



In a world without magic, what type of heroes will push back the darkness?

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Introduction

A thousand years ago, the Kaelish Empire spanned the known world, and at the height of its glory was unrivaled in feats of conquest, engineering, knowledge and art. However, even the sunniest of days eventually gives way to dusk, and night came to the great empire at last. Torn apart by territorial governors vying for the imperial throne, the lands and wealth they coveted were ravaged by war and plundered by invading barbarians, the winters grew colder and longer, crops failed in the fields and plague stalked the shining cities.

In this day and age, the great aqueducts lie in ruins, and farmers pick flagstones from the great Trade Way to build pig sties. Where once a hundred thousand men were a garrison for a province, now a man who commands five thousand is called a great king, and cities tremble before his wrath. In the halls of the learned men, the empire built clockworks and worked great feats of chemistry, experimenting with steam and explosives, now watermills are considered complex, and the secrets of the best metalcraft are lost.

It is said that the old empire was powerful in the ways of magic, though whether that is another great lost art, or only the superstitious tales of peasants is hard to say. There are tales of great beasts and terrible monsters, but what heroes would travel into the darkness at the edges of the world to face such threats?

But now, as the winters grow warmer and less harsh, and the cities begin to thrive once more, armies are begin to march, and bold men and women take up the spear, the sword, and the bow. Kingdoms are rising, and there is talk of a new empire formed from the seeds of the old taking root in south. Will you sail for riches and glory, setting your enemies to the blade and their homes to the torch, or will you reclaim the glory and wonder of the fallen empire, and build a new greatness for those who follow to marvel at?

The Darkest Age is upon the land, and it is men and women of action that will lead the world into a new age. Will you lead, follow, or be ground to dust as the light of civilization is rekindled?

World

The world of Darkest Age is much like our own, but steeped with its own ancient mysteries, legends and intrigue. It is said that once the Men of the land knew elves and dwarves and giants, and slew mighty dragons, but those tales lie in the distant past and have become myth and legend.

The Kaelish Empire grew to prominence in the south of a vast continent that stretched from the far frozen north down to the warm southern seas, split in twain by a massive range of mountains that stretched to the very sky. Cities once thrived up and down the coast, with more settlements following vast rivers inland to the mountains, The Pillars of the Sky, and indeed it is difficult to not see the mountains looming at the edge of the horizon from anywhere within the lands.

To the west of the continent lies a great, cold, savage, trackless sea, set with a few goodly sized isles inhabited with strange creatures, and stranger and more savage peoples. Once coveted by the empire, these lands were never fully brought to heel, and never seemed to notice or care about the collapse of civilization.

To the south, across the warm and gentle southern seas lie a vast land stretching farther south than any man has ever journeyed, home to ancient cities and many wonders of their own, the lands of Sarria paid tribute to the empire, but never sent its influence beyond the northern sea.

To the east end of the continent, past the great Pillars of the Sky, lie more lands, settled by the empire after being conquered and pacified. Eventually hills and valleys and forests give way to the harsh and unforgiving steppe, where the horse nomads live, unconquered and wild, these fierce warriors claim the steppes, and no sane men travel to their lands.

Of the great continent itself, a variety of peoples and cities may be found. In the soft, easy climate of the south, grapes are made into wine, and bountiful crops of grain are harvested to feed the largest cities remaining in the world. City states make war against their neighbors, feuding and fighting, but never winning out ultimately, as alliances are made and crumble seemingly at random, and always with great speed.

As it reaches further north, the days grow shorter, the winters longer and deeper, and the peoples hardier and more fierce. Great wooly mammoths are harnessed for labor and war by those farthest north, while the seeds of civilization begin to sprout amongst the sons of Wilham and the north men forge a true kingdom for the first time.

Economy



The economy of the lands of the Darkest Age is essentially agrarian, the vast bulk of economic movement is in foodstuffs, and the cost of feeding oneself is high compared to the average peasant's earning potential. Most common laborers work in agricultural jobs, sowing fields, hoeing weeds, harvesting grain, tending livestock, and the like. The world is large, and populations are relatively small, this allows folk to enjoy decent lifestyles free from the worst of deprivation, and in prosperous seasons it is not uncommon for even simple farm hands to have meat on their table more than once in a week.

Most goods are bespoke, made specifically for their owner, and craftsmen take great pride in their work, commanding a larger share of wealth, making them a much larger and more powerful group closer to a middle class. Guilds unite into powerful organizations which even nobles are loathe to anger. For every ten people in a kingdom, perhaps one might be of the nobility or church, another a soldier, guard or mercenary, three might be crafters or merchants, and the other five simple and common folk.

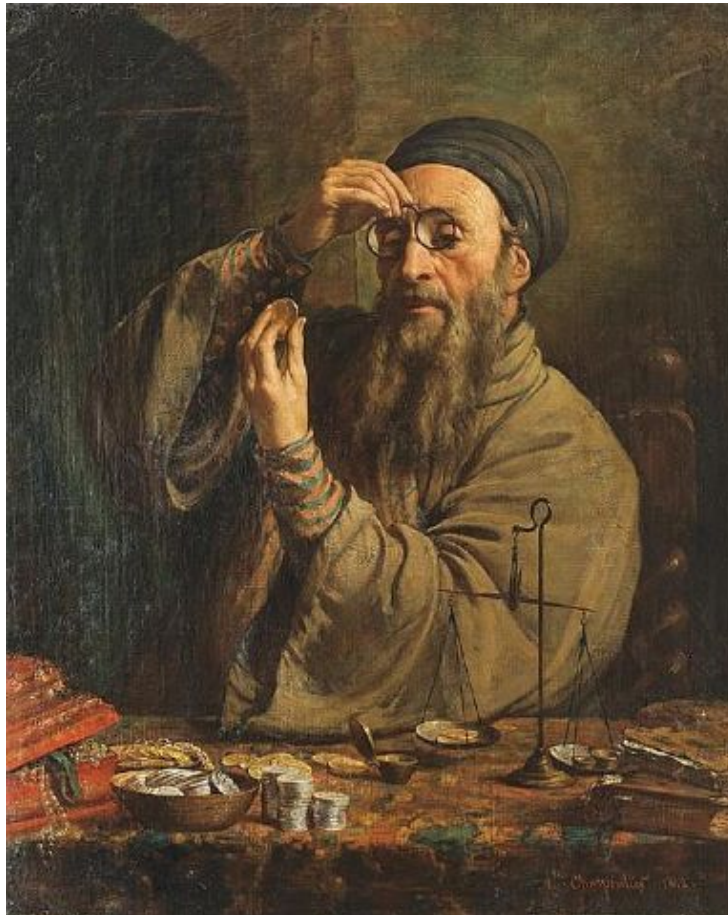
Generally speaking, the plight of the least of peasants is not as terrible as it might otherwise be, with most people having the freedom to leave their lands and find another land lord to work for. Furthermore, the powerful guilds demand payment for their labors in coin, meaning there is a large amount of coinage in circulation. As such, even poor commoners are expected to have a few copper or brass bits, and perhaps a few pieces of silver hidden away for some future endeavor. It is common that a small community will have a fairly small set of currency that circulates around, often with many coins older than the hands that count them out.

Weights and Measures

It should be noted that the common mathematics of the Darkest Age world uses base eight. This means that instead of counting to ten, and then rolling over, you count to eight. This means that common amounts of objects are eight. A bushel is eight gallons of grain, there are eight pints in a gallon, and a pound is made of sixteen ounces, two eights. The Foot is the normal unit of length, usually broken down to eighths or sixteenths for smaller measurements, and multiplied by eights for longer ones, up to the mile which is 4,096 feet (8x8x8x8).

All of this makes for some odd measurements, conversions and notations, but it is far easier to just use English units of measurement which are approximately close enough. The only issue of immediate concern or note is coinage.

| EXCHANGE RATES | BIT | PENCE | CROWN |
|---------------------|-------|-------|-------|
| COPPER BIT | 1 | 8 | 512 |
| SILVER PENCE | 1/8 | 1 | 64 |
| GOLD CROWN | 1/512 | 1/64 | 1 |



In many fantasy worlds, gold is key, but much akin to old earth, in the world of the Darkest Age, silver is the standard. At its height, the Kaelish Empire standardized weights and measures, and minted enough coins of sufficient quality that most of the world accepted them at full face value.

To this day, various traditions of minting and rights of assayers have led to similar standards. The average silver coin is approximately a quarter of an ounce in weight, and is more than 90% pure silver. Imperial coins were minted to exacting standards and accommodated octo-section, cutting it into 8 parts, and these 'bits' were the smallest piece that most folk ever dealt in. In more recent years when not all mints are able to produce a perfectly round coin some authorities have begun minting copper and brass coins, often referred to as 'bits' as well.

There are coins minted in other metals, most notably gold, but few people deal in them. Since 64 standard sized coins equal a pound, this is a notation often used. A price for a piece of land might be stated as “Two pounds and twenty-four pieces of silver” meaning 152 silver pieces, or the equivalent. This price might be paid on paper by trading houses, through contracted obligations of grain, with a two pound silver trade bar and some coins, or even with two golden and 24 silver coins.

Prices: Commodities

| Cost | Goods |
|--------------|---|
| 1b | 1 lb. of wheat |
| 2b | 1 lb. of flour or loaf of bread, mug of ale |
| 4b | One dozen eggs or one chicken |
| 1p | 1 pound of Salt or 1 sq. yd. of canvas |
| 2p | 1 Gallon of Beer or pitcher of wine |
| 4p | 1 lb. of Lead or 1 sq. yd. of cotton cloth |
| 8p | 1 lb. of Iron or 1 lb. of copper or one goat |
| 16p | 1 lb. of cinnamon or pepper, or one sheep |
| 24p | 1 lb. of cloves or one pig |
| 32p | 1 sq. yd. of linen or a donkey |
| 1cr | 1 sq. yd. of silk or 1 lb. of silver or one cow |
| 1.5cr | 1 lb. of saffron or one ox |
| 5cr | one horse |
| 64cr | One pound of gold |



Prices: Armor

| Armor | Cost | T1 | T2 | T3 | Armor Class | Stealth | Weight |
|-------------------------------------|------|-------|-------|-------|-------------|--------------|--------|
| <i>Light</i> | | | | | | | |
| Cloth Gambeson (Padded) | 5p | 20p | 40p | 60p | 11+Dex | Disadvantage | 8 lb. |
| Jack Coat (Leather) | 16p | 1cr | 2cr | 3cr | 11+Dex | - | 10 lb. |
| Cuirboulle (Studded Leather) | 48p | 3cr | 6cr | 9cr | 12+Dex | - | 13 lb. |
| <i>Medium</i> | | | | | | | |
| Leather Scale (Hide) | 16p | 1cr | 2cr | 4cr | 12+Dex (2) | | 12 lb. |
| Mail Shirt (Chain Shirt) | 6cr | 24cr | 48cr | 72cr | 13+Dex (2) | | 20 lb. |
| Lamellar (Scale Mail) | 6cr | 24cr | 48cr | 72cr | 14+Dex (2) | Disadvantage | 45 lb. |
| Cuirass (Breastplate) | 15cr | 60cr | 120cr | 180cr | 14+Dex (2) | | 20 lb. |
| Half Plate | 25cr | 100cr | 200cr | 300cr | 15+Dex (2) | Disadvantage | 40 lb. |
| <i>Heavy</i> | | | | | | | |
| Brigandine (Ring Mail) | 4cr | 16cr | 32cr | 48cr | 14 | Disadvantage | 40 lb. |
| Chain Hauberk (Chain Mail) | 10cr | 40cr | 80cr | 120cr | 16 | Disadvantage | 55 lb. |
| Coat of Plates (Splint Mail) | 25cr | 100cr | 200cr | 300cr | 17 | Disadvantage | 60 lb. |
| Full Plate (Plate) | 50cr | 200cr | 400cr | 600cr | 18 | Disadvantage | 65 lb. |
| <i>Shields</i> | | | | | | | |
| Wooden Shield | 16p | 1cr | - | - | +1 | | 4 lb. |
| Steel Shield | 1cr | 4cr | - | - | +2 | | 6 lb. |



Armor Upgrades

To learn more about a particular armor, reference its equivalent in your handbook. Note the columns for t1-t3 versions of armor, when a suit of armor is constructed, it may be tailored to its wearer, and have additional care and materials lavished upon it. For the character it was built for, upgraded armor has additional effects.

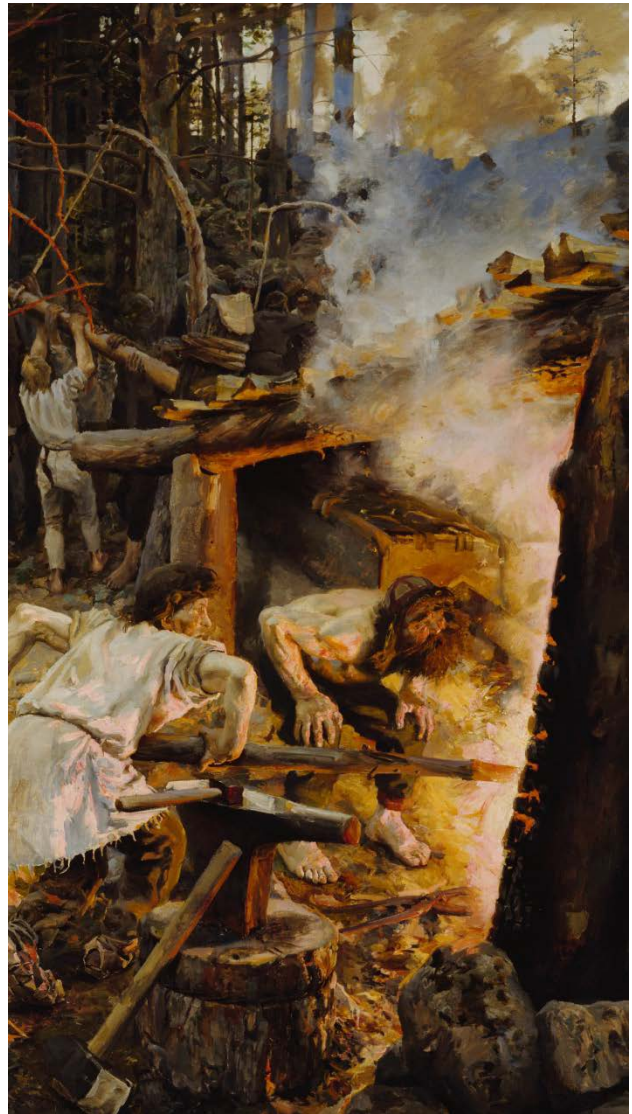
Upgraded Armor (Resistance) *Tier 1, Tier 2, Tier 3*

When you select this upgrade, note a damage type (Bludgeoning, Piercing, Slashing), whenever the wearer would suffer nonmagical damage of that type, reduce it by an amount corresponding to the heaviness of the armor (2 for light, 4 for medium and 6 for heavy).

Upgraded Shield (Specialty) *Tier 1*

When you select this upgrade for your shield, you choose one of the following specialty shield variants:

- **Buckler:** This shield provides -1 ac against ranged attacks, but may be readied along with a melee weapon as part of the same action. Halves shield weight.
- **Targe:** When used to make a shield bash, this shield deals 1d8 damage in addition to any other effects, but does not provide a bonus to AC until the beginning of your next turn.
- **Tower:** While readied, reduce your movement speed by 5 feet. As a bonus action, you gain cover against all ranged attacks until the beginning of your next turn. Quadruples shield weight.



Prices: Melee Weapons

| Weapon | Cost | T1 | T2 | T3 | Damage | Weight | Properties |
|------------------------------|------|------|------|------|--------|--------|--|
| <i>Simple Melee Weapons</i> | | | | | | | |
| Club | 1p | 8p | - | - | 1d4 B | 2 lb. | Light, Crude |
| Dagger | 16p | 2cr | 4cr | 8cr | 1d4 P | 1 lb. | Finesse, light, thrown (range 20/60) |
| Greatclub | 2p | 16p | - | - | 1d8 B | 10 lb. | Two-Handed, Crude |
| Handaxe | 24p | 3cr | 6cr | 12cr | 1d6 S | 2 lb. | Light, thrown (thrown 20/60), Brutal |
| Javelin | 4p | 32p | 1cr | 2cr | 1d6 P | 2 lb. | Thrown (range 30/120) |
| Light Hammer | 16p | 2cr | 4cr | 8cr | 1d4 B | 2 lb. | Light, thrown (Range 20/60), Shock |
| Mace | 32p | 4cr | 8cr | 16cr | 1d6 B | 4 lb. | Penetrating |
| Quarterstaff | 2p | 16p | - | - | 1d6 B | 4 lb. | Versatile (1d8), crude |
| Sickle | 8p | 1cr | 2cr | 4cr | 1d4 S | 2 lb. | Light |
| Short Spear | 16p | 2cr | 4cr | 8cr | 1d6 P | 3 lb. | Thrown (Range 20/60), Versatile (1d8), Extensive |
| <i>Martial Melee Weapons</i> | | | | | | | |
| Battleaxe | 48p | 6cr | 12cr | 24cr | 1d8 S | 4 lb. | Versatile (1d10), Brutal |
| Flail | 32p | 4cr | 8cr | 16cr | 1d8 B | 2 lb. | Special |
| Glaive | 96p | 12cr | 24cr | 48cr | 1d10 S | 6 lb. | Heavy, reach, two-handed, Brace |
| Greataxe | 2cr | 16cr | 32cr | 64cr | 1d12 S | 7 lb. | Heavy, two-handed, Brutal |
| Greatsword | 3cr | 24cr | 48cr | 96cr | 2d6 S | 6 lb. | Heavy, two-handed, Reliable |
| Halberd | 96p | 12cr | 24cr | 48cr | 1d10 S | 6 lb. | Heavy, reach, two-handed, Brace |
| Lance | 1cr | 8cr | 16cr | 32cr | 1d12 P | 6 lb. | Reach, Special |
| Long Spear | 32p | 4cr | 8cr | 16cr | 1d8p | 4 lb. | Versatile (1d10), Extensive |
| Longsword | 1cr | 8cr | 16cr | 32cr | 1d8 S | 3 lb. | Versatile (1d10), Reliable |
| Maul | 96p | 12cr | 24cr | 48cr | 2d6 B | 10 lb. | Heavy, two-handed, Penetrating |
| Morningstar | 48p | 6cr | 12cr | 24cr | 1d8 P | 4 lb. | Penetrating |
| Pike | 32p | 4cr | 8cr | 16cr | 1d10 P | 18 lb. | Heavy, reach, two-handed, Brace |
| Rapier | 2cr | 16cr | 32cr | 64cr | 1d8 P | 2 lb. | Finesse, Keen |
| Scimitar | 1cr | 8cr | 16cr | 32cr | 1d6 S | 3 lb. | Finesse, light, Keen |
| Shortsword | 48p | 6cr | 12cr | 24cr | 1d6 P | 2 lb. | Finesse, light, Reliable |
| Trident | 32p | 4cr | 8cr | 16cr | 1d6 P | 4 lb. | Thrown (range 20/60, Versatile (1d8), Extensive |
| War Pick | 32p | 4cr | 8cr | 16cr | 1d8 P | 2 lb. | Penetrating |
| Warhammer | 1cr | 8cr | 16cr | 32cr | 1d8 B | 2 lb. | Versatile (1d10), Penetrating |
| Whip | 16p | 2cr | 4cr | 8cr | 1d4 S | 3 lb. | Finesse, Reach |

Flail: When you make an attack against a creature wielding a shield, you get +1 bonus on your attack rolls.

Lance: You have disadvantage on attacks against creatures within 5 feet. This weapon is one-handed while mounted.

Net: A creature size medium or smaller hit by a net attack restrained until freed by 5 slashing damage, or a dc10 strength check. An attack with a net is the only attack that may be made with a single action, regardless of extra attack.

Prices: Ranged Weapons

| Weapon | Cost | T1 | T2 | T3 | Damage | Weight | Properties |
|-------------------------------|------|------|------|------|--------|--------|--|
| <i>Simple Ranged Weapons</i> | | | | | | | |
| Crossbow, Light | 1cr | 8cr | 16cr | 32cr | 1d8 P | 5 lb. | Ammunition (range 80/320), loading, two-handed |
| Dart | 2b | 16p | - | - | 1d4 P | ¼ lb. | Finesse, thrown (range 20/60), crude |
| Shortbow | 32p | 4cr | 8cr | 16cr | 1d6 P | 2 lb. | Ammunition (range 80/320), two-handed |
| Sling | 1p | 8p | - | - | 1d4 B | - | Ammunition (range 30/120), crude |
| <i>Martial Ranged Weapons</i> | | | | | | | |
| | | | | | 1d8 P | | |
| Blowgun | 8p | 1cr | 2cr | 4cr | 1 P | 1 lb. | Ammunition (range 25/100), loading |
| Crossbow, Heavy | 96p | 12cr | 24cr | 48cr | 1d10 P | 18 lb. | Ammunition (range 100/400), heavy, loading, two-handed |
| Longbow | 1cr | 8cr | 16cr | 32cr | 1d8 P | 2 lb. | Ammunition (range 150/600), heavy, two-handed |
| Net | 1p | 8p | - | - | - | 3 lb. | Special, thrown (range 5/15), crude |
| <i>Ammunition</i> | | | | | | | |
| Arrows (24) | 8p | 32p | 1cr | 2cr | - | 1 lb. | |
| Bolts (24) | 4p | 16p | 32p | 1cr | - | 2 lb. | |
| Blowdarts (24) | 4p | 16p | 32p | 1cr | - | 1 lb. | |
| Sling Bullets (24) | 2p | 8p | - | - | - | 2 lb. | |

Ammunition: By default ammunition can be found intact 50% of the time if an attack made by it misses.

Ammunition Upgrade (Durability) Tier 1, Tier 2, Tier 3

When an attack made using this ammunition misses, it always survives and can be found to be re-used. If this upgrade is applied twice, this ammunition can be used again 50% of the time even when it hits on an attack. If this upgrade is applied three times to ammunition, it can always be retrieved to be used again, regardless of a hit or a miss.

Ammunition Upgrade (Aerodynamic) Tier 2, Tier 3

Increase the short range distance of this weapon by an amount equal to its base short range distance. (20/60 becomes 40/60)



Weapon Upgrades

Weapons may be upgraded when constructed by spending the listed amount on the tables above instead of their normal price to have one crafted for a particular character. If that character attunes to the weapon, they gain the benefits of the upgrades.

Weapon Upgrade (Damage) *Tier 1, Tier 2, Tier 3*

When this weapon deals damage, increase it by 2 of the same type normally dealt by the weapon.

Weapon Upgrade (Critical Damage) *Tier 1, Tier 2, Tier 3*

When this weapon scores a critical hit, roll an additional 2 weapon damage dice, adding their result to the total dealt by the critical hit.

Weapon Upgrade (Accuracy) *Tier 2, Tier 3*

Attacks made using this weapon gain a +1 bonus to hit.

Weapon Upgrade (Critical Chance) *Tier 3*

Attacks made using this weapon score a critical hit on an additional number of die. (in the hands of most characters this is 19-20, but in some it would increase a range of

19-20 to a range of 18-20, and so forth.)



Weapon Styles

The warriors of the Darkest age have come to master many weapons and styles of fighting, leading to a wide variety of these weapons seeing use on the battlefield, and being applied to different purposes. Each weapon group has a different specialty, as is outlined below.

Swords (Greatsword, Longsword, Shortsword): *Reliable*. Whenever you make an attack with this weapon, roll its damage dice twice, and select the ones you wish to use.

Axes (Battle Axe, Greataxe, Handaxe): *Brutal*. Whenever you roll the maximum value on this weapon's damage die, roll an additional die of the same type and add it to the total damage dealt by the attack.

Spears (Long Spear, Short Spear, Trident): *Extensive*: As a bonus action, you may increase the reach of this weapon by an additional 5 feet until the beginning of your next turn.

Hammers (Light Hammer, Mace, Morningstar, Maul, Warhammer, War Pick): This weapon deals +2 damage to targets wearing Heavy Armor.

Light Blades (Rapier, Scimitar): *Keen*. This weapon deals +2 damage to targets wearing light or no armor.

Polearms (Glaive, Halberd, Pike): *Brace*. As an action you may brace this weapon to receive a charge. As a reaction you may make an attack a target that enters your reach. This attack deals an additional weapon die of damage if the target moved at least 10 feet before the attack was made.

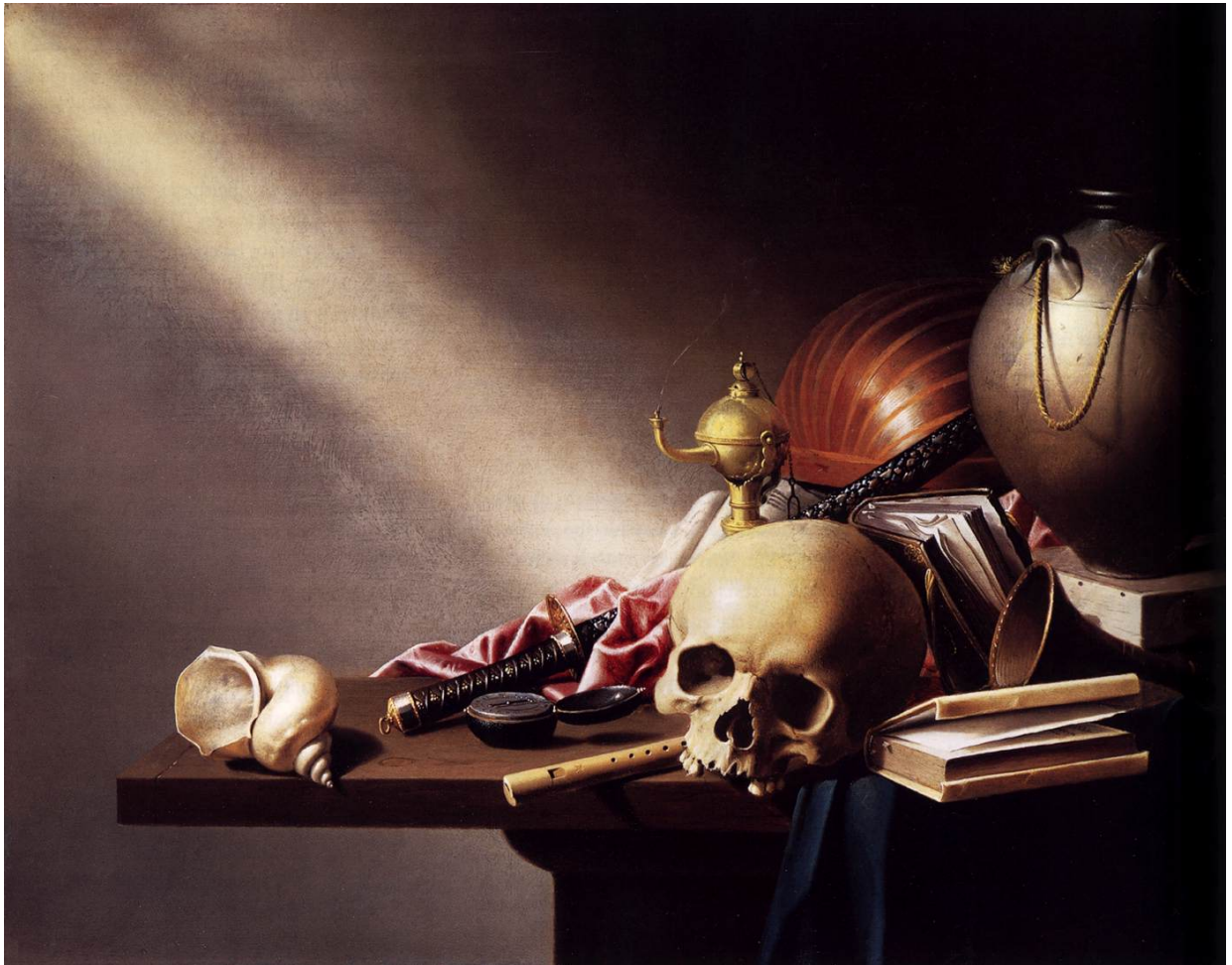
Lifestyle Expenses



In the world of the Darkest Age, merely surviving winter can sometimes be a hardship, even for hardened adventurers, and the costs of feeding oneself, affording shelter, and replacing worn out bits of clothing and equipment certainly add up. Each character should select a lifestyle with which to comport themselves. It is assumed that this fee, managed daily for simplicity, covers both food and lodging, with a small store set aside for occasional purchases of minor oddments that just wear out. A character that maintains at least a modest lifestyle does not have to worry about their equipment failing or falling into disrepair, while characters that skimp here could find that even their arms and armor are not properly kept up and could fail them in battle.

| Lifestyle | Cost |
|---------------------|------|
| Wretched | - |
| Squalid | 4b |
| Poor | 1p |
| Modest | 2p |
| Comfortable | 4p |
| Wealthy | 8p |
| Aristocratic | 1cr |

Sundry Goods Prices



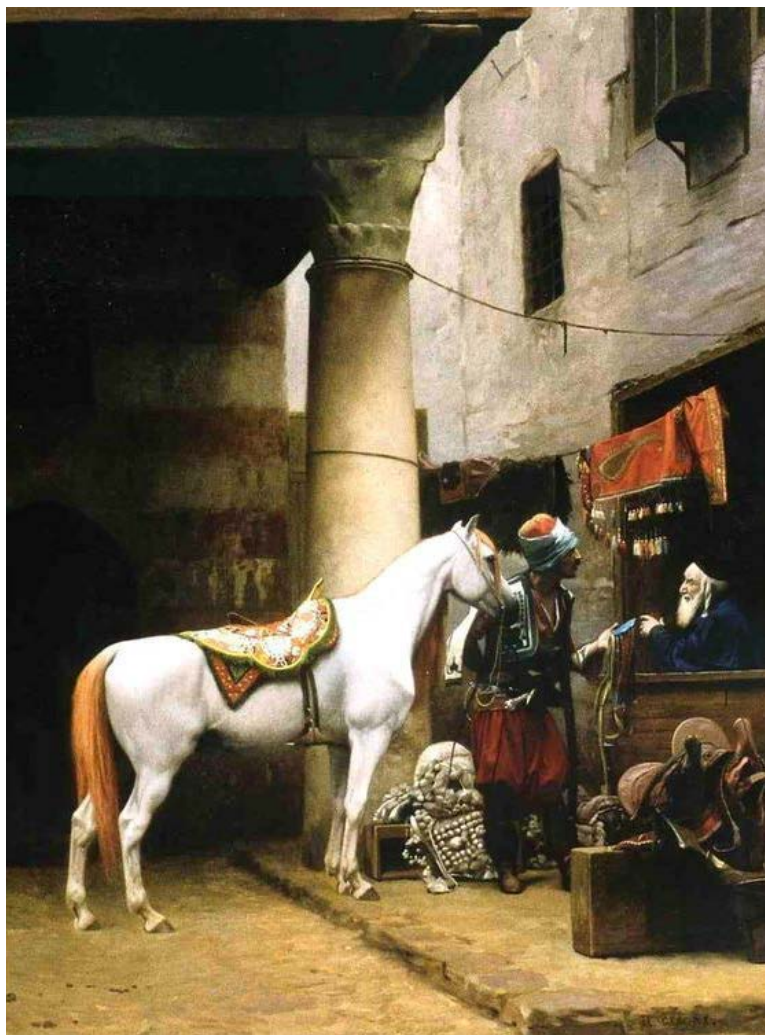
Most of the goods available in your handbook are also available in the world of the Darkest Age, just adjust their inflated prices according to a general scale of:

1gp=1p

1sp=2b

1cp=1b

A more in depth table could be forthcoming if it seems worth the trouble to price out sewing needles and spare blankets (which should be a cost of lifestyle anyway!).



Mount and Tack Pricing

It is a harsh world, and it should come as no surprise that it is quite expensive to secure a trusty steed, or to keep them alive and well after the fact. Following are the prices for mounts and associated costs. Note that this is the assumed price for trained (useful) animals.

| Good/Service | Cost |
|---------------------------|------|
| <i>Animals</i> | |
| Donkey | 32p |
| Mule | 48p |
| Horse (Draught) | 3cr |
| Horse (Riding) | 5cr |
| Horse (War) | 15cr |
| Dog (Hunting) | 24p |
| <i>Tack</i> | |
| Barding | X4 |
| Bit and Bridle | 4p |
| Saddle (military) | 32p |
| Saddle (pack) | 8p |
| Saddle (riding) | 16p |
| Saddlebags | 4p |
| <i>Vehicles</i> | |
| Cart | 16p |
| Carriage | 1cr |
| Wagon (cargo) | 32p |
| Wagon (Gypsy) | 2cr |
| <i>Stabling</i> | |
| Stabling (per day) | 4b |
| Fodder (per day) | 2b |

Ship and Sea Pricing



| Good/Service | Cost | Cargo | Crew | Speed |
|-----------------|-------|----------|------|-------|
| <i>Ship</i> | | | | |
| Cog | 600cr | 120 tons | 16 | 2 mph |
| Galley | 800cr | 140 tons | 128 | 4mph |
| Knarr | 240cr | 40 tons | 8 | 2 mph |
| Longship | 300cr | 20 tons | 40 | 3 mph |

Land and Property Pricing



Free men in many lands can purchase land and build upon it as they see fit, until stone walls go up, then you better swear fealty to a lord, or you're just building them a castle.

| Good/Service | Cost | Yield |
|---------------------------|---------|-----------------------|
| <i>Land</i> | | |
| Arable Land (acre) | 5cr | ~500 lb wheat / year |
| <i>Building</i> | | |
| Cottage | 8cr | ~1cr rent / year |
| Farmstead | 12cr | ~2cr rent / year |
| Shop | 9cr | ~1cr rent / year |
| Manor | 250cr | ~8-12cr rent / year |
| Tower | 300cr | 10 men @ 20p/day |
| Keep | 1,500cr | 100 men @ 150p/day |
| Castle | 5,000+ | 300 men @ @ 500p /day |

Lifetime Expenses



It is expected that a person will spend large sums of coin several times in their lifetime, on events and

| Event | Cost | Note | opportunities such as these. |
|------------------------------------|-----------|---|--|
| <i>Apprenticeship</i> | | | Apprenticeship: fee to learn a craft or trade. |
| Common Craft (Cooper, Weaver) | 16p | Apprentice earns 1p/day | |
| Uncommon Trade (Mason, Smith) | 32p | Apprentice earns 2p/day | |
| Rare Trade (assayer, calligrapher) | 1cr | Apprentice must join guild | |
| <i>Join a Guild</i> | | | Guild dues: cost to lawfully practice a craft or trade. |
| Common Craft (Cooper, Weaver) | 1cr | Master earns 3p/day | |
| Uncommon Trade (Mason, Smith) | 2cr | Master earns 5p/day | |
| Rare Trade (assayer, calligrapher) | 4cr | Master earns 8-12p/day | |
| <i>Pay a dowery</i> | | | Dowery: wealth given from family of daughter to new son in law. |
| Peasant's Dowery | ~1cr-2cr | Barbarians demand this as a bride price | |
| Merchant's Dowery | 50cr | Both families offer this | |
| Lesser Nobility's Dowery | 120cr | Bride's family offers | |
| Baron's Dowery | 1200cr | Baron offers | Wedding feast: It is customary to celebrate a wedding. |
| <i>Pay for Wedding Feast</i> | | | |
| Peasant | 2p/guest | Plus 16p fee to lord | |
| Merchant/Craftsman | 4p/guest | Plus 1cr in alms | |
| Nobility | 1cr/guest | Plus 10 cr in alms | Funeral: You can't take it with you, you know. |
| <i>Pay for Funeral</i> | | | |
| Peasant's Funeral and Grave | 1cr | This includes fee to inherit | |
| Merchant's Funeral and Tomb | 6cr | With slot in catacombs | |
| Noble's Funeral and Mausoleum | 64cr | With bronze effigy | |

Selling Loot



It is generally to be accepted that merchants, should they have the ready coin, will pay 25% of the base value of an item if it is in good condition. Most merchants will be willing to trade their own goods for those the seller has, and will usually offer 50% of the base value instead, since the deal involves little or no coin. Should the needs be particular or the goods being sold are of a more commodified nature (arms to a town under siege, bales of wool) then the full market value will usually be offered in trade, or 75% in coin, excepting local demand (a city known for leatherworking will always import furs and hides, dyes, salts and so forth at their full cost, and seek to send leather goods out).

Tributes and Tithes



It is socially accepted that those who do not labor under feudal obligation yet earn income within the domain of a lord will offer them tribute of some kind, if for no other reason than to not tempt being officially taxed. A tribute to a lord of one eighth of a character's yearly income is considered generous, and will catch the eye, and favor, of that lord, noting the loyalty and industriousness of the character. Often such a tribute will be returned with forgiveness of fees at gates, on roads, or license to trade. Usually some trinket will be bestowed upon the tributing character denoting the lord as their patron, and marking them as not just wandering vagabonds.

If a character chooses to tithe a similar amount, favor is gained with the church, offering the character succor, aid, and information about various lands. Characters well known for their piety, devotion, and generosity can expect to find free services at various churches and temples, and expect to be gifted with signs of their devotion marking them out to the common folk as pious and worthy of respect, praise, and assistance by members of the faith.

Slavery



Slavery is not unknown in the lands of the Darkest Age. While in the northern and middle lands such traffic is not too common, in the south and across the sea, it is a way of life. The old Empire was built on the backs of slaves, and they flowed into its capital as surely as did silver and steel. To this day, the shackled trade still flows that direction. Life of a slave is not as cruel as it could be, as slaves are allowed to own property, and most masters gift them small coins as reward for dutiful service, and it is not unknown for slaves to purchase their freedom. Children are often desirable as slaves for all the reasons it is desirable to have more children in the household, especially minor chores or distracting your own children.

In the northlands it is common practice to take prisoners in battle and indenture them to you for a period of no more than 8 years, during which time they are treated as lower status members of the takers' household. Occasionally slave women are taken or bought, and made wives by men whose families are unable or unwilling to secure them a wife by more legitimate means.

| Type of Slave | Cost |
|-----------------|--------|
| Child | 2cr |
| Unskilled Adult | 5cr |
| Skilled Adult | 8-12cr |
| Concubine | 15cr |
| Gladiator | 25cr |

Classes



Darkest Age uses the fifth edition of the world's most popular roleplaying game, but not all of its classes and archetypes are a perfect fit. This is a world low on magic and high on danger, for the best result, the following classes should not be played:

Bard, Cleric, Druid, Monk, Ranger, Paladin, Sorcerer, Warlock and Wizard. (Leaving Barbarian, Fighter and Rogue).

Further, any spellcasting archetypes are best left out (Eldritch Knight, Arcane Trickster). To compensate, several new classes more fitting with the flavor and theme of the setting.

Godsman

Godsmen serve the will of the gods, and further their goals and aims in the world, spreading the faith and doing works.

Class Features

As a Godsman, you gain the following class features.

Hit Points

Hit Dice: 1d8 per Godsman level

Hit Points at 1st Level: 8 + your Constitution modifier

Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per Godsman level after 1st

Proficiencies

Armor: Light Armor, Medium Armor, Shields

Weapons: Simple Weapons

Tools: One of Herbalism Kit or Artisan's Tools

Saving Throws: Wisdom, Charisma

Skills: Choose two skills from History, Insight, Medicine, Persuasion, and Religion

Equipment

You start with the following equipment, in addition to the equipment granted by your background:

- Club or Quarterstaff
- Leather Armor or Shield
- Sling and 10 stones or one Javelin
- Priest's Kit or Explorer's Kit

| Level | Proficiency Bonus | Features |
|-------|-------------------|--|
| 1st | +2 | Portent, Path of Faith |
| 2nd | +2 | Divine Favor, Divine Mystery (Detect Evil and Good, Protection from Evil and Good) |
| 3rd | +2 | Divine Mystery (Augury) |
| 4th | +2 | Ability Score/Feat |
| 5th | +3 | Divine Mystery (Magic Circle) |
| 6th | +3 | Blessing of the Faith |
| 7th | +3 | Divine Mystery (Divination) |
| 8th | +3 | Ability Score/Feat |
| 9th | +4 | Enemies of the Faith (1d8) |
| 10th | +4 | Divine Intervention |
| 11th | +4 | Divine Mystery (True Seeing) |
| 12th | +4 | Ability Score/Feat |
| 13th | +5 | Divine Mystery (Antimagic Field) |
| 14th | +5 | Ability Score/Feat, Portent 3/Day |
| 15th | +5 | Divine Mystery (Commune), Enemies of the Faith (2d8) |
| 16th | +5 | Ability Score/Feat |
| 17th | +6 | Divine Mystery (Astral Projection) |
| 18th | +6 | Miracle |
| 19th | +6 | Ability Score/Feat |
| 20th | +6 | Divine Intervention Improvement |

Portent

Beginning at 1st level You are blessed by visions from the gods foretelling future events. When you take a short rest, you may roll two d20s and note their rolls. After a creature has rolled a d20 within your presence, you may announce that this is the vision you foresaw, and replace the roll with one of your two numbers. Once a number has been used, it may not be used again. When you take a short rest, you lose any remaining numbers from portent.

At 14th level, you roll 3 d20s when you use this ability.

Path of Faith

Beginning at 1st level, you are the member of a faith, an organized religion that has trained you in the ways of the divine. Choose the path your faith will take you. Once you have chosen a faith you may not choose paths of faith choices from another faith. Choose one of the below paths:



- **The One (War)**

You revere the One True God, the god of your fathers and creator of the world. All other faiths are blasphemous abominations in your eyes, especially the loathsome cult of the Many. You gain proficiency with Martial Weapons and Heavy Armor.

- **The Many (Mercy)**

You revere the Many, children of the divine, and workers of miracles within the world. Aside from the tyrannical so called One God, there is plenty of room in the world for a plentitude of gods. You gain Healer as a bonus feat, and whenever you apply healing to a creature you may add your wisdom bonus to the amount.

- **The Spirits (Nature)**

You have devoted yourself to the natural world, and hearing the song of all the land, the sky and the trees. Leather or Hide armor, you may add your constitution bonus to your AC. You gain proficiency with one of the following skills: Handle Animal, Nature or Survival.

Divine Favor

Starting at 2nd level, you may channel the power of your faith into acts of undeniable power.

- **The One (Zeal)**

You are inspired by your God in battle. As a Bonus action, you may make a single melee attack. You may use this ability a number of times equal to your wisdom bonus before taking a short or long rest to regain uses.

- **The Many (Faith Healing)**

As an action, you may inspire a faith healing in a creature that shares your faith. The affected creature may spend a number of healing dice up to your proficiency bonus, adding your wisdom bonus to the amount healed as if you had applied the healing. You may use this ability a number of times equal to your wisdom bonus before taking a short or long rest to regain uses.

- **The Spirits (The Sun)**

You invoke the power of the sun to banish unnatural beings, Turning Undead or Abominations. You may use this ability a number of times equal to your wisdom bonus before taking a short or long rest to regain uses. You learn and may cast the Cantrip Shillelagh at will.

At 8th level, this ability dispels magical darkness, and at 18th level, destroys all undead of cr4 or less that fail their saving throws.

Divine Mystery (Detect evil and good, Protection from evil and good)

Starting at 2nd level, you are skilled in the sacred rituals of your faith. You may enact a Divine Mystery as a Ritual taking 1 minute to cast, and may not enact that particular ritual again until you have undergone a short rest. You learn the Rituals for Detect evil and good as well as Protection from evil and good. You may target a number of creatures with Protection from Evil and Good equal to one plus your proficiency bonus.

At 3rd level you learn Augury, at 5th you learn Magic Circle, at 7th level you learn Divination, at 11th level you learn True Seeing, at 13th level you learn Antimagic Field, at 15th you learn Commune, and at 17th level you learn Astral Projection.

Ability Score Improvement

When you reach 4th level, and again at 8th, 12th, 16th, and 18th levels, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

Blessing of the Faith

Starting at 6th level, your devout faith has been recognized by your divine patron, manifesting as a blessing.

- **The One (Fervor)**

You gain the Extra Attack feature, and whenever you take the attack action may make an additional attack. This ability does not function with other versions of Extra Attack, obviously.

- **The Many (Blessed Healer)**

Whenever you heal another creature, you are healed an amount of HP equal to your wisdom bonus.

- **The Spirits (Blessings of the Sky)**

The winds and rains favor you. You may cast the spell Call Lightning. You may not use this ability again until you have taken a long rest.

Enemies of the Faith

Starting at 9th level, you are charged with destroying the enemies of the faith. When striking a target known to be not of your faith, your attack deals an additional 1d8 damage of the type of the attack. At 15th level, the damage increases to 2d8.

Divine Intervention

Beginning at 10th level, when you are in the direst of straits you may pray for divine intervention. Describe your situation, and desired outcome, and roll d100. If the result is lower than your Godsman level, there is a divine intervention. The exact nature of this effect is up to your DM, but regardless, if the check succeeds this ability may not be used again for a month, and may be used again after a short rest if it fails.

At 20th level, this check automatically succeeds.

Miracle of Faith

Starting at 18th level, your faith is such that you may work miracles.

- **The One (He Protects)**

You gain resistance to nonmagical bludgeoning, piercing and slashing damage.

- **The Many (Miraculous Healing)**

Whenever you heal another creature, you heal it by an additional 20 HP.

- **The Spirits (Nature's Fury)**

When unobserved, you may use the Wild Shape ability as if you were an 8th level druid. The only difference is that you may not change back into your usual shape while observed, and if reduced to 0 HP must flee the eyes of all observers. This ability may be used twice before you take a short rest.



Magician

Before the fall of the empire, the Emperor himself was served by an order of court magicians. After its fall, many of the secrets of magic were lost, but your line kept the old knowledge and passed it on to you.

Class Features

As a Magician, you gain the following class features.

Hit Points

Hit Dice: 1d6 per Magician level

Hit Points at 1st Level: 6 + your Constitution modifier

Hit Points at Higher Levels: 1d6 (or 4) + your Constitution modifier per Magician level after

Proficiencies

Armor: None

Weapons: Daggers, Darts, Slings, Quarterstaves, and Light Crossbows.

Saving Throws: Intelligence, Wisdom

Skills: Choose three skills from Arcana, Deception, History, Insight, Investigation, Nature, Religion and Sleight of Hand

Equipment

You start with the following equipment, in addition to the equipment granted by your background:

- Quarterstaff OR Dagger
- Arcane Focus
- Sling and 10 stones OR 6 Darts
- Scholar's Pack OR Explorer's Pack

| Level | Prof. Bonus | Magic Points | Features |
|-------|-------------|--------------|-------------------------------|
| 1st | +2 | 4 | Spellcasting, Legacy of Magic |
| 2nd | +2 | 6 | Apprentice |
| 3rd | +2 | 14 | Discovery |
| 4th | +2 | 17 | Ability Score/Feat |
| 5th | +3 | 27 | Discovery |
| 6th | +3 | 32 | Magician |
| 7th | +3 | 38 | Discovery |
| 8th | +3 | 44 | Ability Score/Feat |
| 9th | +4 | 57 | Discovery |
| 10th | +4 | 64 | Mage |
| 11th | +4 | 73 | Discovery |
| 12th | +4 | 73 | Ability Score/Feat |
| 13th | +5 | 83 | Discovery |
| 14th | +5 | 83 | Arch Mage |
| 15th | +5 | 94 | Discovery |
| 16th | +5 | 94 | Ability Score/Feat |
| 17th | +6 | 107 | Discovery |
| 18th | +6 | 114 | Supreme Mage |
| 19th | +6 | 123 | Ability Score/Feat |
| 20th | +6 | 133 | Revelation |

1st



Spellcasting

You are the descendent of a long line of spellcasters which stretches back millennia to before even the founding of the great Empire. Some of the power of your ancestral line has found its way to manifest within you, allowing you to cast spells and command magic.

You possess a pool of magical energy referred to here as Magic Points, or MP. To cast any spell you know costs some amount of these MP, generally broken down by spell level. For the duration of this document, spells will be referred to as Name(MP cost), to facilitate planning.

Cantrip: 1MP

1st Level: 2MP

2nd Level: 3MP

3rd Level: 5MP

4th Level: 6MP

5th Level: 7MP

6th Level: 9MP

Magical Recovery

When you take a short rest, you may recover MP equal to your Intelligence bonus plus your proficiency bonus. You may spend hit dice to regain d6 plus your intelligence bonus each. You may not regain MP above your normal maximum.

Legacy of Magic

Beginning at 1st level your connection to magic strengthens, and you select your affinity for one of the paths to power, listed below. In addition, you learn the spell Detect Magic (2):

- **Conjurer**

You can hear whispers from beyond the edge of reality, and discern the will of entities from other realms, you may reach into these realms to call for aid from the entities that dwell there, or to grab a handful of the stuff of that realm. You learn the cantrips Guidance(1) and Divine Flame (1)

- **Enchanter**

Your connection with magic has grown in such a way to let you manipulate the minds of others, allowing you to push a mind towards positive thoughts for you, or towards negative thoughts. You learn the cantrips Friends (1) and Vicious Mockery(1).

- **Necromancer**

You have found the ability to sense the ebb and flow of life around you, and can manipulate magic to either sever this flow from, or to restore it to a creature. You learn the cantrips Chill Touch(1) and Spare the Dying(1).

Apprentice

Starting at 2nd level, you are granted the rank of Apprentice Magician. You learn the ability Mage Strike, and may, as an action, spend 1 MP to make a weapon attack, using your spell attack bonus instead of the bonus normally used and deals damage with your intelligence bonus instead of the ability normally used by the attack. This attack deals magical damage of the type it normally deals, plus an additional 1d6 force damage when you reach 5th level, 11th level (2d6), 17th level (3d6).

- **Conjurer**

You learn the spells Find Familiar(2) and Hellish Rebuke (2).

- **Enchanter**

You gain proficiency with the skills Persuasion and Deception and learn the spell Charm Person (2).

- **Necromancer**

Whenever you reduce a creature to 0 HP with a spell or magical ability, you gain temporary HP equal to your Magician level plus your intelligence bonus. You learn the spell Ray of Sickness (2).

Discovery

At 3rd level, you learn an additional spell. Consult the table and select one spell that you meet the minimum level requirement to cast. You may repeat this process every other level after that. (5th, 7th, 9th, 11th, 13th, 15th, 17th and 19th levels)

At 3rd, and 9th level you may learn an additional cantrip from the following list: Mage Hand, Mending, Prestidigitation, Resistance or True Strike.

Magician's Discoveries

2nd Level (Apprentice)

Color Spray (2)

Hex (2)

Jump (2)

Shield (2)

Witch Bolt (2)

Mage Armor (2)

10th Level (Mage)

Confusion (6)

Polymorph (6)

Phantasmal Killer (6)

Stoneskin (6)

Freedom of Movement (6)

Mordekainen's Faithful Hound (6)

6th Level (Magician)

Bestow Curse (5)

Dispel magic (5)

Invisibility (3)

Levitate (3)

Tongues (5)

Water breathing (5)

14th Level (Arch Mage)

Flesh to Stone (9)

Fly (5)

Scrying (7)

Wall of Force (7)

Telekinesis (7)

Eyebite (9)

Ability Score Improvement

When you reach 4th level, and again at 8th, 12th, 16th, and 18th levels, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.



Magician

At 6th level, you have advanced to the rank of Magician. You have gained insight into the nature of magic, and may enhance the effects of a spell you cast. You may increase the cost of a level 1 or 2 spell to 5 MP in order to treat it as if it was cast with a 3rd level spell slot.

- **Conjuror**

Your familiar may take the form of a Mule, Quasit or Wolf that may be ordered to attack as a bonus action. Warning: quasits are difficult to control. You learn the spell Spirit Guardians (5).

- **Enchanter**

Whenever you make a Charisma check using your proficiency with Deception or Persuasion, you may double your proficiency bonus for that check. You learn the spells Comprehend Languages (3) and Hold Person (3).

- **Necromancer**

When you would gain temporary HP from reducing a target to 0 HP, an ally within 30 feet may gain those temporary HP instead. You learn the spell Vampiric Touch (5).

Mage

Beginning at 10th level you join the ranks of the Magi, gaining the title of Mage. You may spend an additional 3 MP to cast a Cantrip you know as a bonus action, allowing you to cast another spell, or even a cantrip, as a normal action. Whenever you cast a spell of levels 1 through 4, you may increase its cost to 7 to cast it as though it were cast with a 5th level spell slot.

- **Conjuror**

Your Familiar gains a bonus to AC and Damage equal to your proficiency bonus. You may spend 3 MP to instantly change location with your familiar as a bonus action or reaction once per turn. If this ability is used as a reaction in response to you or your familiar being attacked, the other is now the target of this attack. You learn the spell Animate Objects (7).

- **Enchanter**

You may cast Charm Person as a Bonus Action for 4 MP, and if you do, you may cast another spell or cantrip this turn as a normal action. You learn the spells Detect Thoughts (3) and Dominate Person (7).

- **Necromancer**

Whenever you would be reduced to 0 hp, you may spend 7 MP to be reduced to 1 instead. This ability may be used on an ally within 30 feet by spending an additional 3 MP. You learn the spell Antilife Shell (7).

Arch Mage

When you achieve 14th level, you gain the title of Arch Mage. Whenever you cast a spell, you may increase its MP cost by 1 to ignore its verbal and Somatic requirements. Whenever you cast a spell you may increase its MP cost by 3 to force the target to make saving throws against it with disadvantage.

- **Conjuror**

You learn Hurl through Hell at a cost of 9 MP. Each subsequent casting of this spell before you take a short rest costs an additional 9 MP (9,18,27 etc). You learn the spell Planar Ally (9).

- **Enchanter**

Each turn you gain an additional action which may be used to cast Charm Person, Suggestion or Command. You learn Command (2), Suggestion (3) and Mass Suggestion (9).

- **Necromancer**

You learn the spells Animate Dead (5), Circle of Death (9) and Revivify (5).

Supreme Mage

If you rise to 18th level, you attain the rank of Supreme Mage, becoming one of the most powerful of the Magi.

- **Conjurer**

Increase your MP pool by one third, your familiar may cast any spell you know with its action, drawing MP from your pool.

- **Enchanter**

Whenever a spell you control ends (either by the duration ending or by the target making a successful saving throw to end it early), you may spend its MP cost again to recast it on its original target. This does not require an action.

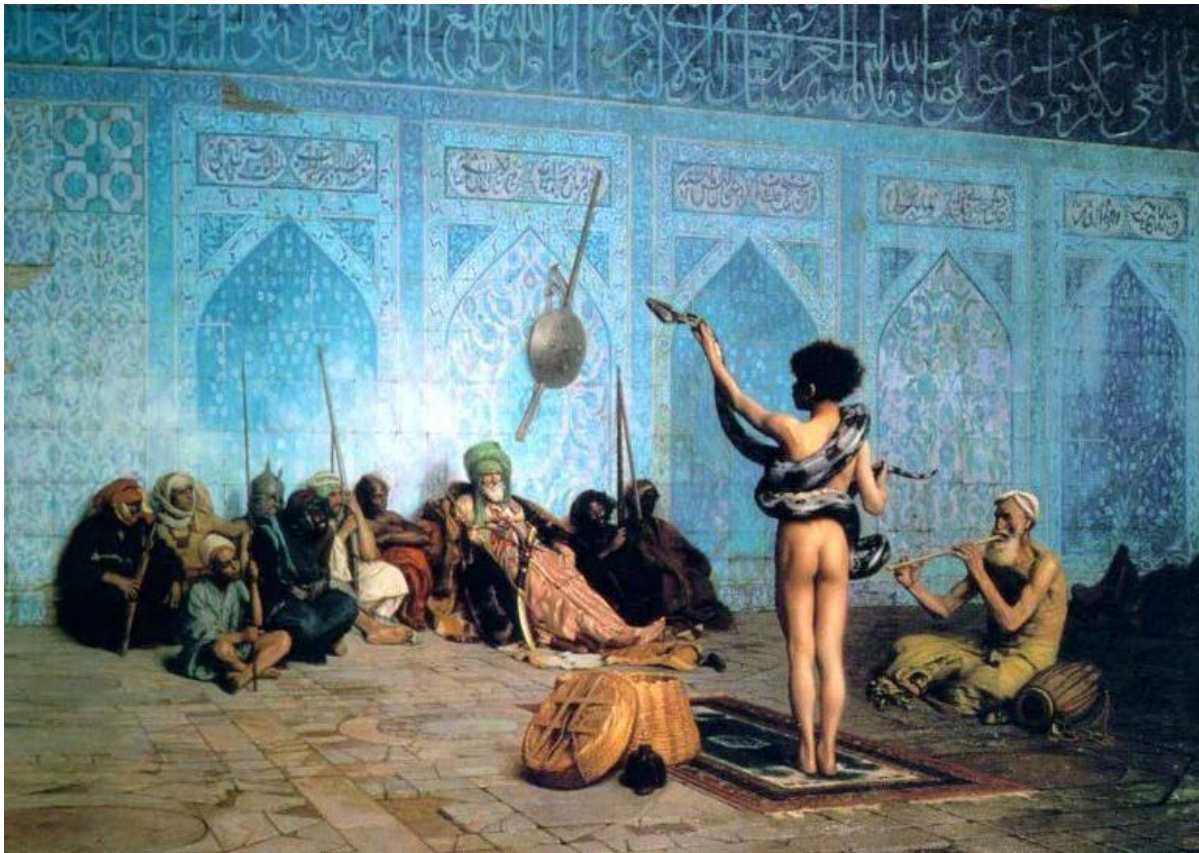
- **Necromancer**

You may construct a ring of Mind Shielding at a cost of 250 gp. (25,000 gp in high fantasy). This item may serve as your spell focus, replacing any trivially priced spell components of spells you cast. Even if separated from the ring, your soul is transferred to it if you are killed, as if you were wearing it. You learn the spell Finger of Death(9) and Raise Dead(7).

Revelation

Upon Achieving 20th level, you receive a revelation into the nature of magic, gaining the benefit listed below depending upon your path.

- **Conjuror**
You gain three wishes.
- **Enchanter**
Increase the duration of all of your Enchantment spells by an order of magnitude (Minute<Hour<8 Hours<Day<Month<Year). You learn the spell Weird (13).
- **Necromancer**
You may expend HP and MP interchangeably either when you cast spells, use abilities, or take damage.



Guild Scholar

In these benighted times, you follow the grand legacy laid out before you by your ancestors, seeking to keep alive the knowledge of the wise men that came before.

Class Features

As a Scholar, you gain the following class features.

Hit Points

Hit Dice: 1d6 per Scholar level

Hit Points at 1st Level: 6 + your Constitution modifier

Hit Points at Higher Levels: 1d6 (or 4) + your Constitution modifier per Scholar level after 1st

Proficiencies

Armor: None

Weapons: Daggers, Darts, Slings, Quarterstaves, and Light Crossbows.

Tools: One of Alchemist's Supplies or Herbalism Kit

Saving Throws: Intelligence, Wisdom

Skills: Choose three skills from Arcana, Deception, History, Insight, Investigation, Medicine, Nature, Religion and Sleight of Hand

Equipment

You start with the following equipment, in addition to the equipment granted by your background:

- Quarterstaff OR Dagger
- Alchemist's Supplies OR Herbalism Kit
- Sling and 10 stones OR 6 Darts
- Scholar's Pack OR Explorer's Pack

| Level | Proficiency Bonus | Features |
|-------|-------------------|-------------------------|
| 1st | +2 | Legacy |
| 2nd | +2 | Apprentice |
| 3rd | +2 | Discovery |
| 4th | +2 | Ability Score/Feat |
| 5th | +3 | Discovery |
| 6th | +3 | Journeyman |
| 7th | +3 | Discovery |
| 8th | +3 | Ability Score/Feat |
| 9th | +4 | Discovery |
| 10th | +4 | Craftsman |
| 11th | +4 | Discovery |
| 12th | +4 | Ability Score/Feat |
| 13th | +5 | Discovery |
| 14th | +5 | Master |
| 15th | +5 | Discovery |
| 16th | +5 | Ability Score/Feat |
| 17th | +6 | Discovery |
| 18th | +6 | Grand Master, Discovery |
| 19th | +6 | Ability Score/Feat |
| 20th | +6 | Final Secret |

New Items

Guild Alchemist's Fire

While many charlatans and hedge wizards understand the secret of producing alchemist's fire, its application is limited by its relatively expensive cost. This substance ignites on contact with its activator compound, and burns furiously, even under water. Particularly dangerous because of just how commonplace the materials to produce it are, this substance is highly dangerous and volatile in the hands of those unfamiliar with its production and use. This substance retains potency for just a few hours, and requires careful mixing just before use or it will not even ignite.

A proficient character may make a ranged attack with a vial of alchemist's fire with a range of 20/40, dealing 1d6 fire damage plus intelligence bonus. A hit target takes damage equal to the alchemist's int bonus at the start of each of its turns, until it makes a dexterity save equal to the alchemist's save DC. (8 + int bonus + proficiency bonus).

Healing Salve

Apothecaries may combine common herbs and simple chemicals to produce a special healing salve, that when applied along with their intimate knowledge of human anatomy can produce incredible feats of healing.

As an action requiring one minute, a character proficient with this substance may heal a character for an amount equal to 1d4 plus the healer's intelligence bonus.

trained in its use.

Guild Legacy

Beginning at 1st level you are the member of a secret society, and benefit from secret lore specific to that group. Choose one of the below paths:

• Alchemist's Guild

The Imperial Alchemists' guild of the old empire held many secrets, and you carry one of them. You know the secret of making a more potent and unstable version of Alchemist's Fire, a terrifying tool of war.

When you take a short rest, in your spare time you produce a number of doses of alchemists' fire equal to your intelligence bonus. This substance loses potency within a day, and in the hands of anyone but you, is no more effective than common alchemist's fire.

• Apothecary's Guild

You are a member of the Noble Order of Apothecaries and Herbalists, a venerable and respected order of healers... and secretly of assassins. You have an intimate understanding of the human body and the effects of various substances upon it.

When you take a short rest, you may craft a number of doses of healing salve equal to your intelligence bonus. This substance will sour within a day of being produced, and has little effect in the hands of one not specifically



Guild Apprentice

Starting at 2nd level, you are officially an apprentice to the guild you chose at first level, and privy to more of its secrets. As long as you are a member in good standing, when you take a long rest in an area under guild influence you may make use of guild resources to produce potions, elixirs and other materials, producing a number of consumable items equal to your level plus intelligence bonus. The guild assumes you will use these materials to further your study, and the guild's goals and objectives, and will not provide you further supplies until they feel you have earned them. You may appeal this decision with your guild representative (DM), but be warned, the guild takes a dim view of members abusing the system and will react accordingly.

When you gain this feature, consult the following table, and select up to two choices from your guild and level. You know how to create these consumables. What form they take depends on your aesthetic, as well as basic logic and your DM's final word.

Alchemist's Discoveries

2nd Level

False Life
Burning Hands
Fog Cloud
Grease
Mage Armor
Thunderwave

6th Level

Enhance Ability
Haste
Melf's Acid Arrow
Stinking Cloud

10th Level

Barkskin
Blight

Fireball

Protection from Energy

14th Level

Delayed Blast Fireball
Hill Giant Strength
Stoneskin
Wall of Fire

Apothecary's Discoveries

2nd Level

Bane
Detect Poison
Goodberry
Heroism

Inflict Wounds
Sleep

6th Level

Aid
Lesser Restoration
Ray of Enfeeblement
Slow

10th Level

Potion of Healing
Death Ward
Hold Person
Potion of Poison

14th Level

Greater Restoration
Harm
Potion of Vitality
Wyvern Poison

Discovery

At 3rd level, you learn to craft an additional consumable. Consult the table and select one craft from your guild that you meet the minimum level requirement to create, you learn to craft that consumable. You may repeat this process every other level after that. (5th, 7th, 9th, 11th, 13th, 15th, 17th and 19th levels)

Ability Score Improvement

When you reach 4th level, and again at 8th, 12th, 16th, and 18th levels, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

Guild Journeyman

At 6th level, your efforts are officially recognized by your guild, and you attain the rank of Journeyman. You are initiated into new mysteries within your guild, and new secrets. You may combine consumables of the same type, increasing its effect as if the spell it duplicates were cast in one higher level spell slot. You may combine up to three consumables of the same type in this way.



- **Alchemist's Guild**

Your alchemist's fire now deals its initial damage to all targets within 5 feet of its point of impact and deals 2d6 fire damage.

- **Apothecary's Guild**

Whenever you treat a creature with your healing salve, you may add your proficiency bonus to the amount healed.

Guild Craftsman

Beginning at 10th level, you achieve the rank of Craftsman. You may mix up to two different consumables so that applying them is a single action. Which two effects combined in this way are left to the discretion of the head of your guild (DM), but if you can make a convincing argument, unusual experiments could be allowed.

- **Alchemist's Guild**

Your alchemist's fire now deals 3d8 fire damage.

- **Apothecary's Guild**

Whenever you take a short rest, you produce twice as much healing salve.



Guild Master

When you achieve 14th level, you are inducted into your guild as an official Master. With the ability to train apprentices as well as to sell the products of your work. You are able to live in a luxurious lifestyle off of the proceeds of your labor. You may retain a number of apprentices up to a maximum of your charisma bonus, minimum of one. Whenever you take a short rest, if your apprentices have a reasonable amount of safety, each may produce a single consumable you are capable of creating. They create these with guild supplies, and may do so up to twice before having to return to the guild for additional supplies.

- **Alchemist's Guild**

Your alchemist's fire now deals 4d8 fire damage.

- **Apothecary's Guild**

Your healing salve may be applied by you as a normal action.

Guild Grandmaster

If you rise to 18th level, you have proven your skill, talent and dedication to the guild and, assuming a seat is empty, rise to the rank of Grand Master. Your position of prestige allows you to take greater liberties with guild materials, the supply masters will allow you to possess up to twice your level in consumables at a time, for your own discretionary use.

- **Alchemist's Guild**

Whenever you roll damage for your Alchemist's fire, all 1s and 2s are automatically counted as 3s, and it deals 5d8 damage.

- **Apothecary's Guild**

Whenever you apply your healing salve to a target, they regain up to one hit die.

Final Secret

Upon Achieving 20th level, your lifetime of research and dedication have finally paid off. You have achieved the pinnacle of knowledge within your guild, and its deepest secrets are laid out before you.

- **Alchemist's Guild**

You come into the possession of a philosopher's stone, and may use it for one of the following effects: raise a creature from the dead, return a creature to youth, increase the current and maximum of a single creature's single ability score by 4, or to convert up to 100 pounds of lead into gold.

- **Apothecary's Guild**

You may construct a single flesh golem.



Barbarian Archetype: Path of the Skald

Warrior poets, Skalds serve the barbarian clans as record keepers, poets, heralds, and entertainers. True to their savage roots, none would be respected if they did not know the field of battle, and this includes the Skald as well, who must earn their own honor on the field of battle before any would give their poems any heed.

A skald will often be found serving a lord and chronicling their deeds, or living a life of adventure to immortalize in verse.

Epic Poet

By 3rd level, you have established yourself as a poet, and gained the respect of your countrymen, on the field with a blade, as

well as by the fire with words that are just as cutting. You have committed to memory the epics, and are prepared to immortalize the successes, or the failures, of others by word and on paper.

You gain proficiency in the History skill, proficiency with letters and verse, as well as a single music instrument and you are able to urge your allies to great feats of boldness on the field of battle. While you are raging, all of your allies within 30 feet receive your rage bonus to damage when they make melee attacks.

Emboldening Words

At 6th level, you learn to rally your allies, granting them confidence and endurance on the field of battle. Whenever you reduce an enemy creature you deem worthy of calling a foeman to 0 HP, or when you score a critical hit against the target, choose an ally within 30 feet to embolden. They gain temporary HP equal to your charisma bonus plus their total number of hit dice.

Battle Chant

Beginning at 10th level, you may chant in battle, challenging your allies to overcome pain and show courage. Your allies within 30 feet gain advantage on saving throws against Fear Effects, and whenever they would take non-magical bludgeoning, piercing and slashing damage, they take 3 less.

Song of the Valkyries

When you achieve 14th level, you are no stranger to battle, and it is said you are favored by the Valkyries. While you are raging, whenever an ally within 30 feet would be reduced to 0 hp, they are instead reduced to 1 hp. A creature may only be affected by this effect once until they have taken a long rest.

Ranger (Gritty)

In a world with less (or even no) magic, a Ranger is the eyes and ears of a party, a stealthy scout or hard hitting skirmisher.

Class Features

As a Ranger, you gain the following class features.

Hit Points

Hit Dice: 1d10 per Ranger level

Hit Points at 1st Level: 6 + your Constitution modifier

Hit Points at Higher Levels: 1d10 (or 6) + your Constitution modifier per Ranger level after 1st

Proficiencies

Armor: Light Armor, medium armor, shields

Weapons: Simple weapons, martial weapons.

Tools: None

Saving Throws: Strength, Dexterity

Skills: Choose three skills from Animal Handling, Athletics, Insight, Investigation, Nature, Perception, Stealth and Survival.

| Level | Proficiency Bonus | Features |
|------------------|-------------------|---|
| 1 st | +2 | Favored Enemy, Natural Explorer |
| 2 nd | +2 | Fighting Style, Combat Superiority |
| 3 rd | +2 | Ranger Archetype |
| 4 th | +2 | Ability Score/Feat |
| 5 th | +3 | Extra Attack, Combat Maneuver |
| 6 th | +3 | Favored Enemy and Natural Explorer Improvements |
| 7 th | +3 | Ranger Archetype Feature |
| 8 th | +3 | Ability Score/Feat |
| 9 th | +4 | 4 Superiority Dice, Combat Maneuver, D8 Superiority dice |
| 10 th | +4 | Natural Explorer Improvement, Hide in Plain Sight |
| 11 th | +4 | Ranger Archetype Feature |
| 12 th | +4 | Ability Score/Feat |
| 13 th | +5 | Combat Maneuver |
| 14 th | +5 | Favored Enemy Improvement, Vanish |
| 15 th | +5 | Ranger Archetype Feature |
| 16 th | +5 | Ability Score/Feat |
| 17 th | +6 | 5 Superiority Dice, Combat Maneuver, d10 Superiority Dice |
| 18 th | +6 | Feral Senses, Indomitable |
| 19 th | +6 | Ability Score/Feat |
| 20 th | +6 | Foe Slayer |

Equipment

You start with the following equipment, in addition to the equipment granted by your background:

- Leather armor OR hide armor
- Any two of: Dagger, Handaxe, Shortsword, Sickle
- Shortbow and 24 arrows OR Light Crossbow and 24 Bolts
- DUngeoneer's pack OR Explorer's Pack

Alternative Favored Enemies

A ranger may favor a class or type of people as their enemy, representing their experience fighting against, or even their disdain or hatred for, this group of people. Valid choices include:

- **Bandits:** The criminals and highwaymen that plague the land.
- **Commoners:** The common folk that work the fields of the land.
- **Nobles:** The aristocracy that owns the land and rule its peoples.
- **Soldiers:** The men at arms and mercenaries that fill battlefields.
- **Heretics:** People that follow a specific faith other than your own.
- **Foreigners:** People from another specific land or nationality not your own.

Favored Enemy

Beginning at 1st level, you have significant experience studying, tracking, hunting, and even talking to a certain type of enemy.

Choose a type of favored enemy: beasts, fey, humanoids, monstrosities, or undead. Alternatively, you can select two types of human (such as bandits and commoners) as favored enemies.

You have advantage on Wisdom (Survival) checks to track your favored enemies, as well as on Intelligence checks to recall information about them. When you gain this feature, you also learn one language of your choice that is spoken by your favored enemies, if they speak one at all.

You choose one additional favored enemy, as well as an associated language, at 6th and 14th level. As you gain levels, your choices should reflect the types of enemies you have encountered on your adventures.



Natural Explorer

You are a master of navigating the natural world, and you react with swift and decisive action when attacked. This grants you the following benefits:

- You ignore difficult terrain.
- You have advantage on initiative rolls.
- On your first turn during combat, you have advantage on attack rolls against creatures that have not yet acted.

In addition, you are skilled at navigating the wilderness. You gain the following benefits when traveling for an hour or more:

- Difficult terrain doesn't slow your group's travel.
- Your group can't become lost except by magical means.
- Even when you are engaged in another activity while traveling (such as foraging, navigating, or tracking), you remain alert to danger.
- If you are traveling alone, you can move stealthily at a normal pace.
- When you forage, you find twice as much food as you normally would.
- While tracking other creatures, you also learn their exact number, their sizes, and how long ago they passed through the area.

Combat Style

Starting at 2nd level, you adopt a particular style of fighting as your specialty. Choose one of the following options. You can't take a Fighting Style option more than once, even if you later get to choose again.

- **Archery**

You gain a +2 bonus to attack rolls made with ranged weapons.

- **Defense**

While you are wearing armor, you gain a +1 bonus to AC.

- **Duelist**

While wielding a one handed melee weapon and no other weapons, you deal an additional 2 damage with that weapon.

- **Two-Weapon Fighting**

When you engage in two-weapon fighting, you can add your ability modifier to the damage of the second attack.

Combat Superiority

Starting at 2nd level, you learn maneuvers that are fueled by special dice called superiority dice.

Maneuvers. You learn two maneuvers of your choice, which are chosen from the list of maneuvers available to fighters with the Battle Master archetype. Many maneuvers enhance an attack in some way. You learn one additional maneuver of your choice at 5th, 9th, 13th, and 17th levels. Each time you learn a new maneuver, you can also replace one maneuver you know with a different one.

Superiority Dice. You have three superiority dice, which are d6s. A superiority die is expended when you use it. You regain all of your expended superiority dice when you finish a short or long rest. You gain another superiority die at 9th level when your superiority dice become d8s, and gain a final die at 17th level.

Saving Throws. Some of your maneuvers require your target to make a saving throw to resist the maneuver's effects. The saving throw DC is calculated as follows: Maneuver save DC = 8 + your proficiency bonus + your Strength or Dexterity modifier (your choice)

Ranger Archetype

When you reach 3rd level you select a ranger archetype. Your choice grants you benefits at 3rd level, and again at 7th, 11th and 15th levels.

Ability Score Improvement

When you reach 4th level, and again at 8th, 12th, 16th, and 19th levels, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

Extra Attack

Beginning at 5th level whenever you take the attack action, you can attack twice instead of once.

Land's Stride

Starting at 8th level, moving through nonmagical difficult terrain costs you no extra movement. You can also pass through nonmagical plants without being slowed by them and without taking damage from them if they have thorns, spines, or a similar hazard.

Hide in Plain Sight

Starting at 10th level, you can spend 1 minute creating camouflage for yourself. You must have access to fresh mud, dirt, plants, soot, and other naturally occurring materials with which to create your camouflage.

Once you are camouflaged in this way, you can try to hide by pressing yourself up against a solid surface, such as a tree or wall that is at least as tall and wide as you are. You gain a +10 bonus to Dexterity (Stealth) checks as long as you remain there without moving or taking actions. Once you move or take an action or a reaction, you must camouflage yourself again to gain this benefit.

Vanish

Starting at 14th level, you can use the Hide action as a bonus action on your turn. Also, you can't be tracked by nonmagical means, unless you choose to leave a trail.

Feral Senses

At 18th level, you gain preternatural senses that help you fight creatures you can't see. When you attack a creature you can't see, your inability to see it doesn't impose disadvantage on your attack rolls against it.

You are also aware of the location of any invisible creature within 30 feet of you, provided that the creature isn't hidden from you and you aren't blinded or deafened.

Indomitable

Beginning at 18th level, whenever you roll for initiative and possess no superiority dice, you gain one superiority die.

Foe Slayer

At 20th level, you become an unparalleled hunter of your enemies. Once on each of your turns, you can add your Wisdom modifier to the attack roll or the damage roll of an attack you make against one of your favored enemies.

You can choose to use this feature before or after the roll, but before any effects of the roll are applied.

Ranger Archetypes

The ideal of the ranger has two classic expressions: the Hunter and the Beast Master.

Hunter

Emulating the Hunter archetype means accepting your place as a bulwark between civilization and the terrors of the wilderness. As you walk the Hunter's path, you learn specialized techniques for fighting the threats you face, from rampaging bandits and hordes of barbarians to noble knights and legendary champions.

Hunter's Prey

At 3rd level, you gain one of the following features of your choice.

- **Colossus Slayer.** Your tenacity can wear down the most potent foes. When you hit a creature with a weapon attack, the creature takes an extra 1d8 damage if it's below its hit point maximum. You can deal this extra damage only once per turn.
- **Giant Killer.** When a Large or larger creature within 5 feet of you hits or misses you with an attack, you can use your reaction to attack that creature immediately after its attack, provided that you can see the creature.
- **Horde Breaker.** Once on each of your turns when you make a weapon attack, you can make another attack with the same weapon against a different creature that is within 5 feet of the original target and within range of your weapon.

Defensive Tactics

At 7th level, you gain one of the following features of your choice.

- **Escape the Horde.** Opportunity attacks against you are made with disadvantage.
- **Multiattack Defense.** When a creature hits you with an attack, you gain a +4 bonus to AC against all subsequent attacks made by that creature for the rest of the turn.
- **Steel Will.** You have advantage on saving throws against being frightened.

Multiattack

At 11th level, you gain one of the following features of your choice.

- **Volley.** You can use your action to make a ranged attack against any number of creatures within 10 feet of a point you can see within your weapon's range. You must have ammunition for each target, as normal, and you make a separate attack roll for each target.
- **Whirlwind Attack.** You can use your action to make a melee attack against any number of creatures within 5 feet of you, with a separate attack roll for each target.

Superior Hunter's Defense

At 15th level, you gain one of the following features of your choice.

- ***Evasion.*** You can nimbly dodge out of the way of certain area effects, such as a red dragon's fiery breath or a *lightning bolt* spell. When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.
- ***Stand Against the Tide.*** When a hostile creature misses you with a melee attack, you can use your reaction to force that creature to repeat the same attack against another creature (other than itself) of your choice.
- ***Uncanny Dodge.*** When an attacker that you can see hits you with an attack, you can use your reaction to halve the attack's damage against you.

Beast Master

The Beast Master archetype embodies a friendship between the civilized races and the beasts of the world.

United in focus, beast and ranger work as one to fight the monstrous foes that threaten civilization and the wilderness alike. Emulating the Beast Master archetype means committing yourself to this ideal, working in partnership with an animal as its companion and friend.

Ranger's Companion

At 3rd level, you gain a beast companion that accompanies you on your adventures and is trained to fight alongside you. Choose a beast that is no larger than Medium and that has a challenge rating of 1/4 or lower (appendix D presents statistics for the hawk, mastiff, and panther as examples). Add your proficiency bonus to the beast's AC, attack rolls, and damage rolls, as well as to any saving throws and skills it is proficient in. Its hit point maximum equals its normal maximum or four times your ranger level, whichever is higher.

The beast obeys your commands as best as it can. It takes its turn on your initiative, though it doesn't take an action unless you command it to. On your turn, you can verbally command the beast where to move (no action required by you). You can use your action to verbally command it to take the Attack, Dash, Disengage, Dodge, or Help action. Once you have the Extra Attack feature, you can make one weapon attack yourself when you command the beast to take the Attack action.

While traveling through your favored terrain with only the beast, you can move stealthily at a normal pace.

If the beast dies, you can obtain another one by spending 8 hours magically bonding with another beast that isn't hostile to you, either the same type of beast as before or a different one.

Exceptional Training

Beginning at 7th level, on any of your turns when your beast companion doesn't attack, you can use a bonus action to command the beast to take the Dash, Disengage, Dodge, or Help action on its turn.

Bestial Fury

Starting at 11th level, your beast companion can make two attacks whenever it takes the attack action.

Beastly coordination

Beginning at 15th level, when an attacker that you can see hits your beast companion with an attack, you can call out a warning. If your beast companion can hear you, it can use its reaction to halve the attack's damage against it.

Warfare

Leading men on the field of battle is one of the key tasks of heroes, and according to the old maxim, if you think violence can't solve your problem, it just means you aren't using enough of it.



Core Concepts:

Units: A unit is a group of at least 10 warriors, they combine their efforts and fight as a cohesive group.

Commander: An elite leader of a unit. Often PCs, Commanders can offer a variety of special benefits to the troops they lead on the battlefield.

Maneuver: this is an option that a unit may take on its turn during battle. Certain Maneuvers are provided by equipment choices, or by commanders or special training.

Unit Rules:

A unit is a uniform grouping of troops. While individual members might have slightly differing equipment or statistics, they fight using unified statistics commonly representing the unit as a whole. A unit has an AC, Attack Bonus, Damage Bonus and HP, much like a single character, and in many ways make battle like a creature would.

You calculate the HP of a unit by taking the average HP of its member creatures, and multiplying it by the number of creatures in that unit.

The Attack rating of a Unit is calculated using the proficiency bonus of the member creatures, modified by any equipment bonuses. The Damage rating of a unit is calculated as 10d6 plus an amount modified by equipment or training. AC of a unit is equal to 10, plus any modifiers provided by equipment or training.

Unit Equipment:

Armor: A unit may only use the statistics of one type of armor, use the closest average of armor types.

Light Armor (10sp): 11 AC

Medium Armor (50sp): 13 AC

Heavy Armor (150sp): 14 AC, +1 HP per member

Arms: A unit uses only the statistics of one type of Arms, use the closest average of arms types within the unit.

Simple Arms (2sp): +10 Damage.

Normal Arms (10sp): +1 Attack, +10 Damage.

Superior Arms (25sp): +1 Attack +20 Damage.

Special Weapons: A unit may carry multiple special weapons, but may only use one maneuver per turn. Certain special weapons may not be used with other types of equipment.

Bows (25 SP): Enables the Volley maneuver. If a unit is wielding bows and horses, their range is 4/16, if a unit is infantry, its range is 8/30.

Crossbows (35 SP): Enables the Volley maneuver with a range of 5/20 that deals an additional 10 damage. May not be used in conjunction with horses.

Heavy Weapons (25sp): Enables the Shock Attack maneuver

Reach Weapons (20sp): Enables the Brace maneuver

Shields (10sp): +2 AC, Enables the Shield Wall maneuver for units without horses. A unit may not use shields in conjunction with Bows, Crossbows, Shock weapons or Reach Weapons.

Throwing weapons (15 sp): Three times per combat, a unit with Throwing Weapons may execute the volley maneuver with a range of 2/6.

Mounts: A unit may possess a single type of mount

Heavy Horses (400sp): +4 HP per member, +4 movement, +20 damage, Enables the Charge and Ride by Attack maneuvers.

Light Horses (100sp): +2 HP per member, +4 movement, Enables the Charge and Ride by Attack maneuvers.

Camp Followers: A number of people follow an army and offer various assistance to those who fight and die on the battlefield.

Healers (3sp/Day per 10 troops): Your units gain a +2 bonus on casualty checks.

Whores (1sp/Day per 10 troops): Your units gain a +1 bonus on Morale checks and saves.

Consumables: An army expects to be fed, and those raising it will have to pay for food. The better the food, the greater the morale and health of the troops in that army or unit.

Poor Rations: Poor rations are simple gruel or porridge, men eating this will be scrounging for better food as they travel, grumbling, and generally be underfed and less effective in combat. 2b per troop per day, -1 penalties to morale and wound saves.

Common Rations: Common rations are bread and dried meat and a single mug of ale per day. 4b per troop per day, +1 bonus to morale and wound saves, +10 damage.

Good Rations: Good rations are bread, meat, cheese, fresh vegetables and dried fruit, and three mugs of ale per day. 1sp per day, +1 bonus to morale and wound saves, +1 attack bonus, +10 damage.

Maneuvers:

Brace: Whenever a target moves within melee range, a Braced unit may make an attack as a reaction.

Charge: A charging unit deals +20 damage if it moves at least 4 squares before attacking.

Ride by Attack: When this unit makes a melee attack against another unit, it doesn't provoke opportunity attacks from that unit for the rest of the turn.

Shield Wall: An infantry unit forming a shield wall halves their movement and gains resistance to bludgeoning, piercing and slashing damage.

Shock Attack: A unit that makes a shock attack gets +1 on its attack and deals an additional 20 damage.

Volley: Instead of a melee attack, the unit unleashes a ranged volley, against a target unit within range, dealing additional damage equal to the number of members in that unit.

Casualties: Troops die on the field of battle, such is the nature of war.

When a unit is reduced to half its HP total, it must make a dc15 morale save, or fall into disarray, and attempt to flee the field of battle. A unit in disarray may only use its action to attempt to end this condition, and must move away from the battle. Attacks against a unit that is in disarray gain advantage.

After a battle, assess the damage dealt to all surviving units. Divide the amount of damage by the average HP of its members, this number (rounded up) is the number of casualties in the unit. For each casualty, make a DC 12 casualty check (with no modifiers), each successful save results in one member of that unit becoming wounded (one half hit point contribution to its unit) and each failure results in one member of that unit dying.

If a unit is reduced to 0 hp, it dissolves and is no longer an entity on the battlefield. After the battle, for each member in a destroyed unit make a DC 16 casualty check, with each failure dying and each success becoming wounded.

