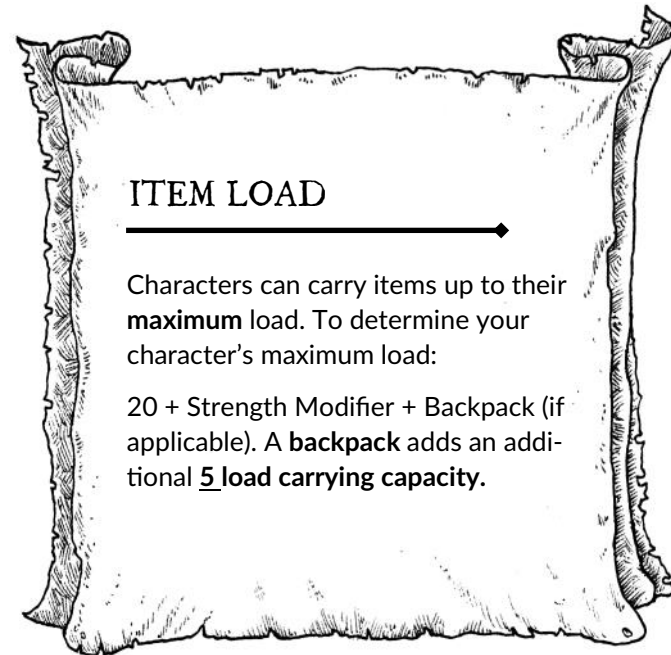
## OFFENSE: WEAPONS

The world has become a very dangerous place. As **eldritch** terrors, brigands and demons freely roam the land, only the suicidal would travel without protection of some kind. There are numerous **weapons** available to those who wish to keep their limbs intact. some better suited than



## DURABILITY

The rigors of battle inflict great wear and tear on equipment, eventually rendering the equipment unusable. Items subject to wear and tear have a durability rating that depletes when you are hit with **critical strikes, traps, or suffer fatal wounds**.





# TORCHES IN THE DARK: EQUIPMENT

## DURABILITY

The rigors of battle inflict great wear and tear on equipment, eventually rendering the equipment unusable. Items subject to wear and tear have a durability rating that depletes when you are hit with critical strikes, traps, or suffer fatal wounds.

## WEAPON DURABILITY

- ◆ Rolling a natural 20 reduces a weapons durability by 10.
- ◆ Rolling a natural 1 reduces the weapons durability by 20.

Some enemies have acids that can rapidly deteriorate weapons and armor, dealing anywhere from 5-50 durability damage.

A weapon that has zero durability is considered broken and must be repaired for half the cost of the original item. It cannot be used in combat.

## ARMOR DURABILITY

Getting hit by a critical attack reduces the armor's durability by 20. If your shield is raised the shield's durability is reduced instead.

Some enemies have acids that can rapidly deteriorate weapons and armor, dealing anywhere from 10-100 durability damage.

Armor that has zero durability is considered broken and must be repaired for half the cost of the original item. It cannot be used in combat.

Armor Resistance, for every damage that the armor resists durability is lost by the same amount. Armor will only block damage for so long. *IE: If you have a combined AR of 8 because of a helmet and armor, when you take damage both items lose 8 durability.*



# TORCHES IN THE DARK: EQUIPMENT

## CURRENCY OF OHRROS

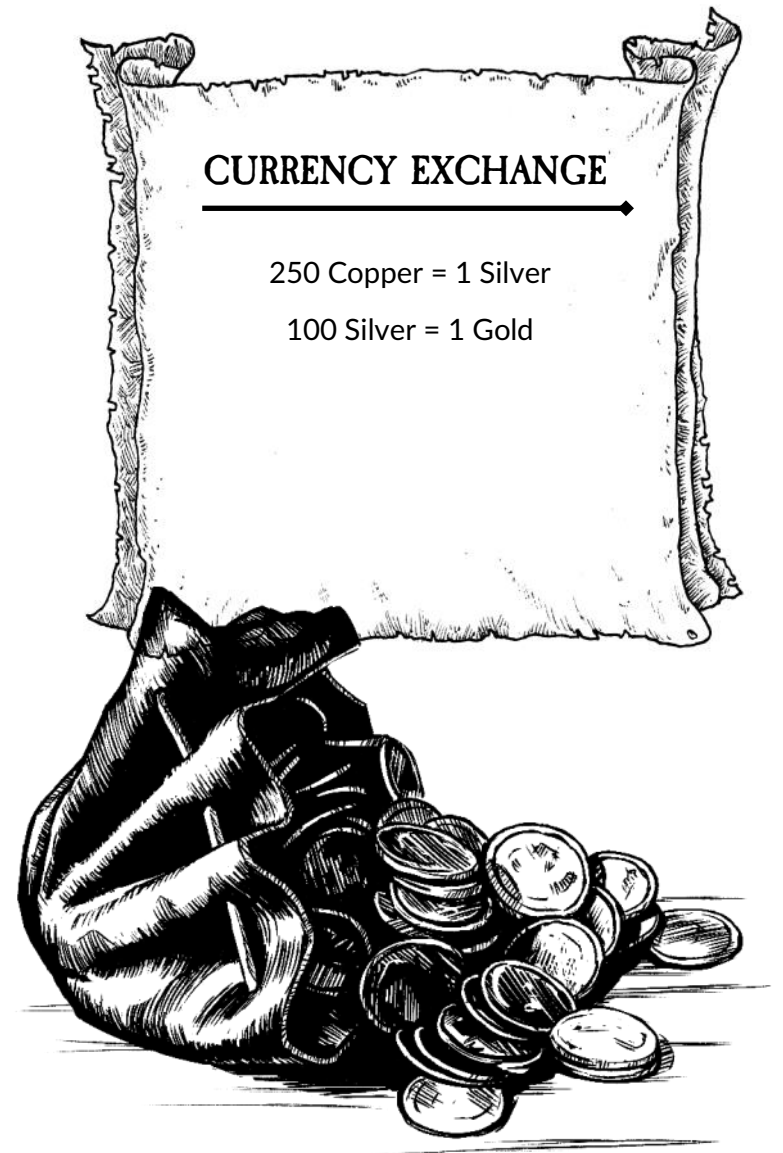
**The Copper Piece, or 'Golm'.** The lowest denomination of currency on Ohrros. This currency is generally traded and found in small villages and settlements outside of the rule or oversight of larger kingdoms. Copper pieces are often referred to as 'Golm'. Which translates to 'near useless' in Skaaldi. (250 Copper Pieces = 1 Silver Piece.)

**The Silver Piece, or 'Dinar'.** Most kingdoms generally deal in silver pieces, it is the primary currency for almost all civilized kingdoms and territories of Ohrros. The King's Piece was minted exclusively in the Dwarven Empire, now the Petty Kingdoms and their petty princes all mint their own coinage. (100 Silver Pieces = 1 Gold)

**The Gold Piece, or 'Guilder'.** Very few gold coins are found in the lands of Ohrros, these are generally reserved and traded among the richest trade houses and merchant guilds or stored in a Lord's personal vault. Something to note is that the economy of Ohrros is constantly shifting, prices vary wildly from location to location even in the same territory.

## SHIFTING ECONOMY

Something to note is that the economy of Ohrros is constantly shifting, prices vary wildly from location to location even in the same territory.



# TORCHES IN THE DARK: EQUIPMENT

## ARMOR TABLE

	Armor Class:	Armor Type:	Cost:	Load:	Armor Resistance:	Durability:
<b>LIGHT ARMOR</b>						
Padded	+3 AC Bonus + Dex	Light Armor	20 Golm	3 Load	-	20 Durability.
Leather Jerkin	+4 AC Bonus + Dex	Light Armor	40 Golm	3 Load	-	30 Durability.
Leather Scale	+2 AC Bonus + Dex	Light Armor	60 Golm	4 Load	2 Armor Resistance	50 Durability.
<b>MEDIUM ARMOR</b>						
Hide Armor	+2 AC Bonus + Dex (1)	Medium Armor	50 Golm	5 Load	2 Armor Resistance	20 Durability.
Breastplate	+3 AC Bonus + Dex (1)	Medium Armor	100 Golm	5 Load	2 Armor Resistance	40 Durability.
Lamellar Armor	+3 AC Bonus + Dex (1)	Medium Armor	450 Golm	8 Load	3 Armor Resistance	60 Durability.
Scale Hauberk	+3 AC Bonus + Dex (1)	Medium Armor	850 Golm	10 Load	4 Armor Resistance	80 Durability.
<b>HEAVY ARMOR</b>						
Ring Mail	+3 AC Bonus	Heavy Armor	1,850 Golm	10 Load	6 Armor Resistance	100 Durability.
Banded Mail	+3 AC Bonus	Heavy Armor	2,200 Golm	12 Load	8 Armor Resistance	150 Durability.
Full Chain Mail	+3 AC Bonus	Heavy Armor	3,800 Golm	14 Load	10 Armor Resistance	200 Durability.
Splint (Plate Mail)	+3 AC Bonus	Heavy Armor	5,500 Golm	16 Load	12 Armor Resistance	250 Durability.
Full Plate	+3 AC Bonus	Heavy Armor	8,500 Golm	18 Load	14 Armor Resistance	300 Durability.

### Armor Table Defined:

**Armor Class (AC):** 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 +2 AC bonus to your AC, meaning while padded armor you would have a total AC of 12.

**Armor Type:** Only classes who are proficient in the specific armor type can wear the armor without penalties.

**Armor Resistance (AR):** Armor Resistance is the number you subtract from the damage done by an attack against you. AR only applies to melee and ranged attacks, but not power attacks, traps, falling damage, flaming grenades, poisons, or most spells.

**Load:** Load determines the armors bulkiness and how difficult it is to wear/carry.  
**Price:** The base cost in golm pieces. These prices can and will vary wildly.

**Durability:** The amount of damage armor can take before it breaks from wear and tear.



# TORCHES IN THE DARK: EQUIPMENT

## ARMOR TABLE

Armor:	Armor Class:	Armor Type:	Cost:	Load:	Armor Resistance:	Durability:
<b>SHIELDS</b>						
Buckler	+1 AC Bonus	Light	20 Golm	2 Load	-	40 Durability.
Heater Shield	+1 AC Bonus	Medium	100 Golm	4 Load	1 Armor Resistance	80 Durability.
Great Shield	+2 AC Bonus	Heavy	260 Golm	6 Load	1 Armor Resistance	150 Durability.
<b>HELMETS</b>						
Arming Cap	+1 AC Bonus	Light	10 Golm	1 Load	-	20 Durability.
Chainmail Hood	-	Light	25 Golm	2 Load	1 Armor Resistance	20 Durability.
Kettle Helmet	+1 AC Bonus	Light	65 Golm	2 Load	1 Armor Resistance	30 Durability.
Metal Skullcap	+1 AC Bonus	Medium	85 Golm	2 Load	-	30 Durability.
Bascinet	+1 AC Bonus	Medium	180 Golm	2 Load	1 Armor Resistance	40 Durability.
Sallet	+1 AC Bonus	Medium	250 Golm	3 Load	1 Armor Resistance	60 Durability.
Great Helm	+2 AC Bonus	Heavy	500 Golm	4 Load	1 Armor Resistance	80 Durability.
Stag Knight Helmet	+2 AC Bonus	Heavy	850 Golm	5 Load	1 Armor Resistance	150 Durability.
<b>CLOTHING</b>						
Boots	-	-	3 Golm	-	-	15 Durability.
Cloak	-	-	3 Golm	-	-	15 Durability.
Dress	-	-	12 Golm	-	-	15 Durability.
Gloves	-	-	1 Golm	-	-	15 Durability.
Gown	-	-	40 Golm	-	-	15 Durability.
Jacket	-	-	5 Golm	-	-	15 Durability.
Robe	-	-	15 Golm	-	-	15 Durability.
Hood	-	-	2 Golm	-	-	15 Durability.
Tabard	-	-	7 Golm	-	-	15 Durability.

# TORCHES IN THE DARK: EQUIPMENT

## WEAPONS TABLE

Weapon:	Cost:	Damage:	Load:	Qualities:	Durability:
<b>SIMPLE MELEE WEAPONS</b>					
Club	2 Golm	1D6 Bludgeoning	2 Load	Light, Crushing (2), Weak.	10 Durability.
Dagger	8 Golm	1D4 Piercing	1 Load	Finesse, Light, Quick, Puncturing (1).	20 Durability.
Great Club	5 Golm	1D10 Bludgeoning	4 Load	Heavy, Crushing (4) Two-Handed, Weak.	10 Durability.
Hand Axe	5 Golm	1D4 Slashing	1 Load	Light, Thrown (Short).	10 Durability.
Light Hammer	6 Golm	1D4 Bludgeoning	1 Load	Light.	20 Durability.
Mace	11 Golm	1D4+1 Bludgeoning	2 Load	Crushing (2).	20 Durability.
Quarterstaff	5 Golm	1D4 Bludgeoning	3 Load	Versatile (1D6), Weak.	10 Durability.
Javelin	5 Golm	1D4 Piercing	1 Load	Puncturing (1), Thrown (Short).	10 Durability.
Spear	10 Golm	1D6 Piercing	2 Load	Versatile (1D8), Puncturing (1).	20 Durability.
Scythe	12 Golm	1D8 Slashing	4 Load	Heavy, Reach, Two-Handed.	20 Durability.
Pick	15 Golm	1D6+1 Piercing	4 Load	Heavy, Two-Handed, Puncturing (3).	20 Durability.
<b>SIMPLE RANGED WEAPONS</b>					
Crossbow, Light	35 Golm	1D8 Piercing	2 Load	Loading, Two-Handed, Puncturing (2).	20 Durability.
Hunters Bow	15 Golm	1D6 Piercing	2 Load	Accurate, Two-Handed.	20 Durability.
Throwing Knife	2 Golm	1D4 Piercing	1 Load	Light, Thrown (Short).	10 Durability.
<b>MARTIAL MELEE WEAPONS</b>					
Broad Axe	65 Golm	1D8 Slashing	3 Load	Versatile (1D10).	50 Durability.
Clawed Gauntlet	20 Golm	1D4 Slashing	2 Load	Two-Handed, Cruel.	50 Durability.
Flail	40 Golm	1D8 Bludgeoning	2 Load	-	50 Durability.
Great Axe	80 Golm	1D12 Slashing	6 Load	Heavy, Two-Handed, Brutal, Slow.	50 Durability.
Great Hammer	310 Golm	2D8 Bludgeoning	8 Load	Heavy, Crushing (14), Two-Handed, Slow.	50 Durability.
Heavy Mace	30 Golm	1D8 Bludgeoning	3 Load	Heavy, Crushing (4).	50 Durability.
War Axe	85 Golm	1D6 Slashing	4 Load	Deadly, Heavy, Versatile (1D8+2).	50 Durability.
Warhammer	60 Golm	1D8 Bludgeoning	2 Load	Versatile (1D10), Crushing (6).	50 Durability.

# TORCHES IN THE DARK: EQUIPMENT

## WEAPONS TABLE

Weapon:	Cost:	Damage:	Load:	Qualities:	Durability:
<b>POLE WEAPONS (MARTIAL)</b>					
◆ Glaive	75 Golm	1D12 Slashing	4 Load	Heavy, Cleaving, Two-Handed, Slow.	50 Durability.
◆ Halberd	80 Golm	1D12 Slashing	4 Load	Heavy, Tripping, Two-Handed, Slow.	50 Durability.
◆ Pike	50 Golm	1D12 Piercing	6 Load	Heavy, Bracing, Two-Handed, Slow, Unwieldy.	50 Durability.
◆ Naginata	200 Golm	2D6 Slashing	4 Load	Heavy, Finesse, Deadly, Two-Handed, Slow.	80 Durability.
◆ Boar Spear	280 Golm	2D8 Piercing	5 Load	Heavy, Puncturing (4), Two-Handed, Slow.	80 Durability.
<b>SWORDS (MARTIAL)</b>					
◆ Mortuary Sword	90 Golm	2D4+1 Slashing	4 Load	Heavy.	50 Durability.
◆ Claymore	150 Golm	2D8 Slashing	6 Load	Heavy, Two-Handed, Slow, Unwieldy.	50 Durability.
◆ Cutlass	50 Golm	1D6+1 Slashing	3 Load	Heavy, Defensive.	50 Durability.
◆ Estoc	80 Golm	1D8 Piercing	3 Load	Heavy, Versatile (1D10), Puncturing (1).	50 Durability.
◆ Falchion	50 Golm	2D4 Slashing	4 Load	Heavy, Deadly.	50 Durability.
◆ Flamberge	110 Golm	1D10+1 Slashing	5 Load	Heavy, Two-Handed, Cruel.	50 Durability.
◆ Gladius	30 Golm	1D6 Piercing.	2 Load	Quick, Defensive.	50 Durability.
◆ Long Sword	185 Golm	1D10 Slashing	5 Load	Heavy, Versatile (3D4), Slow.	80 Durability.
◆ Rapier	60 Golm	1D6 Piercing	2 Load	Finesse, Puncturing (3).	50 Durability.
◆ Scimitar	50 Golm	1D6 Slashing	1 Load	Light, Deadly.	50 Durability.
◆ Short Sword	30 Golm	1D6 Piercing	2 Load	Light, Finesse.	50 Durability.
◆ Elven Courtblade	3,750 Golm	2D6 Slashing	3 Load	Finesse, Two-Handed, Brutal, Deadly.	150 Durability.
◆ Elven Lightblade	2,500 Golm	1D6 Slashing	1 Load	Light, Finesse, Parrying, Brutal, Deadly.	150 Durability.
◆ Elven Thinblade	3,000 Golm	1D8 Piercing	2 Load	Finesse, Brutal, Deadly.	150 Durability.
◆ Odachi	1,250 Golm	1D12 Slashing	3 Load	Finesse, Two-Handed, Heavy, Deadly.	80 Durability.
◆ Katana	900 Golm	1D6 Slashing	2 Load	Finesse, Versatile (1D8), Deadly.	80 Durability.
◆ War Sword	450 Golm	2D10 Slashing	8 Load	Heavy, Two-Handed, Brutal, Unwieldy, Slow.	80 Durability.



## WEAPONS TABLE

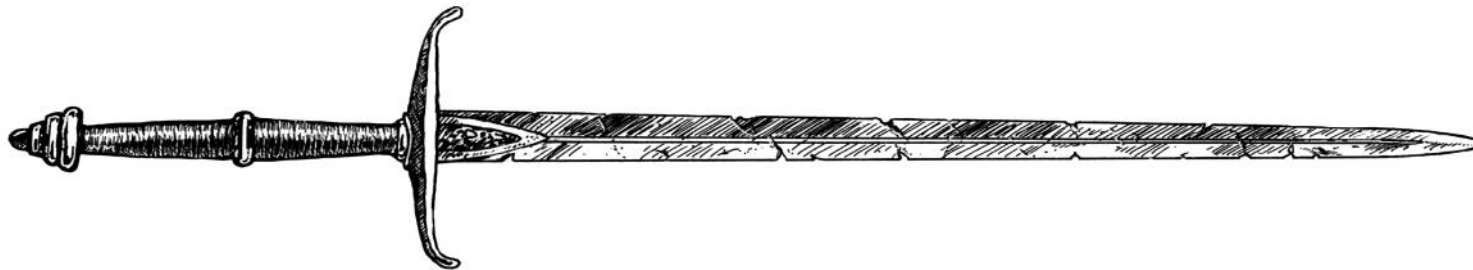
# TORCHES IN THE DARK: EQUIPMENT

Weapon:	Cost:	Damage:	Load:	Qualities:	Durability:
<b>MARTIAL MELEE WEAPONS</b>					
Morningstar	30 Golm	1D8 Bludgeoning/Piercing	2 Load	-	50 Durability.
Pick, War	45 Golm	1D6+1 Piercing	2 Load	Puncturing (3).	50 Durability.
Maul	120 Golm	2D6 Bludgeoning	4 Load	Heavy, Crushing (4), Two-Handed, Slow.	80 Durability.
Splitting Maul	65 Golm	1D8 Bludgeoning/Piercing	4 Load	Heavy, Versatile (1D10).	30 Durability.
<b>MARTIAL RANGED WEAPONS</b>					
Long Bow	35 Golm	1D8 Piercing	3 Load	Heavy, Two-Handed, Accurate.	30 Durability.
Hand Crossbow	60 Golm	1D6 Piercing	1 Load	Loading, Light.	30 Durability.
Heavy Crossbow	75 Golm	1D10 Piercing	3 Load	Loading, Heavy, Two-Handed, Puncturing (2).	30 Durability.
Selhian Bow	180 Golm	1D10+2 Piercing	4 Load	Heavy, Two-Handed, Puncturing (2), Accurate.	30 Durability.
<b>FIREARMS (SPECIAL)</b>					
Matchlock Musket	2,000 Golm	1D8+4 Piercing	5 Load	Firearm, Puncturing (4), Two-Handed.	50 Durability.
Matchlock Pistol	1,250 Golm	1D6+2 Piercing	2 Load	Firearm, Puncturing (2).	50 Durability.
Blunderbuss	3,000 Golm	3D4+4 Piercing	4 Load	Firearm, Two-Handed.	50 Durability.
Breech Rifle	2,500 Golm	2D4+4 Piercing	3 Load	Firearm, Puncturing (6).	50 Durability.
Flintlock Rifle	4,500 Golm	1D12+4 Piercing	4 Load	Firearm, Puncturing (8), Two-Handed.	50 Durability.
Flintlock Pistol	2,000 Golm	1D10+2 Piercing	2 Load	Firearm, Puncturing (4).	50 Durability.
Long Rifle	5,800 Golm	2D8+4 Piercing	6 Load	Firearm, Puncturing (10), Two-Handed.	50 Durability.

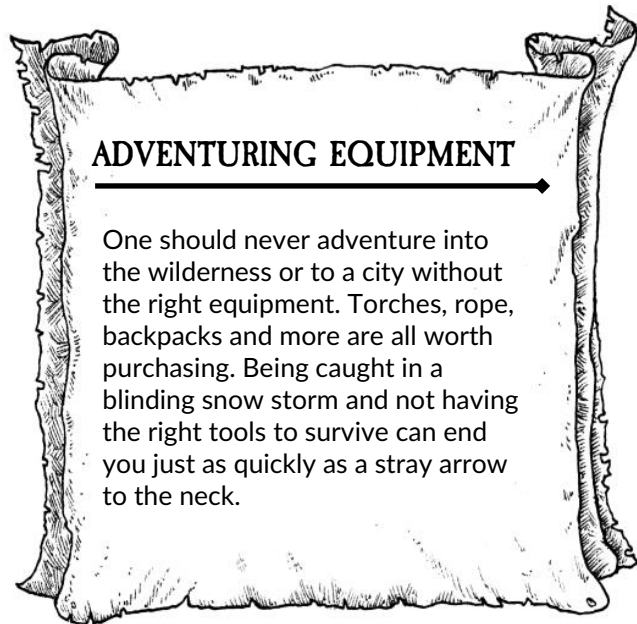
# TORCHES IN THE DARK: EQUIPMENT

## WEAPON QUALITIES:

- **Heavy:** The weapon has a increased load cost.
- **Light:** The weapon has a reduced load cost.
- **Puncturing:** Ignores armor resistance based on the value of the weapon. IE: (2) ignores 2 AR.
- **Two-Handed:** The weapon requires two hands to use.
- **Slow:** When using a slow weapon you act last in a combat round, regardless of your initiative.
- **Finesse:** You can choose to use either your strength or dexterity modifier for your attack/damage rolls.
- **Parrying:** A parrying weapon can parry one additional attack when using a parry stance.
- **Loading:** Can only be fired once per round.
- **Accurate:** When using a minor/major action to aim, grants a +1 bonus.
- **Weak:** The weapon has extremely low durability.
- **Brutal:** On a maximum damage die result, roll the die an additional time. IE: Roll 1D6, the result is a 6. Roll again.
- **Crushing:** On a critical hit if the target is wearing heavy armor add the crushing value to damage.
- **Firearm:** Firearms must be reloaded as a major action each round of combat. You can not fire a weapon that has been submerged underwater, or if the rifle has been submerged underwater in the last 24 hours or in rainy conditions, you have a 25% chance of misfire. A shot from a firearm cannot be dodged or parried, even if you are otherwise capable of parrying or dodging ranged attacks.
- **Unwieldy:** Cannot be used to take retreating attacks.
- **Quick:** When using a minor action to make a quick attack, you can make the attack and add your modifier.
- **Versatile:** The weapon can be held in either one or two hands. The alternate damage value shown under qualities represents the two-handed damage.
- **Cruel:** When a weapon with the cruel quality lands a critical strike, in addition to the normal critical damage the target must also roll on the fatal wounds and injury table.
- **Deadly:** A weapon with the deadly quality deals an additional weapon die of damage on a critical hit.
- **Bracing:** This weapon deals double damage to a charging enemy and has a 50% chance of instantly killing an enemy mount.
- **Cleaving:** You may cleave into 2-4 targets, splitting the damage between



# TORCHES IN THE DARK: EQUIPMENT



Equipment:	Cost:	Load:	Equipment:	Cost:	Load:
Backpack	8 Golm	+5 Load	Pole, 10-foot	15 Golm	3 Load
Candle	1 Golm	1 Load	Rations, Per Day	5 Golm	1 Load
Chain, 10'	30 Golm	2 Load	Rope, 50'	25 Golm	2 Load
Chalk, 1 Piece	1 Golm	1 Load	Thieves Tools	40 Golm	1 Load
Chest	5 Golm	2 Load	Torch	1 Golm	1 Load
Crowbar	2 Golm	2 Load	Waterskin	2 Golm	1 Load
Flask	1 Golm	1 Load	Arrows (10)	5 Golm	1 Load
Flint & Steel	5 Golm	1 Load	Bullets/Shot (5)	20 Golm	1 Load
Grappling Hook	10 Golm	2 Load	Bolts (10)	5 Golm	1 Load
Work Hammer	2 Golm	1 Load	Antitoxin	50 Golm	1 Load
Iron Spike	4 Golm	1 Load	Bandage (5)	10 Golm	1 Load
Lantern	10 Golm	1 Load	Lockpick	3 Golm	1 Load
Mirror	10 Golm	1 Load	Parchment	10 Golm	1 Load







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# **RULES OF PLAY**

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THE WORLD OF OHR

# RULES OF PLAY: COMBAT AND ACTIONS

## COMBAT ACTIONS

### MAJOR ACTIONS

Each player can take one **major** action per round. Major actions can be used to take the following actions. Major actions can be turned into a **minor** action to allow for two minor actions to be taken during a round.\*

- ◆ **Basic Attack Action:** Make a basic attack action using a melee or ranged weapon. Damage caused by basic attacks will not ignore armor resistance. *Multi-attacks are basic attack actions.*
- ◆ **Power Attack Action:** Make a power attack using a melee weapon, the power attack ignores armor resistance and causes triple durability damage but causes the character to build 5 strain.
- ◆ **Hewing Attack Action:** A character can attack an enemy's shield in an attempt to disarm, splinter, or shatter the shield. This attack deals two times the normal damage to the shield's durability and causes the character to build 5 strain.
- ◆ **Called Shot:** Called shots allow the character to target a specific body part, item, or other location on an enemy or object. This attack is made using no modifiers whatsoever. A base D20 roll is all that is made.
- ◆ **Aim:** You can use your major action to aim with a ranged weapon to grant a +2 attack bonus to your next attack roll.
- ◆ **Charge:** You can charge any enemy who is within short range of you, allowing you to attack with a melee weapon with a +2 attack bonus.
- ◆ **Retreat:** Using your major action to retreat gives you a 50% chance to escape from a melee combat. On a D100 a roll of 50 or lower means you have managed to escape unscathed. On a roll of 51 or higher the enemy can make a retreating attack against you with a +4 attack and damage bonus and remain in melee combat.
- ◆ **Skill Check:** Making any kind of skill check during combat is a major action.
- ◆ **Firearm:** Reloading a firearm during combat is a major action.

### MINOR ACTIONS

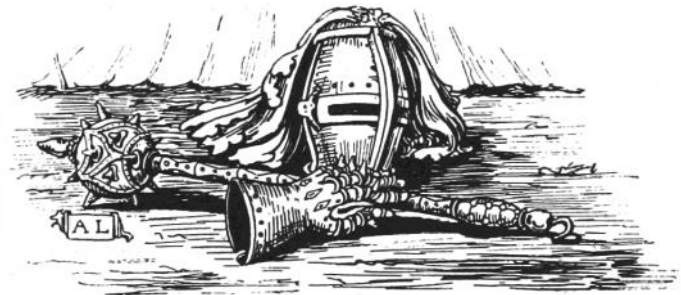
- ◆ **Move:** Moving requires a minor action. Speed is not taken into account, only vague distance values and intent. The player should let the game master know what they intend to do as they move and the game master will describe the situation accordingly.
- ◆ **Aim:** You can use your minor action to aim with a ranged weapon to grant a +1 attack bonus to your next attack roll.
- ◆ **Quick Attack Action:** Make a basic attack action using a melee or ranged weapon. Damage caused by quick attack actions will not ignore armor resistance and are not made with any modifiers. A base D20 roll is all that is made.
- ◆ **Downgrade Major:** Major action can be turned into a minor.\*
- ◆ **Raise your Shield:** You can use your minor action to raise your shield during combat. Once your shield is raised you can add the shield's AC and AR bonuses to your totals. A raised shield must be maintained by using your minor action every round.

## COMBAT ROUND

The game master calls for **initiative**.

Each player rolls initiative based on their **class**.

The list is arranged so that **highest** initiative goes first.



# RULES OF PLAY: COMBAT AND ACTIONS

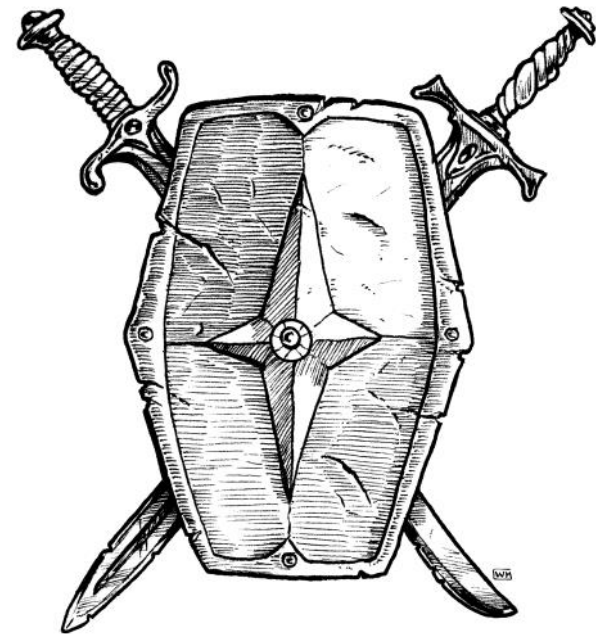
## VARIES

**Casting a Spell:** Some spells are cast as major or minor actions. Please reference the spell lists for the spell being cast.

**Stances:** Multiple combat stances can be taken during the course of a battle. Those stances can be found lower on this page.

## STANCES

- ◆ **The Ox Stance (Minor Action):** This stance grants a +4 damage bonus but also gives a -4 attack bonus. This stance can only be used with two-handed weapons. Minor action to revert to a normal stance.
- ◆ **The Plow Stance (Minor Action):** This stance grants a +1 AC and attack bonus, but you also suffer -4 to all damage rolls. This stance can only be used with one-handed weapons. Minor action to revert to a normal stance.
- ◆ **The Fool Stance (Minor Action):** This stance allows you to make a quick attack against one missed melee attack against you until the start of your turn. This stance can be used with all weapons.
- ◆ **Defensive Stance (Major Action):** This stance allows you to attempt to parry attacks to stave off incoming damage. Your AC is increased by +2 until the start of your next turn.
- ◆ **The Roof Stance (Minor Action):** This stance grants a +10 damage bonus, but your AC is 8 and not modified by dexterity or armor. Can only be used with two-handed weapons. Minor action to revert to a normal stance.



## CRITICAL SUCCESSES AND FAILURES

- A **natural** roll of **1** is always a miss and does not activate any abilities or traits of a character or class. IE: The warrior's death dealer would not activate on a critical miss.
- A **critical hit** deals maximum damage.



# RULES OF PLAY: FATAL WOUNDS AND DYING

## FATAL WOUNDS & DYING

- **Wounds:** Wounds represent the amount of damage a character can sustain before they begin to risk death and limb to continue on in the fight. Once you reach zero wounds, this does not mean that your character is dying, instead, you begin to take fatal wounds.
- **Fatal Wounds:** Anytime a character has reached zero wounds and takes damage, they receive a fatal wound. Each fatal wound adds a +1 to the roll on the fatal wounds table. A character who gains 5 fatal wounds immediately dies.

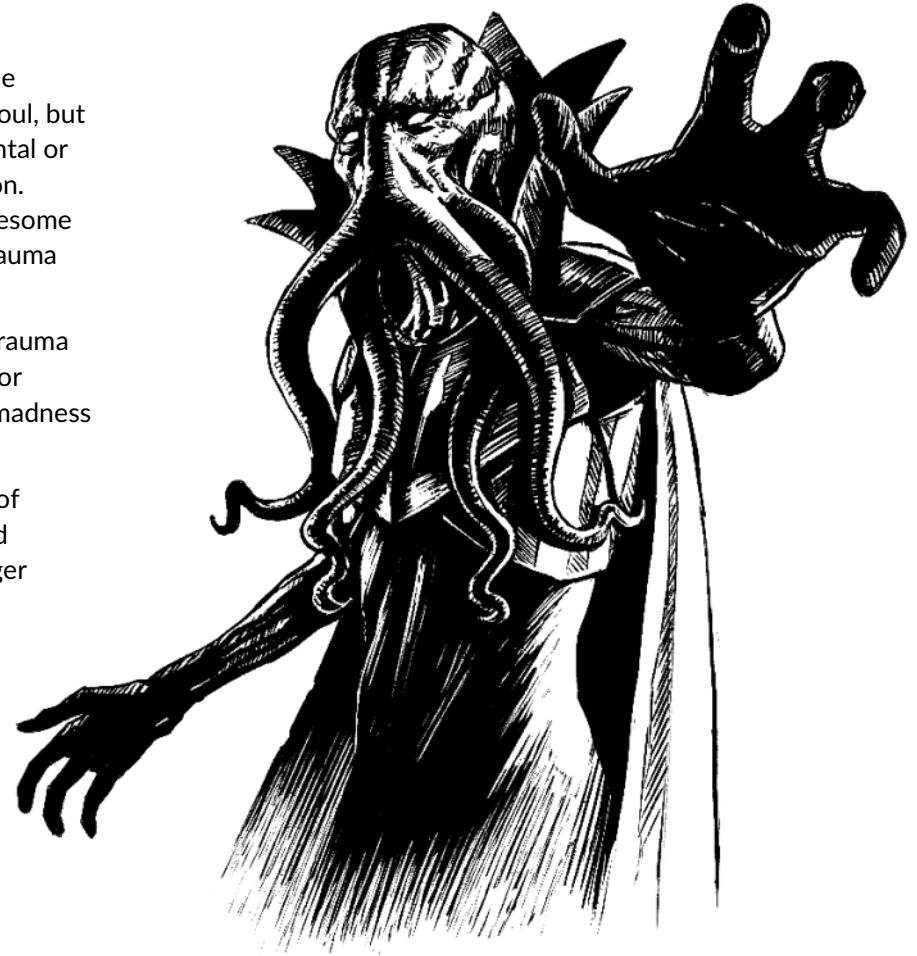


D20	RESULT
1-3	<b>Second Chance</b> - The character survives by the grace of the gods and continues to fight and act normally.
4-6	<b>Fatal Blow</b> - The character immediately gains 2 additional fatal wounds.
7-8	<b>Felling Blow</b> - The character is knocked prone and must make a success save vs. death every turn or die until they receive first aid or magical healing.
9-10	<b>Limb Hack</b> - A limb is hacked off, roll 1D6 to determine which. 1 head, 2 left arm, 3 right arm, 4 left leg, 5 right leg, 6 hand.
11	<b>Cranium Blow</b> - The character is dazed and additionally suffers a loss of 1D6 Intelligence and Wisdom permanently.
12-18	<b>Defying Death</b> - The character has been mortally wounded and will die in 1D6 turns unless medical aid or magical healing is obtained. Until then, they act normally and fight through it.
19	<b>The Reaper's Scythe Falls</b> - The character dies.
20	<b>Horrific Demise</b> - The character is killed in a truly gruesome way. All allies must make a save vs. mental or suffer 6 trauma.

# RULES OF PLAY: TRAUMA AND MADNESS

## TRAUMA AND MADNESS

- ◆ **Trauma:** Trauma is the consequence of encountering the supernatural and the unknown. Characters not only contend with the wear and tear of body and soul, but of mind as well. At certain times characters will need to make a saves vs. mental or gain trauma, other times trauma is gained automatically based on the situation. Sanity-destroying attacks, reading cursed tomes, watching a friend die in gruesome fashion, or glimpsing the world beyond the veil of the waking world are all trauma causing events but they are not the only ones.
- ◆ **Madness:** A mind can only take so much before it breaks. A character has a trauma threshold of 10 plus their Wisdom modifier. Once they gain trauma equal to or greater than their maximum trauma amount they are required to roll on the madness table.
- ◆ **Losing your mind:** If a player ever has three madness traits they have a 50% of breaking permanently and losing their mind. A character who loses their mind becomes a raving lunatic with no hope for returning. The character is no longer playable.



# MADNESS TABLE

D20	RESULT
1-2	<b>Fear the Dark:</b> You have a permanent fear of the dark. You cannot sleep in darkness; you must have a burning candle or lamp at your side or you do not gain any benefits associated with a restful night of slumber. Additionally, whenever you are in a dark environment you take a -3 penalty to all rolls. Skill checks are made with a 30% disadvantage.
3-5	<b>Fixation:</b> You are overcome with the irrational belief that if you master the occult you can master your fear. All of your extra income must be spent on pursuing occult tomes and private instruction. Regardless of where this leads you.
6	<b>Insane Bravery:</b> You believe that the only way to destroy your fears is to face them. You cannot retreat from dangerous situations.
7	<b>Nervous Wreck:</b> Your already fragile mental state is weakened. You take a -4 penalty to saves vs. mind that cause trauma.
8-10	<b>Voices in Head:</b> You are distracted by a number of voices that only you can hear. You lose four points of wisdom while under the effects of this madness.
11-12	<b>Strange Quirk:</b> Talking to yourself, laughing like a maniac, staying and doing inappropriate things, etc. You lose four points of Charisma while suffering from the effects of this madness.
13	<b>Murderous Rages:</b> Violent rages and an uncontrollable temper. If provoked, you must make a successful save vs. spells or physically attack the provoker.
14	<b>Gluttony:</b> You are overcome by the irrational belief that if you consume you will not be consumed by your fear. Your gluttony causes you to lose four points of Constitution and Strength while you suffer from this madness.
15-16	<b>Fingersmith:</b> You are overcome with the compulsion to steal. If presented with the opportunity to take something important that does not belong to you, you must make a successful save vs. spells to avoid the temptation.
17-18	<b>Melancholy:</b> You are consumed by depression and ennui. You take a -1 penalty to all rolls.
19	<b>Nightmares:</b> Your fear finds you in your dreams. Dreams in which you wake screaming and terrified. After taking a rest, roll 1D6. On a 1-3 you feel no ill effects; on a roll of 4-6 you gain none of the benefits of a full night's sleep and suffer a -1 penalty on all rolls for the day.
20	<b>Breaking:</b> Your madness is pervasive; roll twice on this table and take both results.



# RESTING & NATURAL HEALING

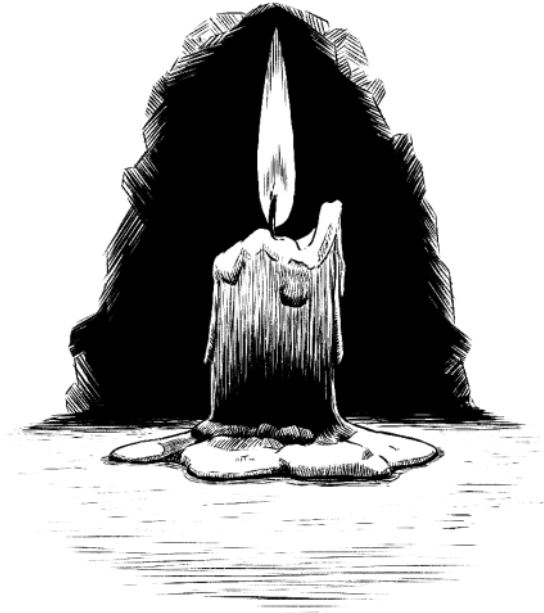
## RESTING: REGAINING WOUNDS & SAFE RESTS

*Player characters heal one wound/level per night of safe rest. Characters who attempt to rest while exploring a dungeon, traveling the open world, or in an otherwise unsafe location only heal for 1 wound per night.*

- **Safe Rests:** Safe rests can only be taken while in hamlets, villages, town, or cities. Traveling while out on the road, no matter how well protected your camp might be is not considered a 'safe rest'. The Dread ensures that every night you're forced to make camp out on the sides of lonely roads leading from one decaying kingdom to the next, might be your last. Characters heal ten wounds per level. IE: If you are a level 3 warrior during a safe rest you would heal 30 wounds.
- **Unsafe Rests:** Unsafe rests are rests that are taken outside of the comfort of a civilized location. Wilds camps, dungeons, and any other location outside of civilization is considered 'unsafe'. Characters heal five wounds per night. IE: If you are a level 3 warrior during an unsafe rest you heal 5 wounds.
- **Fatal Wounds:** Fatal wounds can only be healed if a character takes an extended safe rest in town. For every fatal wound on the character, it takes a week to recover.
- **Lost Limbs:** Lost limbs are not easily replaced and even if they are, it's usually done using poorly created prosthetics that have little impact on ensuring the character is capable of the feats they were previously. Aesthetic replacements are the best that most players will ever be able to hope for.
- **Lost Ability Scores:** Lost ability scores because of trauma or fatal wounds can only be cured by taking an extended rest. For every lost ability point, a character must rest in town for a month to recover one ability point. Rarely, clergy members or occultists will be able to assist the character, generally for a price, payment isn't always in coin.
- **Sleeping in Armor:** Sleeping in any type of armor besides padded in a safe or unsafe location reduces wound healing to zero.

## TRAUMA: HEALING TRAUMA & MADNESS

- **Trauma:** Trauma can be reduced by taking an extended rest in a safe location and seeking professional help. For each point of trauma that is reduced it costs the player 100 gold pieces.
- **Madness:** Madness can only be cured by taking an extended safe rest for six months at a cost of 150 gold per month.



# STRAIN AND EXHAUSTION

## GAINING STRAIN AND EXHAUSTION

Player characters remove one strain/level per night of safe rest. Characters who attempt to rest while exploring a dungeon, traveling the open world, or in an otherwise unsafe location only remove for **1 strain per night**.

- **Gaining Strain:** Strain is gained when using certain attacks, class abilities, or spells. Strain represents overt exhaustion outside of wounds and mental trauma. A character's strain is equal to  $20 + \text{Constitution and Wisdom modifiers}$ . If a player's strain meets or surpasses their maximum they immediately become exhausted until their strain is reduced to zero.
- **Removing Strain:** Strain is removed by taking safe and unsafe rests. In addition a player can spend gold to remove strain by visiting brothels, taverns or any other place they might consider to be relaxing while in a city. Costing 15 gold per strain removed. Certain potions and alchemical concoctions can remove strain as well.
- **Exhaustion:** An exhausted creature cannot use major actions.



# TORCHES IN THE DARK: CONDITIONS

## CONDITIONS:

*Conditions temporarily affect the combatant's capabilities. Negative conditions deal ongoing damage/or make the combatant less effective during a battle.*

- **Bleeding:** Bleeding causes the creature to take 2 wounds at the start of their turn every round, this amount increases by 2 every round that the bleed lasts. The only way to stop bleeding is to use a major action to apply a bandage to staunch the blood loss.
- **Blinded:** A creature who is blinded automatically fails any sight-based skill checks. Attack rolls are made at a -4 and attacking creatures gain a +4 attack bonus against blinded creatures.
- **Burning:** A creature who is burning takes 1D6 wounds at the start of their turn every round until they use a major action to put themselves out. An ally can also put them out by using a major action.
- **Dazed:** A dazed creature can only choose to take a major or minor action on their turn, but not both. They cannot cast spells, they cannot use any special abilities, and they cannot speak. Attacks against a dazed creature are made with a +4 attack bonus and if the target is flanked, treat successful strikes against them as critical hits.
- **Deafened:** A creature who is deafened automatically fails any hearing-based skill checks. Attacking creatures gain a +4 attack bonus against deafened creatures. If the target is flanked, treat successful strikes against them as critical hits.
- **Exhaustion:** An exhausted creature cannot use major actions.
- **Fearful:** A creature who is fearful make attacks at a -4 penalty and gain 1 trauma every round of combat until the end of the encounter.
- **Helpless:** A helpless creature cannot take actions and automatically fail all skill checks and saving throws. They are open to coup de grâce attacks.
- **Paralyzed:** A creature who is paralyzed is helpless and can't move or speak. The creature automatically fails all skill checks and saving throws and is open to coup de grâce attacks.
- **Petrified:** A creature who becomes petrified dies unless there is a way to reverse the effect.
- **Poisoned:** A creature who is poised takes 1D4 wounds at the start of their turn every round, in addition healing abilities or spells only heal for 50% of their normal amount. The poisoned creature makes attack rolls at a -4 and a -20% to skill checks.
- **Prone:** A creature who is prone is only able to crawl during movement. The creature makes melee attacks at a -4 penalty, and ranged attacks at a -8 penalty. Creatures make attacks against a prone target with a +4 attack bonus.
- **Stunned:** A creature who is stunned is knocked out of the battle; they are considered helpless.
- **Weakened:** A weakened creature's attacks and spells deal half damage and healing.





# TORCHES IN THE DARK: EXPERIENCE POINTS & LEVELING

## EARNING EXPERIENCE

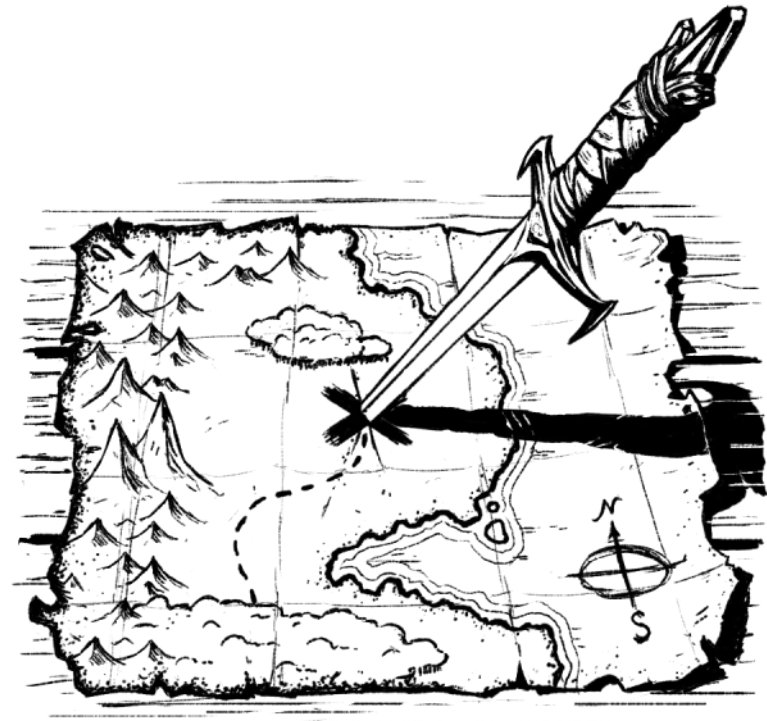
Players earn experience points primarily by finding unique treasures and returning them to civilization. For every golum returned to civilization is one experience point.

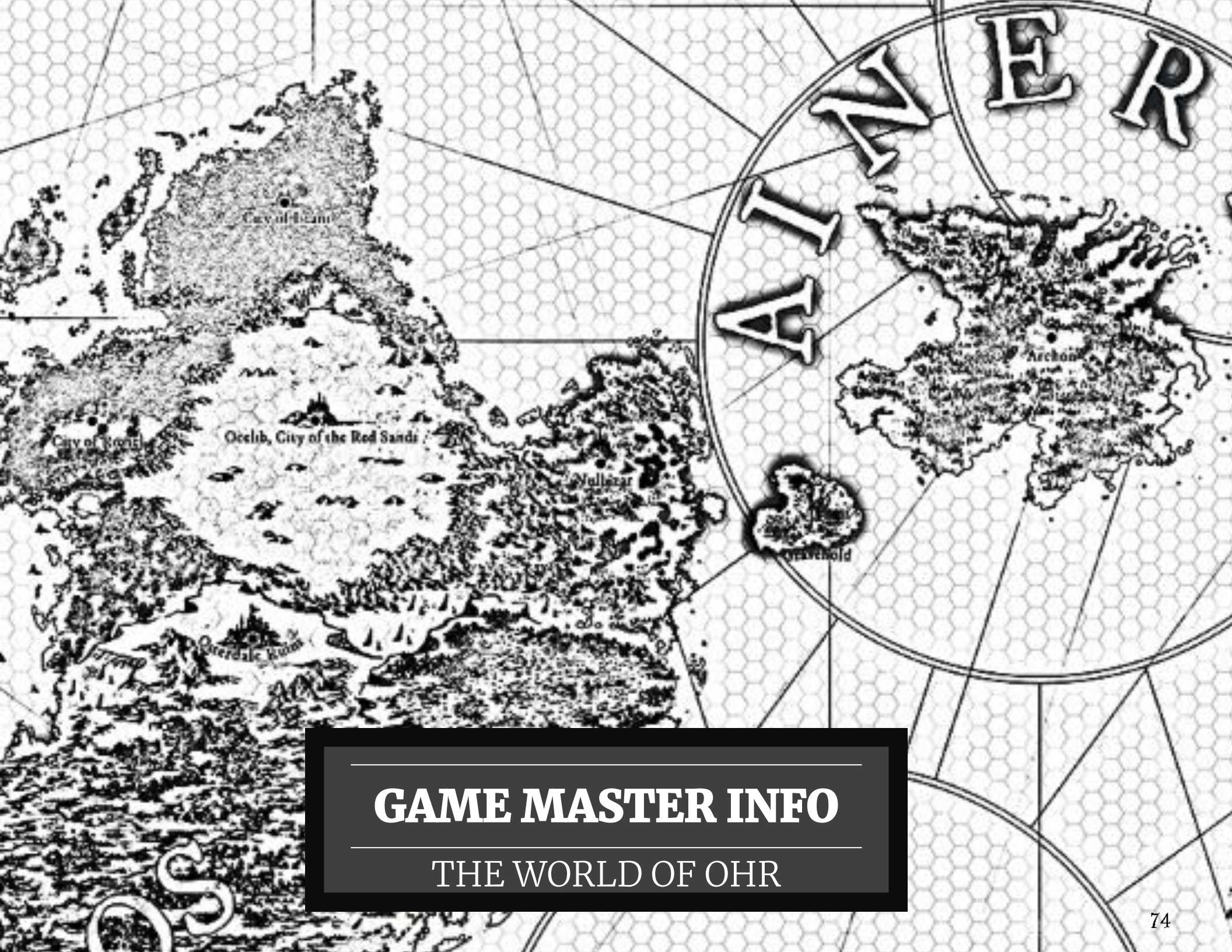
**What are the advantages of this over the traditional system of killing monsters to gain experience?**

- De-emphasizes combat, as violence provides no mechanical advantage over negotiation or trickery. This allows encounters with creatures that are extremely dangerous to the party because there is NO ASSUMPTION that every encounter is a test of combat ability and no inherent mechanical benefit in destroying powerful foes.
- Puts exploration, setting interaction and information gathering at the center of the play experience (rather than combat). Players can and will seek wealth, but they'll investigate and research areas that have the lowest risk to themselves. This leads to combat being dethroned from its position as 'the' player activity and there is more room for players to retreat and even less need to "balance" encounters.
- Adjusts player goals by making them very clear and more open to player decisions.
- Creates freedom, by simplifying goals and decoupling them from a specific narrative. Given how extremely dangerous combat is in Torches in the Dark it should always be approached with care. In addition, there is less need for there to be a 'heroic' narrative to justify the sheer amount of murder involved.
- Simple and clear mechanical explanation for how level advancement works.

**Characters also gain experience from completing quests, exploring new areas, and combat.**

- Exploring new areas and engaging with the lore and or finding more information about the world is worth varying amounts of experience points.
- Completing quests or jobs given to the party by non-player characters or accomplishing a short or long term goal for a character will grant experience.
- Combat experience points are simple, for every HD a foe has they are worth x10 experience. IE: A foe with 2 HD is worth 20 experience points.





# GAME MASTER INFO

THE WORLD OF OHR



# TORCHES IN THE DARK: BESTIARY SAMPLE

## THUG - HUMAN

Frequency: Common

No. Appearing: 5-30

Armor Class: 8-12

Hit Dice: 1D8

Treasure: 1-5 Golt.

# of Attacks: 1

Damage/Attack: 1D6+1/+1

Special Abilities: None.



## BANDIT LEADER—HUMAN

Frequency: Uncommon

No. Appearing: 1-3

Armor Class: 10-16

Hit Dice: 1D8+4

Treasure: 10-15 Golt.

# of Attacks: 2

Damage/Attack: 1D8!+2/+3

Special Abilities: None.



## PIRATE - HUMAN

Frequency: Uncommon

No. Appearing: 3-20

Armor Class: 8-13

Hit Dice: 1D8+2

Treasure: 2-8 Golt.

# of Attacks: 1

Damage/Attack: 1D6+1/+2

Special Abilities: None.





## TORCHES IN THE DARK: BESTIARY SAMPLE

### CULTIST - HUMAN

Frequency: Rare

No. Appearing: 2-60

Armor Class: 8-12

Hit Dice: 1D8+1

Treasure: None.

# of Attacks: 1

Damage/Attack: 1D4+1/+1

**Special Abilities:** Cultist leaders have at least one wytch spell.



### BEAST MAN - CREATURE

Frequency: Rare

No. Appearing: 3-8

Armor Class: 12-18

Hit Dice: 2D8+6

Treasure: None.

# of Attacks: 2

Damage/Attack: 1D12!+4/+5

**Special Abilities:** Save vs. fear or invoke terror.



### WALKING WILDS BOAR - BEAST

Frequency: Rare

No. Appearing: 1-15

Armor Class: 12-15

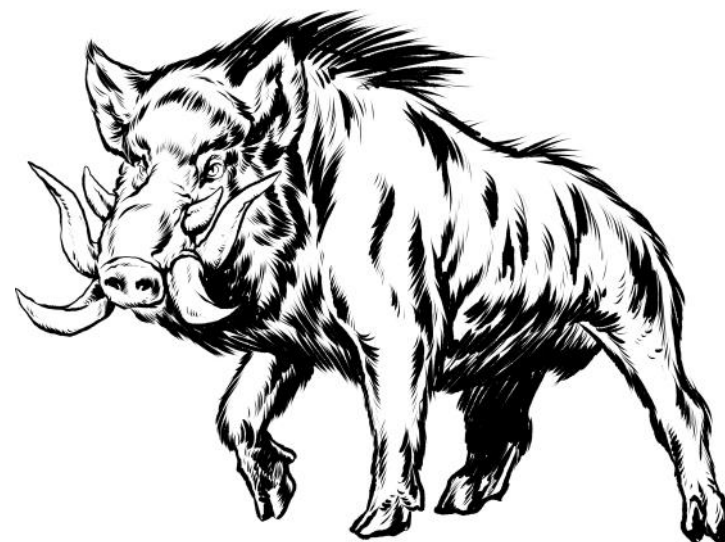
Hit Dice: 3D8+8

Treasure: None.

# of Attacks: 2

Damage/Attack: 1D10+4/+3

**Special Abilities:** Goring, successful attacks cause targets to bleed.



## TORCHES IN THE DARK: BESTIARY SAMPLE

### ??? - Monster

Frequency: Extremely Rare

No. Appearing: 1-2

Armor Class: 13-18

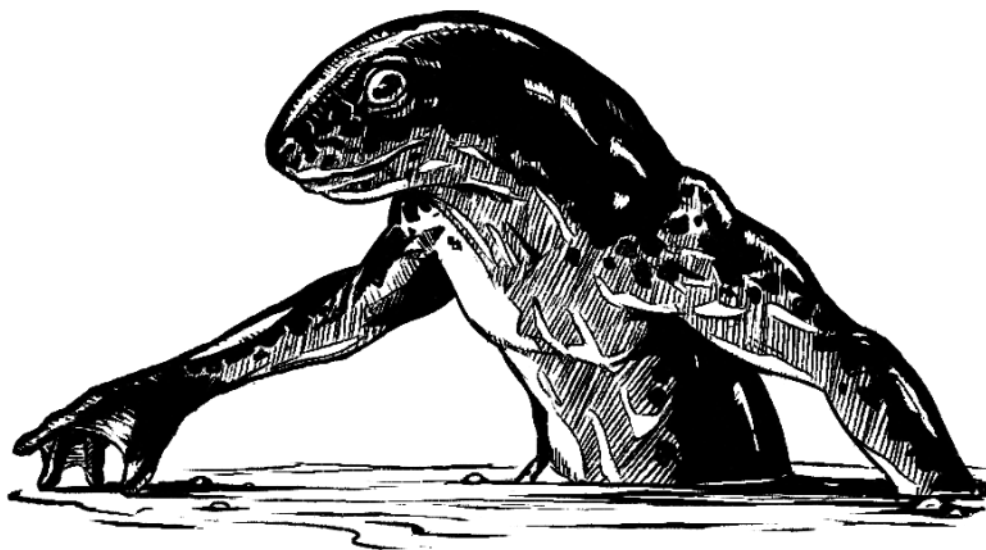
Hit Dice: 6D8+16

Treasure: Natural oils and lurker eyes.

# of Attacks: 3

Damage/Attack: 1D10!+6/+5

**Special Abilities:** Each successful attack against a target causes them to make a save vs. fortitude. On a failed save, they take an additional 2D6 poison damage. The creature can vanish into murky waters as a minor action, effectively becoming invisible either to escape or to ambush their targets. The creature can make a bite attack against any foe who has fatal wound markers, on a natural roll of 19-20 the target must save vs. death or be devoured.



# TORCHES IN THE DARK: GAME MASTER INFORMATION

**Magic in World** - When a caster chooses to use magic they are taking their life into their own hands. Magic is a dangerous force, one not naturally inherent to the world. Though it's not universally despised, some nations are more accepting of magic than others. The Northern Realms are less intrusive in the lives of mages, but in the Southlands and the Free Cities with high populations of Briagothians and Nemedians, after leaving behind the ravaged world of Aienrth they have no interest in dealing with magic. With such little tolerance and believing what they already know to be true, using magic in public places is a recipe for disaster.

*This varies from town to town and city to city, so before players go casting a spell, remind them maybe it's best to check out the town itself. Read the people and figure out what their customs are like and what the general attitude of the town is. A lot of this is up to the players to figure out for themselves. This is a roleplay focused campaign and setting and those who want to be a caster, while ignoring the elements of the world will probably end up paying the price.*

## MAJOR THEMES OF THE WORLD

- **Individualism** - Rebellion against the natural order of the world. If someone has to rule, why shouldn't it be you? Characters are adventurers, heroes, larger than life. At least they think they are. They should want to throw out the rules of society to make an ideal life for themselves.
- **Grimness and Realism** - A grim, realistic setting, but with fantastic elements like monsters, magic, and gods. Monsters, truly dangerous foes, should be limited in their uses. There should be a focus on the darkness of humanity. A man can be just as deadly and cruel as any monster.
- **Hate & Violence** - This is the nature of the world. Violence is a way of life in many places of the world and one should often apply dark anthropomorphism when dealing with monsters and obstacles that impede the character's lives. These enemies should be enemies who hate, but must be hated in return.
- **Helplessness & Hopelessness** - When facing the cosmic horrors and star-demons that have flooded into the world, every victory is always only ever going to be a minor setback to the enemy. Victories are temporary, and they will almost always pay a price for it.
- **Unanswered Questions & Sanity's fragility** - The reality of the world bends at the will of the King. Those who try to understand it will often go insane.
- **Sword & Sorcery** - A focus on fast-paced action in a quasi-mythical world. The stakes in this world are personal, the danger often times confined to the singular moments that the players are experiencing. The characters are not heroes that are interested in saving the world. They want to live in it. To rule it. That doesn't mean they're bad people. It just means that they're fool-hardy and will some times help those out of a sense of duty but generally only if it benefits them in some meaningful way.



# TORCHES IN THE DARK: GAME MASTER REQUIREMENTS

**Naming Conventions & Cultures** - DMs should read through and actually use the naming conventions of the world when creating NPCs, cities, and other game related content. The number one rule for engagement with players is that we keep a consistent world running. We want players and their characters to walk into a city and know by name alone that they must be going somewhere with a Hwn or Thorimund influence. Describe the architecture, the people, the dialects, accents, etc.

**Game Masters & Preparedness** - Don't half-ass a game. If you don't have the time to properly plan out an adventure and make sure that the game is fun or at the very least planned out enough for you to run them through a coherent storyline with naturally occurring events, don't run that day. Actually - don't tell them you're going to run unless you have a plan. Soon we will have a form for GMs to select from the many, many, many, one-shot story hooks that we create (sentence-long plot hooks so they're fully customizable) and you will need to submit a form with an outline of your adventure. Notes on NPCs, locations, creatures they're going to fight, create encounter groups, etc. Canon games will not be run on a whim. We want to make sure that when folks play in a canon game they're getting a fun time that was planned out for them. We don't want players walking away thinking it was a lazy or ill-prepared game.

**Rules** - KNOW THEM. I understand that it's a new system and we'll have things to work out, but make sure that you have a basic understanding of how the game operates.

**Roll20.net** - Dungeon Masters who run canon games should be using Roll20. If you have a computer that does not support a basic browser application, I can't help you. Roll20 can increase player engagement even if you're only using text or theater of the mind combat. You won't be required to use maps, but the use of imagery, music, tokens, etc go a long ways when building scenes for characters and engaging them in the world. We want our main game masters to run through the Roll20.net tutorial. It's easy and it doesn't take very long.

**Adversarial Game Masters** - Being a Game Master, it's easy to kill a player. What's difficult is running an adventure that is both exciting, challenging, and "fair" in the loosest sense of the word. When playing the game you need to be able to adjust the game on the fly and read the room. You have to be just as consistent with your players as you are with the setting. If they go half the game forgetting rules and you suddenly decide to enforce them halfway through a game to the detriment of the players you're doing it wrong. You should never go into a game looking to kill players. That's easy. Put down a dragon in front of a level one party that they can't escape from and show everybody what it means to die in the first few seconds of combat. See if they come back to play in your game.

**Managing Your Game** - As a Game Master it's your job to control the room. If people are talking over one another, bogging down the game, and just in general disrupting someone else from trying to roleplay or explain what their character is doing it's your job to tell the other person or groups of people to, and I quote "shut the fuck up." Both the GM and players should be respectful and try to cut out as much talking over one another as possible. Make sure you ASK each player one by one what they're doing before moving on from the scene. There's a lot of nuances to being able to do this, but if all else fails, mute people for a few seconds to cut the conversation off if it has nothing to do with the game. Keep the game moving!

**Sexual Content** - Make sure players are well aware of any sexual content that might take place in your game prior to them even starting to roll dice. Generally this shouldn't be an issue, because sexual content probably won't be explored that often. If you plan a session that does explore that particular aspect, you are REQUIRED to make sure your players are of age, but more importantly, that they're okay exploring those particular subjects, whatever they may be. Also if any of you try to start some strange underground ERP escapades, you're done being a GM. Probably a player too. Don't be a creep. By sexual I don't mean I want people ERPing in voice chat or in text. I mean sensitive subjects, considering pleasure cults and sex-goddesses exist in this setting.

**Game Master Feedback** - Game Masters (Interim DMs or Regular DMs) who get multiple feedback ratings of 1-2 out of 5 will be pushed down a rank until we can remedy that. We will work with the Game Masters, go over the feedback, and see if we can't help them improve on their weaknesses. That said, players are going to need to actually provide feedback to begin with. So if you have a great session post about it. If you have a bad session, post about it. It's a game. Don't be shy.



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# SPELLS AND SURGES

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THE WORLD OF OHR

# TORCHES IN THE DARK: MAGIC & HORROR

When a character casts a spell, they roll 1D20 and add their level to the roll. This is considered a spell check. Every spell has a specific TN or Target Number that the caster is required to match or exceed for the spell to work. Casters 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 TN by 4, medium armor increases the TN by 6, and heavy armor increases the TN by 8. Once you have determined the final roll, reference the spell's target number to see if the spell has been successfully cast.

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 D66 to determine what additional horrors befall you and your party as the fickle winds of magic bring about an eldritch surge. *Casting spells also cause the caster to generate 2 train per spell cast.*

Roll:	Eldritch Surge:
11-16	<b>Wytchlight:</b> Magic culminates and bursts into an unnatural light. All creatures within 30' must make a save vs. spells or be blinded for 1d4 rounds.
21	<b>Internal Rupture:</b> The magic attacks you from within, rupturing internal blood vessels. Take 1D6 damage per round until successful save vs. spell.
22	<b>Gargoyle:</b> The eldritch surge transforms the caster into an immobile stone statue of themselves. They are dead unless you can find a way to reverse it.
23-26	<b>The Winds of Elder Magic:</b> A twisting torrent of eldritch magic sweeps the caster up and deposits them in a random location far away from this place.
31	<b>The Mind Flayed Open:</b> The caster's mind is flooded with esoteric truths that are too much to bear. Lose 1D6 points of Intelligence and Wisdom.
32	<b>Upside Down:</b> A tear in reality allows a doppelganger of the caster to breach the waking world. It attacks the caster until it or the caster dies.
33	<b>Eldritch Detonation:</b> A blast of arcane energy harms all within 120' of the caster. 1D8 damage per caster level. Save vs. spell for half damage.
34-36	<b>The Dead Walk:</b> The cold wind of necromancy blows through the area, 1d4 skeletons emerge from the earth per caster level. They are not friendly.
41-45	<b>Song of Carcosa:</b> A horrific cosmic music fills the area; all within must save vs. spell for be deafened for 3d8 rounds.
46	<b>Mark of Malphas:</b> Hideously glowing runes appear over the caster's body, the caster must save vs. Fortitude or take 4D8 damage.
51-55	<b>Nightmares Unbound:</b> Nightmares assault the minds of the caster and of all those around them. The next month of safe rests are treated as normal rests.
56	<b>Horrible Demise:</b> The caster is immediately killed as the magic unleashed by the spell tears their body apart, exploding into a cloud of gore. 3 Trauma.
61-65	<b>Ruinous:</b> All plant life, edibles, drinks, animals in a 200' immediately rot, mold, sours, or otherwise becomes rancid or dies. 2 Trauma. Rations are gone.
66	<b>The World Below:</b> Demonic hands erupt from the floor to grab at the caster, clawing as they might, they're dragged down. The caster isn't dead...



# TORCHES IN THE DARK: MAGIC & HORROR

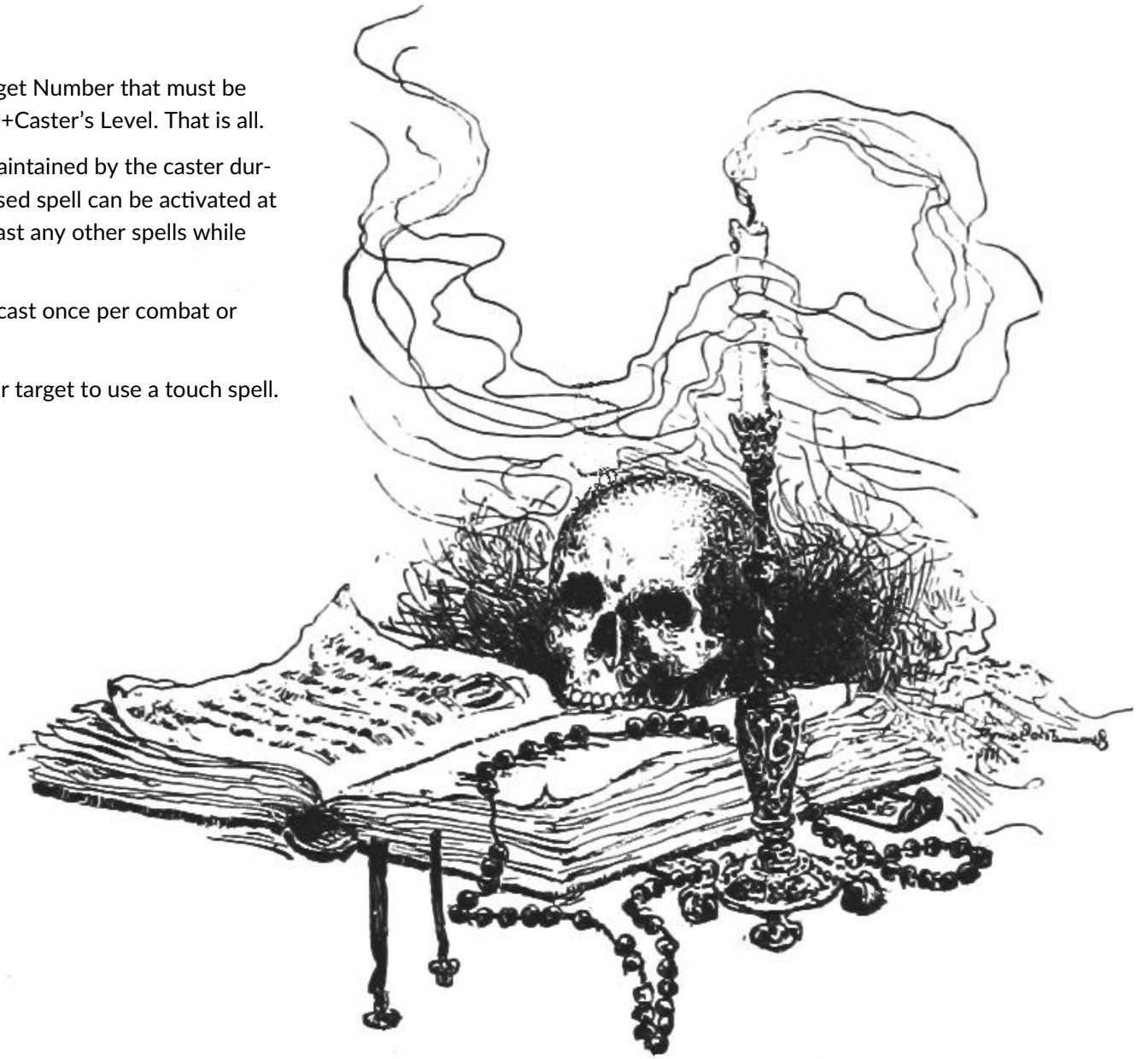
## SPELLS DEFINED:

**Target Name:** Every spell has a 'TN' or Target Number that must be rolled to cast the spell. The TN roll is  $1D20 + \text{Caster's Level}$ . That is all.

**Focused Spells:** A focused spell must be maintained by the caster during the course of the battle. Only one focused spell can be activated at a time, in addition the caster is unable to cast any other spells while focusing.

**Encounter Spells:** Encounter spells can be cast once per combat or roleplay encounter.

**Touch Spells:** You must be within 5' of your target to use a touch spell.



# TORCHES IN THE DARK: MAGIC & HORROR

## PRELATE SPELLS TABLE

TN:	Spell:	Action:	Description:
12	<b>Righteous Flame</b>	Encounter	Range. Target must save vs. reflex or take 1D6 x caster level fire damage. D10 if target is an undead.
12	<b>Resistance</b>	Encounter	Touch. You grant a single ally a +2 bonus to their next saving throw.
10	<b>Shielding Faith</b>	Encounter	Touch. You grant a single ally a +1 bonus to their AC for the remainder of the encounter.
12	<b>Courage</b>	Encounter	Touch. You grant one ally immunity to fear, if your target is already feared the condition ends immediately.
14	<b>Binding Wounds</b>	Encounter	Touch. You heal the target for 2D6 + Caster's level in wounds. Reroll all 6s rolled, stacking the result.
15	<b>Divine Strike</b>	Encounter	Range. A phantom weapon of eldritch energy coalesces in hand and has thrown (short). Deals 4D6 psychic damage.
13	<b>Greater Faith</b>	Encounter	Touch. Must have chosen Shield of Faith. You grant one ally immunity to the next critical strike that targets them.
11	<b>Zealous Fury</b>	Encounter	Self. For the rest of the encounter attacks against you deal +2 damage, but you deal an additional 1D6 damage.
14	<b>Luminous Bolts</b>	Encounter	Range. Fire four radiant bolts, targeted allies are healed for 1D6 wounds. Targeted enemies are hit for 1D6 damage.
8	<b>Light of the Gods</b>	Minor	Focused. You conjure a torch flame in the palm of your hand.
-	<b>Consecrated Ground</b>	-	You can spend 24 hours committing to a ritual to consecrate the ground around you. Tell me what that means.
13	<b>Bone Thrower</b>	Encounter	Using the bone of a creature that has been dead for longer than a week, you are able to see a brief vision of how they died.
13	<b>Binding Chains</b>	Encounter	Range. A single target must save vs. spell or they cannot move until they succeed on a save vs. spell at the end of their turn.
19	<b>Undaunted</b>	Encounter	Touch. You grant a single ally immunity all conditions, heal them for 2D8 wounds, and grant them a +2 damage bonus.
16	<b>Warding Heal</b>	Encounter	Touch. You place a ward on a single ally that has 5 charges, each charge heals for 1D6 wounds after they take damage.
21	<b>Charm Person</b>	Encounter	Range/Focused. One target within short range must save vs. spell or obey your commands for 1 minute.
14	<b>Purify</b>	Encounter	Touch. Cure up to a rank 3 poison from a single target, or remove blight from a single area.
22	<b>Dawning Smite</b>	Encounter	Self. All undead targets within line of sight that have less than caster's level in hit die are automatically destroyed.
26	<b>Divine Will</b>	Encounter	Range. All allies within medium distance heal for 6d6 wounds. All enemies take 6d6 wounds.

# TORCHES IN THE DARK: MAGIC & HORROR

## WYTCHE SPELLS TABLE

TN:	Spell:	Action:	Description:
10	Dragon's Breath	Major	A single target must save vs. spell or suffer 1D6 x caster's level fire damage and gain the burning condition/2 rounds.
13	Curse of Weakness	Major	A single target must save vs. spell or become weakened, suffering a -2 to attack rolls until they save.
12	Inflict Wound	Major	Touch. A single target must save vs. fortitude or suffer 10 points of damage. All resistances are ignored.
16	Deathly Warriors	Encounter	You summon three phantasmal warriors that make attacks against the chosen target. +5 to hit/1D8+2 damage.
10	Shadow Sight	Major	Self. The caster gains shadow sight, allowing them to see in complete darkness for 1 hour.
14	Arcane Nova	Major	All creatures within short distance of the caster must save vs. reflex or take 1D6 x caster's level in damage and be thrown.
18	Destroy Mind	Major	When cast on a target who casts spells, their TN increases by +4. Creatures with innate spell-like abilities are unaffected.
10	Freezing Blast	Major	Fanning out in a cone, each target caught in the blast takes 1D4 x caster's level in frost damage.
15	Ice Storm	Encounter	A large area is consumed by a massive hailstorm that deals 2D10 damage to all targets caught in the chilly winds.
24	Breath of Frost	Encounter	A freezing wind washes over whatever unfortunate creatures stand in front of you, causing 6D8 frost damage.
16	Javelin of Ice	Encounter	Conjure a javelin of magical ice, make an attack roll with a +2 bonus. If it hits, it does 4D6 frost damage/10% chance of death.
13	Shocking Grasp	Major	Touch. Target takes 1D8 + 1 damage per caster level to the target. If target is wearing metal armor they take double damage.
21	Elemental Shield	Major	Touch. Choose lighting, frost, fire, acid or psychic. Target becomes resistant to that element.
26	Lighting Bolt	Encounter	A bolt of lightning streaks through the battlefield and deals 8d6 damage and instantly killing targets with < 10 wounds.
12	Eldritch Bolts	Encounter	Fire three glowing bolts that automatically hit visible targets of your choosing. Each bolt deals 1D10 + caster's level damage.
12	Mage Armor	Major	Focused. As long as the caster is not wearing armor of any kind, their AC becomes 12 + Caster's level.
15	Chaos Beam	Encounter	Ranged attack. On a successful hit deal 1D6 fire, frost, and lightning damage. Roll 1d12. 1-6: Deal extra 6d6. 7-12. Take 6d6.
20	Eldritch Gift	Encounter	A single target must save vs. spell or roll on the Eldritch Surge table.
16	Feather Fall	Encounter	Self. Instead of falling to your death you instead float harmlessly down to the ground below.
10	Flaming Hand	Major	Touch. A single target must save vs. spell or take 1D8 fire damage and gain the burning condition/2 rounds.
20	Sleep	Encounter	Ranged. Put 2 + Caster's level HD of targets to sleep. Targets fall to the ground and are considered helpless.
22	Levitate	Encounter	Ranged. A single target must save vs. spell or be levitated. Can be thrown for 5D6 bludgeoning damage and Crushing (15).
28	Thought Purge	Encounter	Touch. A single target must save vs. spell or roll 1D4. 1 = Dies. 2 = Memories gone. 3 = Spell TN +8. 4 = 8D6 psychic damage.



# TORCHES IN THE DARK: MAGIC & HORROR

## WOLFGROOM SPELLS TABLE

TN:	Spell:	Action:	Description:
10	Sight of the Hawk	Major	A single target gains the vision of a hawk, granting them a +20% bonus to all sight-related skill checks for 1 hour.
20	Claw of the Bear	Major	Touch. A single target must save vs. spell or hit with the force of a cave bear, dealing 16 points of damage.
16	Fang of the Wolf	Major	Touch. A single target must save vs. fortitude or suffer 12 points of damage. All resistances are ignored.
16	Throat Tear	Encounter	Touch. A single target must save vs. spell or suffer 10 points of damage and gain the bleeding condition.
18	Beastmaster	Major	Self. Beasts are less likely to attack the caster during an engagement in the wilds. 20% wild beasts will ignore the party.
18	Animal Form	Major	Self. Turn into a fox, large raven, giant rat, young wolf. Cannot fight while in this form. Character statistics remain.
16	Sprint of the Lion	Major	Your charge attack bonus increases by +4. Lasts until you charge one enemy target or engage in melee.
18	Words to Wind	Major	Self. The caster's winds carry on the wind for up to three miles.
21	Wereform	Encounter	Self. Transform into a werewolf (14 wounds and 2D8 damage), or werebear (24 wounds and 1D10 damage).
20	Primal Fire	Encounter	Ranged. A torrent of flame burns everything to ash, dealing 4D8 fire damage to all targets within short range.
20	Primal Storm	Encounter	Dark clouds consume the sky and a storm begins to rage overhead. Lighting Bolt's TN is reduced by 6.
18	Primal Earth	Encounter	Ranged. Rip a large chunk of stone from the earth and throw it at a single target. Must save vs. reflex or take 6D6 damage.
18	Gift of the Wind	Encounter	You grant a single ally an extra minor action on each of their turns for the remainder of the encounter.
26	Lighting Bolt	Encounter	A bolt of lightning streaks through the battlefield and deals 8d6 damage and instantly killing targets with < 10 health.
16	Feral Rage	Encounter	For the remainder of the encounter your rage takes over. Deal +6 melee damage. AC becomes 16. Take double wounds.
21	Earthquake	Encounter	The world shatters around your enemies, lava and jagged stone tears foes apart. Save vs. spell or take 4D10 damage.
14	Primal Totem	Encounter	Summon a fire, earth, lighting, or ice totem. Spells related to the element chosen has its TN reduced by 2.
30	The Horned God	Encounter	The Horned God arrives. All targets in sight must make save vs. mental or take 10D10+10 psychic damage.
18	Shocking Grasp	Encounter	Touch. Target takes 1D8 + 1 damage per caster level to the target. If target is wearing metal armor they take double damage.
20	Javelin of Ice	Encounter	Conjure a javelin of magical ice, make an attack roll with a +2 bonus. If it hits, it does 4D6 frost damage/10% chance of death.
18	Ice Storm	Encounter	A large area is consumed by a massive hailstorm that deals 2D10 damage to all targets caught in the chilly winds.
25	Breath of Frost	Encounter	A freezing wind washes over whatever unfortunate creatures stand in front of you, causing 6D8 frost damage.

# ADDITIONAL CREDITS & CREATIVE COMMONS

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