



## THE TΟΤΕMS

### *The Totems*

There exist many chaotic tribes of people found in the world. These tribes are often never aligned with the order of the Age of Light and of the Gods. Commonly raiding and warring with the civilized nations, especially now that the Gods are dead and the Age of Light ended.

Instead, they may hold true to the Totems, spirits of animalistic power and fury.

These spirits are considered to be an offshoot of the Worldsoul by some. Others treat the Totems as fully independent beings fully separate from the Worldsoul. Either way, the Totems are of nature, particularly fauna.

Barbarians are Warriors who have had their tribal shaman or spirit leader cast the spell *Patron Bond* upon them in order to receive some power from their patron Totem. Doing so grants the Barbarian a unique version of the spell *Invoke Patron*.

Each Totem has a unique result for their invocations. Each Totem animal grants different boons for their Barbarian.

Only Warriors who desire to become Barbarians are permitted to Bond with the Totems. They have no love for Wizards.



INVOKE PATRON RESULTS	
A Barbarian's Spell Roll is 1d20 + their Intelligence or Strength Modifier (whichever is higher) + their Class Level.	
Roll Result	EFFECT
12-13	<p><b>Bear:</b> the caster receives +1 to all rolls that involve Strength for 1d3 rounds.</p> <p><b>Bull:</b> the caster receives a +1 to their AC for 1d3 rounds.</p> <p><b>Elk:</b> the caster's movement speed is increased by 5' for 10 minutes.</p> <p><b>Wolf:</b> the caster receives a +1 to Attack Rolls when attacking the same enemy as an ally for 1d4 rounds.</p> <p><b>Cat:</b> the caster receives +1 to all rolls that involve Agility for 1d3 rounds.</p> <p><b>Unicorn:</b> damage the caster takes is reduced by 1 point for 1d4 rounds.</p> <p><b>Bird:</b> The caster flies at a speed of 15'. The flying ability lasts for 1d3 rounds.</p>
14-17	<p><b>Bear:</b> the caster's strength increases to 18 (+3 bonus) for 1d6+1 rounds.</p> <p><b>Bull:</b> the caster receives a +2 bonus to their AC for the next hour.</p> <p><b>Elk:</b> the caster's movement speed is increased by 10' for 10 minutes.</p> <p><b>Wolf:</b> the caster receives a +2 to Attack Rolls when attacking the same enemy as an ally for 1d6 rounds.</p> <p><b>Cat:</b> the caster's agility increases to 18 (+3 bonus) for 1d6+1 rounds.</p> <p><b>Unicorn:</b> damage the caster takes is reduced by 2 points for 1 minute.</p> <p><b>Bird:</b> The caster flies at a speed of 30'. The flying ability lasts for 1d6 rounds.</p>
18-19	<p><b>Bear:</b> the caster's strength increases to 20 (+4 bonus) for 1d6 x 10 minutes.</p> <p><b>Bull:</b> the caster receives a +3 bonus to their AC for the next hour.</p> <p><b>Elk:</b> the caster's movement speed is increased by 15' for 10 minutes.</p> <p><b>Wolf:</b> the caster receives a +3 to Attack Rolls when attacking the same enemy as an ally for 1d8 minutes.</p> <p><b>Cat:</b> the caster's agility increases to 20 (+4 bonus) for 1d6 x 10 minutes.</p> <p><b>Unicorn:</b> damage the caster takes is reduced by 3 points for 1d3 x 10 minutes.</p> <p><b>Bird:</b> The caster flies at a speed of 60'. The flying ability lasts for 1d6 minutes.</p>
20-23	<p><b>Bear:</b> the caster's strength is increased to 20 (+4 bonus) for 1 hour.</p> <p><b>Bull:</b> the caster receives a +4 bonus to their AC for the next hour.</p> <p><b>Elk:</b> the caster's movement speed is increased by 20' for 10 minutes.</p> <p><b>Wolf:</b> the caster receives a +4 to Attack Rolls when attacking the same enemy as an ally for 1d3 x 10 minutes.</p> <p><b>Cat:</b> the caster's agility is increased to 20 (+4 bonus) for 1 hour.</p> <p><b>Unicorn:</b> damage the caster takes is reduced by 4 points for 1d6 x 10 minutes.</p> <p><b>Bird:</b> The caster flies at a speed of 90'. The flying ability lasts for 1d6 x 10 minutes.</p>

24-28	<p><b>Bear:</b> the caster's strength is increased to 21 (+5 bonus) for 1d4 hours.</p> <p><b>Bull:</b> the caster receives a +5 bonus to their AC for the next hour.</p> <p><b>Elk:</b> the caster's movement speed is increased by 30' for 10 minutes.</p> <p><b>Wolf:</b> the caster receives a +5 to Attack Rolls when attacking the same enemy as an ally for 1 hour.</p> <p><b>Cat:</b> the caster's agility is increased to 21 (+5 bonus) for 1d4 hours.</p> <p><b>Unicorn:</b> damage the caster takes is reduced by 5 points for 1 hour.</p> <p><b>Bird:</b> The caster flies at a speed of 90'. The flying ability lasts for 1 hour.</p>
29-31	<p><b>Bear:</b> the caster's strength is increased to 22 (+6 bonus) for 1d12 hours.</p> <p><b>Bull:</b> the caster receives a +6 bonus to their AC for the next hour.</p> <p><b>Elk:</b> the caster's movement speed is increased by 35' for 10 minutes.</p> <p><b>Wolf:</b> the caster receives a +6 to Attack Rolls when attacking the same enemy as an ally for 1 hour.</p> <p><b>Cat:</b> the caster's agility is increased to 22 (+6 bonus) for 1d12 hours.</p> <p><b>Unicorn:</b> the caster takes half damage for 1d4 hours.</p> <p><b>Bird:</b> The caster flies at a speed of 90'. The flying ability lasts for 1d6 hours.</p>
32+	<p><b>Bear:</b> the caster's strength is increased to 22 (+6) for 24 hours.</p> <p><b>Bull:</b> the caster receives a +6 bonus to their AC for 24 hours.</p> <p><b>Elk:</b> the caster's movement speed is increased by 40' for 24 hours.</p> <p><b>Wolf:</b> the caster receives a +6 to Attack Rolls when attacking the same enemy as an ally for 24 hours.</p> <p><b>Cat:</b> the caster's agility is increased to 22 (+6) for 24 hours.</p> <p><b>Unicorn:</b> the caster takes half damage for 24 hours.</p> <p><b>Bird:</b> The caster flies at a speed of 90'. The flying ability lasts for 24 hours.</p>

<i>PATRON TAINT</i>	
<i>1d6</i>	<i>RESULT</i>
1	The Barbarian must only eat the same food that their chosen Totem animal eats, regardless if doing so makes the Barbarian sick or weak. If it does make them sick or weak, after 1d30 days of constantly eating, their body will adjust to the new diet. Attempting to eat the food of a human causes instant, violent vomiting and a DC15 Fortitude Save to avoid passing out.
2	This taint is rolled a total of three times. Each time, the Barbarian slowly gains features and aesthetics with regards to their chosen animal Totem. For example, a Bird Totem Barbarian may grow talons at first, then feathers, and then finally a full beak.
3	The Barbarian no longer physically feels anything. When the Barbarian is to take damage, the Judge will no longer tell how much damage they have taken but must keep track of the damage inflicted. While they will still show the physical injuries they receive, the Barbarian will feel nothing. The Barbarian may fall unconscious or even die due to the wounds they can no longer feel.
4	The Barbarian begins to act more viciously and animalistic, often attacking those who even minorly upset the Barbarian. If this Taint is rolled multiple times, the immediacy of their reactions are enhanced.

<i>PATRON SPELLBURN</i>	
Barbarians have the option to burn their Mental Ability Scores (i.e. Intelligence or Personality) instead of their Strength, Agility, or Stamina.	
1	The caster must imbibe a tonic made of the blood of their chosen Totem Animal. This tonic takes one hour to concoct and requires somewhat difficult to find herbs.
2	The caster's skin rips and a visible sign of an otherworldly spirit is seen entering the caster's being.
3	The caster must kill a turtle.