

(Bear with me, I know there's a lot of text, but it's for good reason. Above all else, please read the rules thoroughly, and don't be scared to ask questions!)

### **RP premise/lore summary:**

Tordithas, a world that has been steeped in shadow for as long as anyone can remember. In this realm of eternal dusk, functioning society clings to life by the light of towering spires, where a substance only known as 'Radiance' is ensconced. Radiance, said to be raw crystallization of the mythical daylight, the lifeblood of commerce and comfort of intelligent life, the only thing that keeps the creatures of the dark at bay. Without Radiance, the unending hoards of lightblind beasts would overtake and consume what little civilization remains. These are the immutable facts of reality for the inhabitants of Tordithas, and so long as the Radiance did not falter, survival was assured.

Unfortunately, complacency is often an assured outcome as a result of prolonged safety. As the Radiance of the towers dimmed after centuries of neglect, the present generation went on with their lives none the wiser. That is until a bizarre entity summons several of Tordithas' inhabitants to bring back Radiance from the depths of their ever dimming world.

### **More about the Radiance:**

Radiance is a light producing crystal. The larger the crystal, the greater amount of light it puts out for a length of time. Radiance can be spent, and decays over time. Small crystals (quarter sized to ping-pong ball) will burn out within a couple of months (or less the smaller the crystal). The smallest crystals are only good for one or two uses before going dull and crumbling, while pieces fist sized to basketball might last half a year. Pieces large enough to power a light spire are absurdly large and will need some means of transporting it back to the surface. Radiance can only be found far below Tordithas' surface, a dangerous place to be as the mines and caves in which it grows are linked to nests of Ravenous lightblind beasts.

### **The Lightblind:**

These feral creatures are the menace that waits outside the reach of civilization in the Umbrage, waiting for the light to falter so they may rush in and feast. They have received their title of lightblind due to their opaque, white eyes lacking eyelids and immense aversion to Radiance and other sources of light. The ones on the surface are usually not very powerful on their own, but they do travel in swarms. There are harder to access places where the shadows of the Umbrage are deeper and the lightblind gather to breed. Here is where truly terrifying monstrosities reside, laying waste to any who dare try to enter their territory. (These creatures come in many forms, which I will doodle up images of as well as create stats for in the near future.)

In the past, hunting parties would be sent out in an attempt to exterminate as many lightblind creatures as possible, but these efforts were always fruitless. Society deemed hunting parties a waste, and decided to conserve radiance for the purpose of defending their posts and making extended trips to the remaining city strongholds that exist throughout Tordithas.

### **The Umbrage:**

The Umbrage is the unlit whole of Tordithas, including the seas and cavern layer. It is where the Lightblind reside and where few dare enter without the comfort of the radiance to keep the creatures at bay. Surprisingly, the Flora and Fauna who reside in the Umbrage have thrived, a stark contrast to the well being of the more intelligent inhabitants of this world.

### **In regards to magic:**

Just as Tordithas is shrouded in an unexplained darkness, so too does its magic suffer. This was not always the case, as ancient tomes and artefacts of magi long past recount that the magical energies of the world once saturated the land. Overtime, however, just like the valued Radiance, the welcoming comfort of magic waned. Few who are living now bother to fully master this power due to how much it has diminished. However, there are a handful who cling to the old ways, believing that there is a way to restore Tordithas to its former glory.

### **Locations:**

- **Evapir-** The northern empire of Evapir has held strong for many centuries. The fierce winters have aided in keeping the lightblind at bay where the Radiance could not reach. Even so, the frigid land makes for poor farming conditions. The inhabitants have learned to make due with hardier, less palatable vegetation supplemented by wild game. The inhabitants of Evapir are coarse, stern, and efficient survivors who see luxury and leisure as wasteful. There's always work to be done when it's a matter of life or death.
- **Caolist-** Situated on a small lakebound isle, Caolist is a diminutive city, but it by no means is a poor one. The thriving fresh waters and temperate weather have made it a safe haven for aquatic beings and landwellers alike. The surface, however, is dotted with compact, small homes out of necessity to save space for farmland.
- **Mineoll-** Once a thriving hotspot of the magically inclined, Mineoll has become a shadow of its former self. Mage guilds that sit in the Umbrage outside the reach of the Radiance have been left to decay, and with it their treasures of a time long past. Few try to unearth what remains of their heritage, fearing the unusually powerful herds of lightblind that lurk beyond. Those who still live there choose to preserve their magical abilities to contribute to keeping the present generation fed and happy.
- **Valdues Oasis-** The far reaching desert of Valdues is surprisingly home to the largest known kingdom on Tordithas. The ruling family has held strong, and sees to their people as fairly as they can. If travellers can brave the dark desert, they are welcomed with open arms by a tight knit, thriving merchant community. Water may be rationed strictly, but all else is lavished in riches and festivities.
- **Ratroju-** Ringed in tall cliffs and churning waters, Ratroju is nestled away from most of the known world. The inhabitants are strong, secretive people who brave the darkened forests to plunder nature's bounty from the hoards of lightblind. No resource goes to waste in Ratroju, and as a result, though their spire of Radiance is small, the people live a life of discipline and respect for what they can get.

- **Malsca-** The Town of Malsca is situated on a largely barren isle. Centuries ago, a foolish mayor thought to use the island's trees to defend its lands with torchlight instead of the Radiance. In a single generation they dwindled their resources while wasting their Radiance with impudence on frivolity. Now they struggle to eke out a living. Armed patrols march around their farmlands and taxes on what Radiance is left deprive people of the safety in their homes. The town is crowded as a result, and the outlook on their future is pessimistic.
- **Sylodes-** The southern city of Sylodes exists in an equilibrium with its surroundings. The inhabitants are tenacious, seeing the danger of the Umbrage as not a thing to be irrationally terrified of, but as an opportunity to make a name for themselves in cutting a path through the darkness. Farms are abundant, and hunters make full use of the hardy woodlands for game and resources. If one is looking for a guide to another land, the city of Sylodes is the place to hire a traveling guard or a bounty hunter to seek out a quarry.
- **Alacer-** The icy town of Alacer is the sole port in the southern continent. The inhabitants hole up in dense cabins situated over indoor fishing holes. The seas off the shore of Alacer are always treacherous, laced with ice and shallow reefs. For that reason Alacer's spire must remain lit to permit passage. If the waters and weather don't do you in, there is always the dangerous aquatic lightblind that have spread throughout Tordithas' oceans. People from Alacer have become master fishermen and sailors as a result, adapting to the harshness to become a force to reckoned with on and off deck.

### **Game rules:**

#### **Standard play:**

Characters have 5 stats, these are:

- Strength(physical power and athletic skill)
- Dexterity(Speed and agility, the ability to skillfully manage tools or navigate tricky terrain)
- Intelligence(Book knowledge and memory)
- Wisdom(Application of knowledge and problem solving, experience in situations or enlightenment, willpower)
- Charisma(Persuasiveness or force of character, diplomatic ability or deceitful manipulation)

Each character starts off with a total of 6 points they can put into each stat (no stat may exceed a value of 5 in the beginning however). These stats will be used when performing skills during special prompts made throughout the RP. For example, if your character is confronted with a large cliff, they may roll a dice and add their dex stat to it to see how well they did in attempting to jump across. The end result of the roll versus the difficulty of the challenge will determine the outcome. Things like spells or specific reactions to prompts should be explained clearly before rolling for them.

#### **Using magic:**

Characters within the setting can use magic if they wish, however, as the description reads, the power that once existed is now gone. To help people get a grasp on what 'amount' of magic is acceptable, I would recommend you refer to the cantrips and 1st to 2nd level spells list in D&D's 5th edition. These spells are not required to the letter, nor do I expect you to limit yourselves to these, this is more of an example/guideline of possible descriptions of the spells your character can use. Here is a link you can use to look at:

<https://roll20.net/compendium/dnd5e/Spells%20List?sort=Level#content>

*Cantrip to 2nd level spells are your reference guide. If you want to describe a spell differently, you can, if you want to make one up, you can. These are only here to give you a concept of power scaling.*

As for which of the 5 stats your character should use to cast spells, feel free to pick either Wisdom, Intelligence, or Charisma. What's the difference? Mainly flavor text, think of it this way: Is your character the studious mage who carries around a book? Use your intelligence stat. Did they get magic after grueling training and gaining enlightenment? Use Wisdom. Were they born with a gift due to their lineage and can command the world with a word? Use Charisma.

*Overall, here's the base rules: Cantrips are freebies, 1st level spells are a bit more restricted(4 a day), 2nd level spells are rare, and far more costly to use (2 a day). Spells will refresh with a four hour rest (that would be the characters taking a nap, or taking a long break from doing anything but relax.)*

*Please explain what sort of spell your character is doing too before you roll to cast it so I can respond appropriately in the prompt.*

*Lastly, any spell that creates light, like a flashbang, or a torchlight, you need a piece of Radiance. Magical sources of fire will create heat, but not enough light to keep a lightblind creature at bay.*

Cantrips are the bread and butter of any mage, If I'd consider a spell your character is using to be about this level of useful or powerful, you're free to throw it around.

I'd consider a 1st level spell to be a sign of a bit more learned person. It's more uncommon for someone, even a magic user to have them in Tordithas, but not impossible. These are restricted in how many a day.

2nd level spells are the sign of a dedicated mage, someone who has endured in spite of the decline in magic. They have scoured the old scrolls that still exist and are determined to monopolize on what's left. These are highly restricted.