

Tarnished Iron

Dracheneisen for Players

In first edition 7th Sea, one of the most delightful things about the Eisen was that their signature was punching evil in the face with a dracheneisen gauntlet. In 2nd edition, this has been replaced with creepy magic, and it feels like an unfair tradeoff. Dracheneisen still exists in the setting, but it's explicitly put out of the reach of starting characters.

It's time to change that.

by Rob Donoghue



Dracheneisen Options

Option 1: Inexpensive Dracheneisen

This option prices Dracheneisen at 5 points, making it similar to a signature item. This is the easier option, but it also suggests that Dracheneisen might be a little more commonplace in the setting than the core book suggests.

5 Point Advantage

Heir to Iron (Eisen Only)

You own a dracheneisen artifact, either a heavy melee weapon, a piece of armor or a panzerhand. Describe it in detail, bearing in mind that it should have a storied history.

- It is indestructible by any normal means
- It has all the benefits of a signature item (see the advantage of that name).
- It glows when within 30' of a monster
- If brandished before a monster, monstrous abilities which cost 1 danger point cost 2. If the item leaves the scene, the benefit is lost
- If it is a weapon, it causes one extra wound when striking a character with a Sorcery Advantage or Monster Quality.
- If it is a piece of armor, once per scene you may spend a hero point to avoid the automatic dramatic wound from a firearm
- If it is a Panzerhand, and you are fighting in the Eisenfaust style, it acts as both armor and weapon.

NEW BACKGROUND

IRON HEIR

You are the heir to a proud tradition, embodied by the dracheneisen weapon handed down to you. You must live up to it, or die trying.

Quirk

Earn a hero Point when you opt not use your Dracheneisen artifact in a situation where it would be helpful because the foe or task is unworthy.

Advantages

Heir to Iron

Skills

Athletics, Intimidate, Scholarship, Warfare, Weaponry

Option 2: Tarnished Dracheneisen

However, if you want to buy into the idea that dracheneisen should be rare and is genuinely worth 10 steps of a story, then use the following rules:

4 Point Advantage

Tarnished Dracheneisen (Eisen Only)

Dracheneisen cannot be destroyed, but it can become tarnished. No one is entirely sure how this happens - the Eisen say that it can happen when the weapon is shamed by its wielder, but alchemists are skeptical, expecting that the process is more mundane. Whatever the explanation, it can be cleaned, but not easily. The Eisen say that only the blood of monsters can clean Dracheneisen, and that is not terribly far from the truth. You own a dracheneisen artifact, either a heavy melee weapon, a piece of armor or a panzerhand. Describe it in detail, bearing in mind that it should have a storied history.

- It is indestructible by any normal means
- It has all the benefits of a signature item (see the advantage of that name).

It is possible to "unlock" the other attributes of the item through stories. There are three levels of purification, each of which requires a 2 step story (usually 1. Find a rare monster, 2. Kill the hell out of it).

- After the first story, It glows when within 30' of a monster
- After the second story, If brandished before a monster, monstrous abilities which cost 1 danger point cost 2. If the item leaves the scene, the benefit is lost
- After the third and final story, it gains a benefit based on its form:
 - If it is a weapon, it causes one extra wound when striking a character with a Sorcery Advantage or Monster Quality.
 - If it is a piece of armor, once per scene you may spend a hero point to avoid the automatic dramatic wound from a firearm
 - If it is a Panzerhand, and you are fighting in the Eisenfaust style, it acts as both armor and weapon.

NEW BACKGROUND

Trubeneisen

Your name is a storied one, but it has been shamed. You carry an artifact that is marked by that shame. It will be made clean again. So you swear.

Quirk

Gain a hero point when you take a risk to protect your good name.

Advantages

Survivalist,
Tarnished Dracheneisen

Skills

Athletics, Intimidate,
Scholarship, Warfare,
Weaponry

Optional Rule: Debt

Sometimes circumstances result in a character getting an advantage that they haven't paid for. If this is just a momentary circumstance, then all is well - fate giveth and fate taketh away. However, sometimes it's a real change to the character that has not been "paid for" in points to story.

In those circumstances, the player has accrued a debt equal to the number of story steps they would have needed to gain the advantage in question. Debt can be "paid off" with a story equal to the size of the debt. If a character somehow accrues more than one debt, track them separately, and remove them separately (that is, if Gaston has a debt of 3 and a debt of 2, they can be removed with a 3 step story and a 2 step story, it need not be a 5 step story, though that would work too).

At the beginning of a session, when the GM collects danger points, she gains one extra danger point for every point of debt among the characters present.

This product was based on a blogpost at walkingmind.com and the details of its creations are discussed there!

